

draw Flower

- position: Vector

interface Vector {
x: number
y: number
}

positionX: number = position.x

let maxFlowers: number = Math.random() * 11

let petalColor: string[] = ["red", ...];

let randomNumbaArray: number[] = Math.floor(Math.random() * Math.floor(petalColor.length))

let flowers: number = 0

flowers < maxFlowers

Blumen stängel durch kreis malen

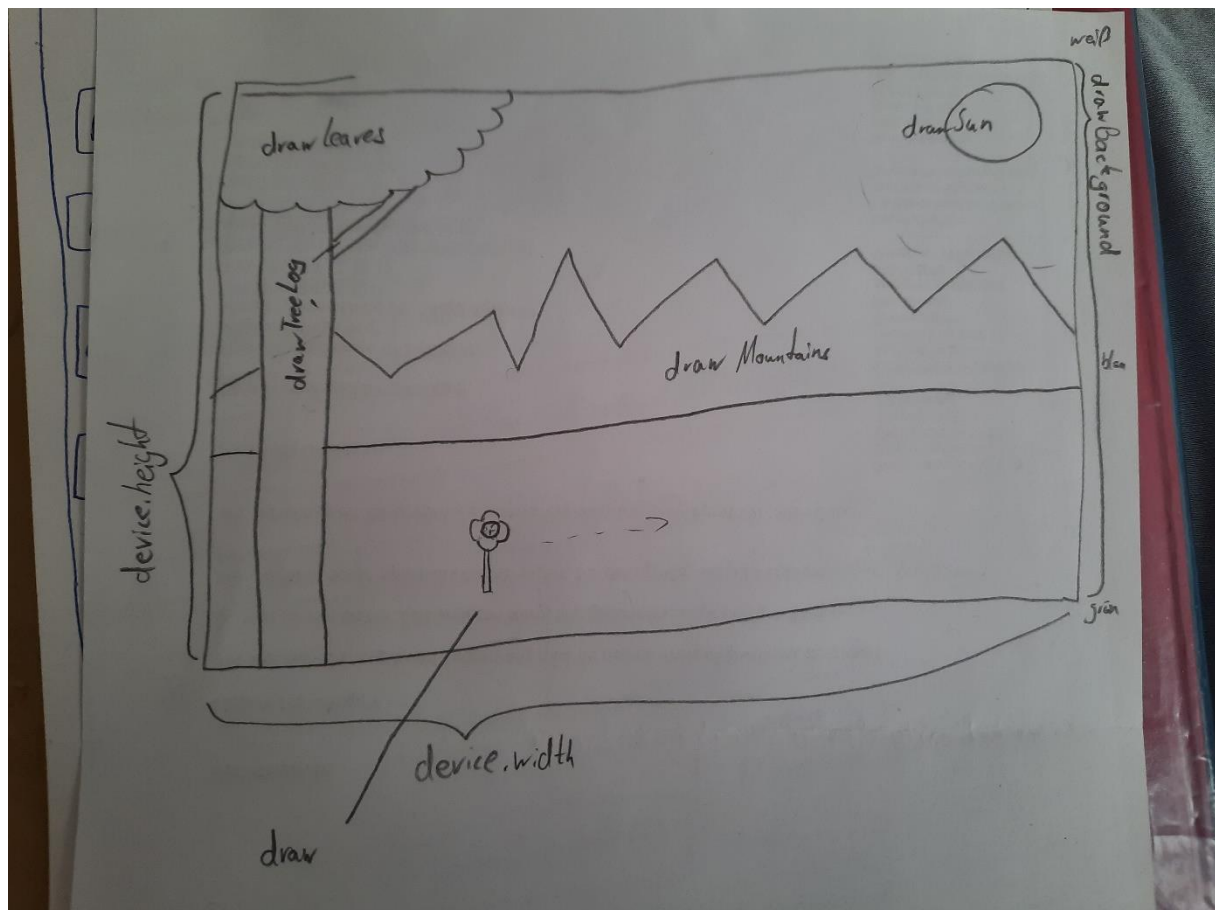
4 Kreise malen mit
fillStyle = petalColor[randomNumbaArray]

selber kreis auf den 4 kreisen

flowers++

positionX = positionX + 100





Activity Diagram

load



handleLoad



handleLoad



draw Background



draw Mountains



draw Sun



draw TreeTrunk



draw Leaves



draw Flower

