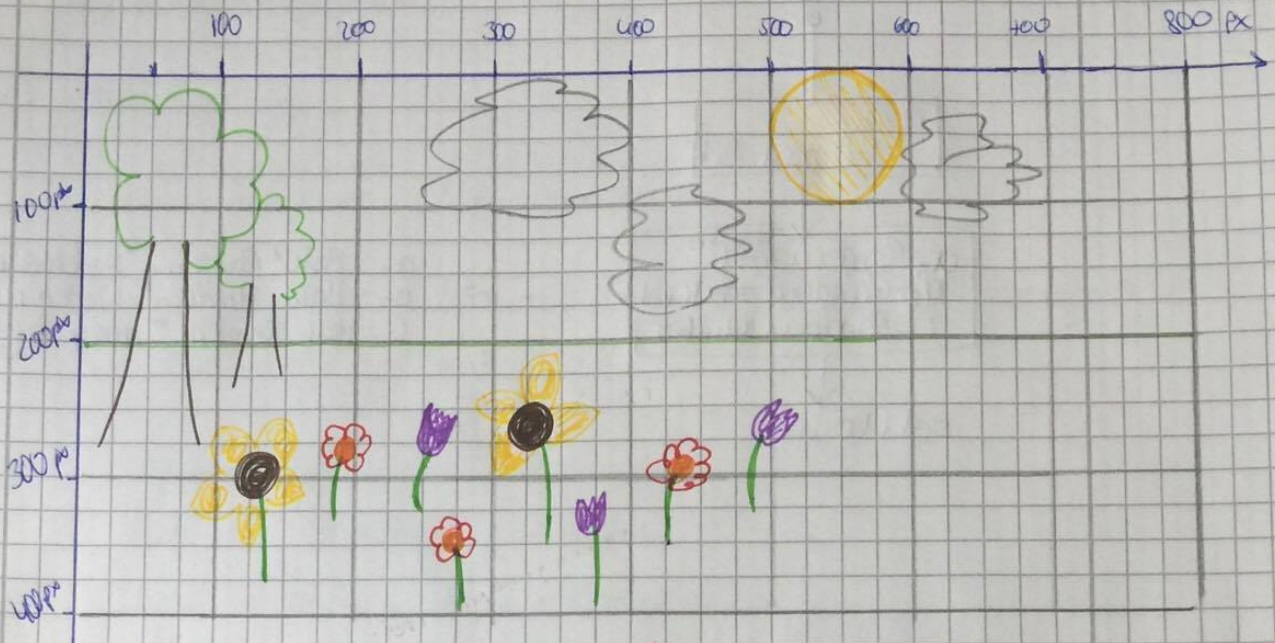
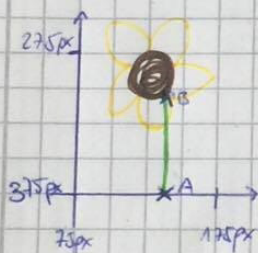


EIA2 - Aufgabe 4 KONZEPT



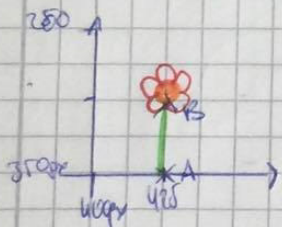
Canvas width: 800 px, height: 400px

circle = arc($x_c, y_c, r, 0, 2\pi$, fill, stroke)



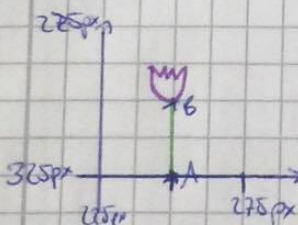
Sonnenblume → MoveTo(A) → LineTo(B) → arc
→ 10 curves (Bezier) → fill

function Sunflower(x:number; y:number;)



Kleine Blume → MoveTo(A) → LineTo(B) → arc
→ 5 curves (Bezier) → fill

function Lilflower(x:number; y:number; blossom: string)

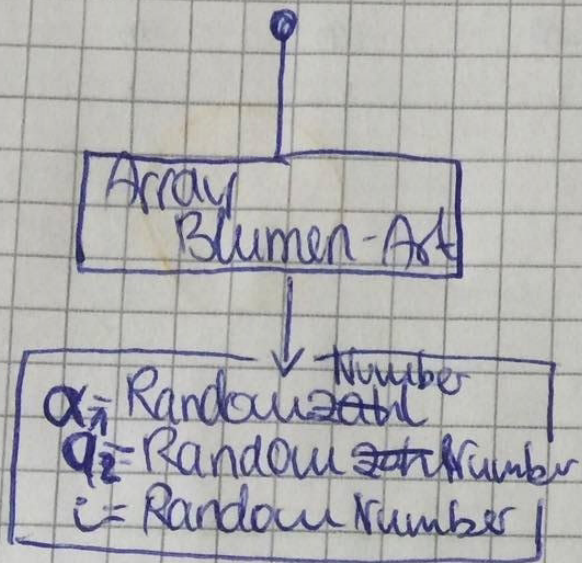


Tulpe → MoveTo(A) → LineTo(B) → Curve(Bezier)
→ 6 lines → fill

function Tulip(x:number; y:number; blossomcolor: string)

⚠ Statt 'x:number; y:number' soll in den Funktionen
'a1:number; a2:number' stehen, da dies
die Anskordinaten des Startpunkts / der Wurzel
sind!

Zufälliges Blumenbeet ^{Alt}



\rightarrow

- $a_1 = \text{Math. Random} * \text{Wertebereich}$
- $a_2 = \text{Math. Random} * \text{Wertebereich}$
- $i = \text{Math. Random} * \text{array.length}$

