

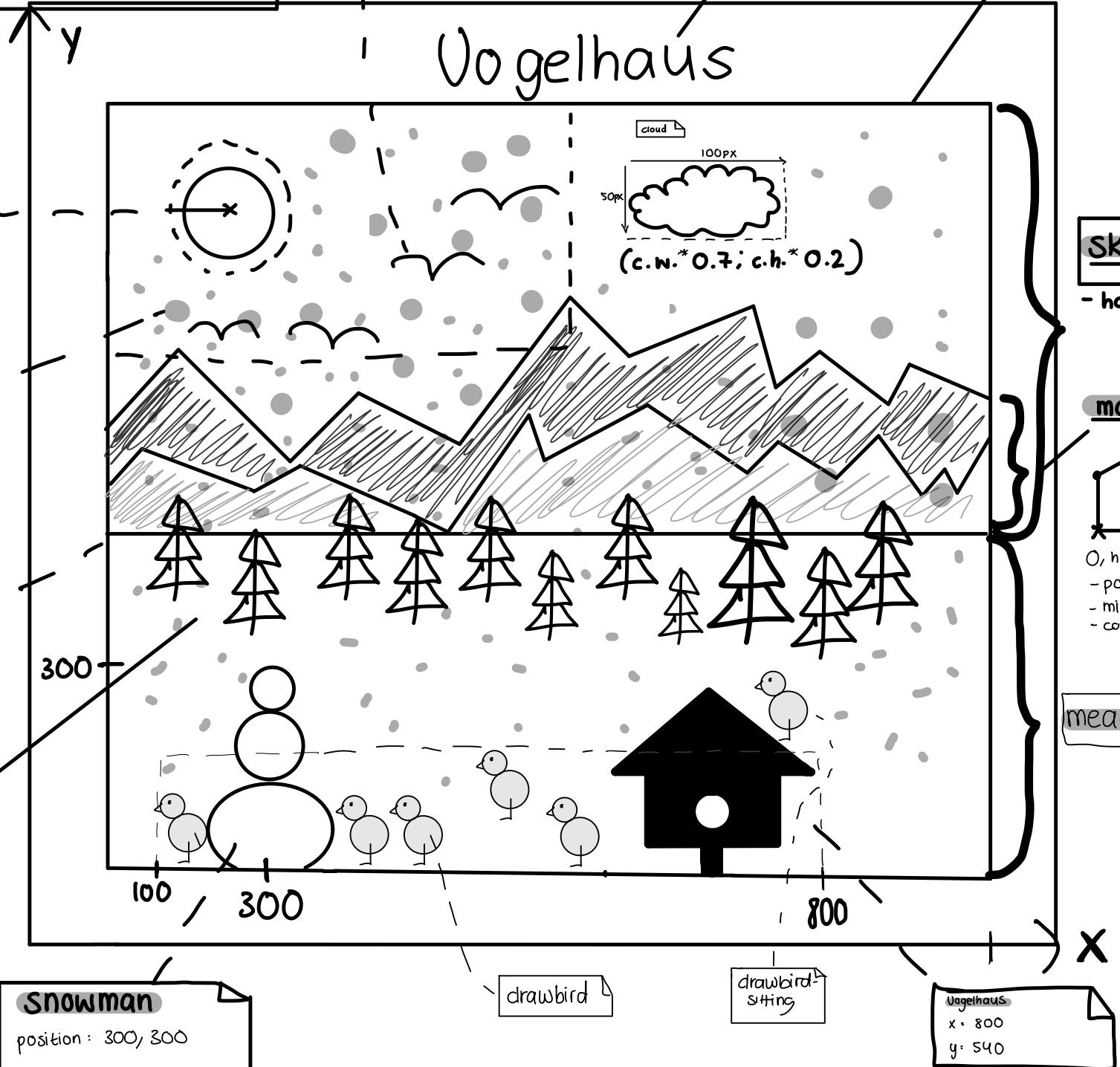
SCRIBBLE

window : event listeners:
load , resize , orientation change

drawbird
flying

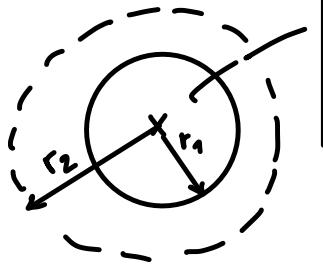
<h1>

<canvas>
width = window.innerWidth * 0.95
height = window.innerHeight * 0.85



SUN:

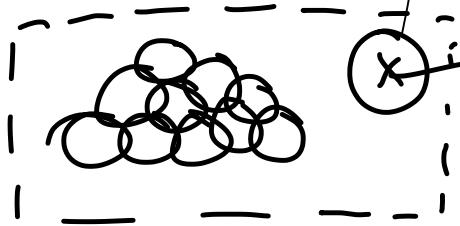
-position



gradient
- bright yellow
- $a = 0$ [opacity]

cloud

-position
- size

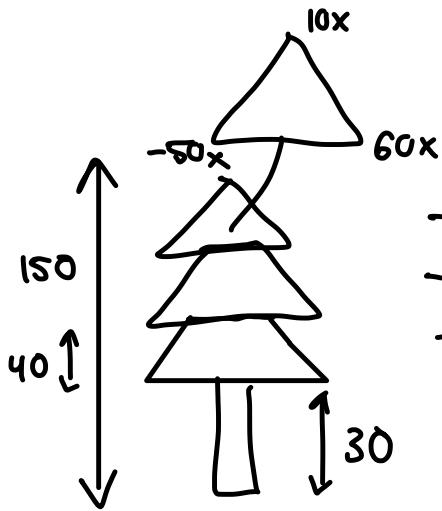
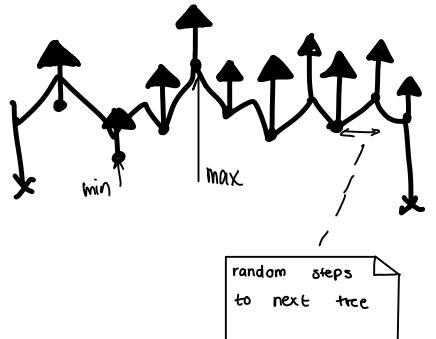


particle (randomly placed)
in area

gradient
 $a \geq 0.5$
 $\rightarrow a = 0$

trees:

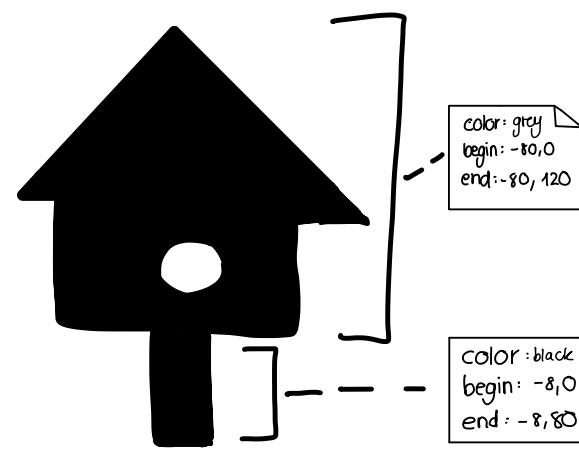
-mini, max



fillRect

- color #3
- color #2
- color #1

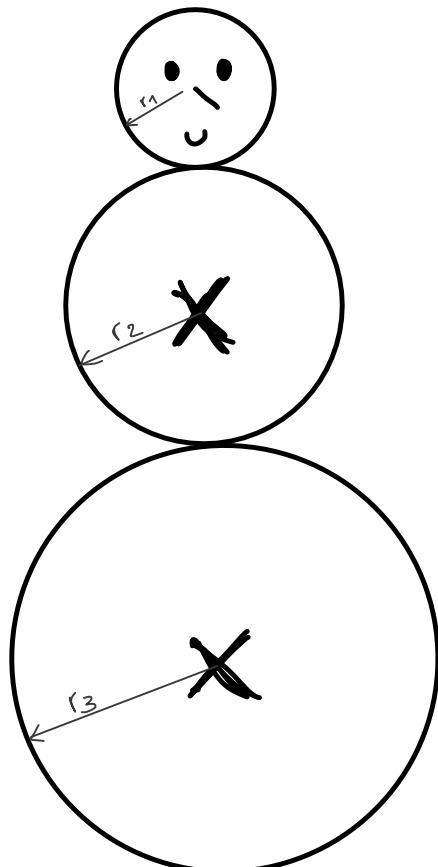
vogelhaus:



color: grey
begin: -80,0
end: -80,120

color: black
begin: -8,0
end: -8,80

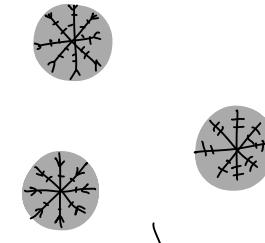
Snowman



with loop
↳ three circles

```
let radius = number=40
radius = radius + 10
cr2.fillStyle = "white"
```

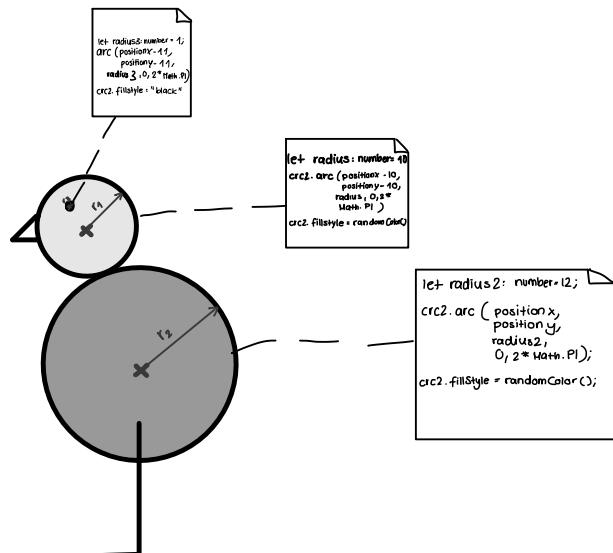
Snowflakes



random
dots: white

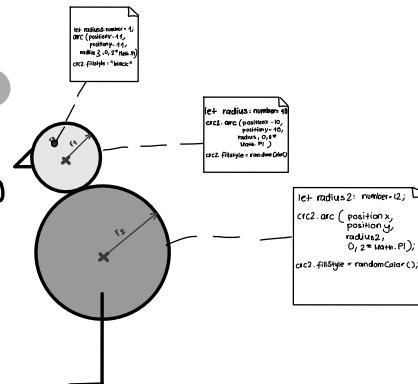
drawbird

maxWidth: number=800;
minWidth: number=100;
minHeight: number=515;
maxHeight: number=530;



drawbirdsitting

let positionx: number=800
let positiony: number=310



drawbirdflying

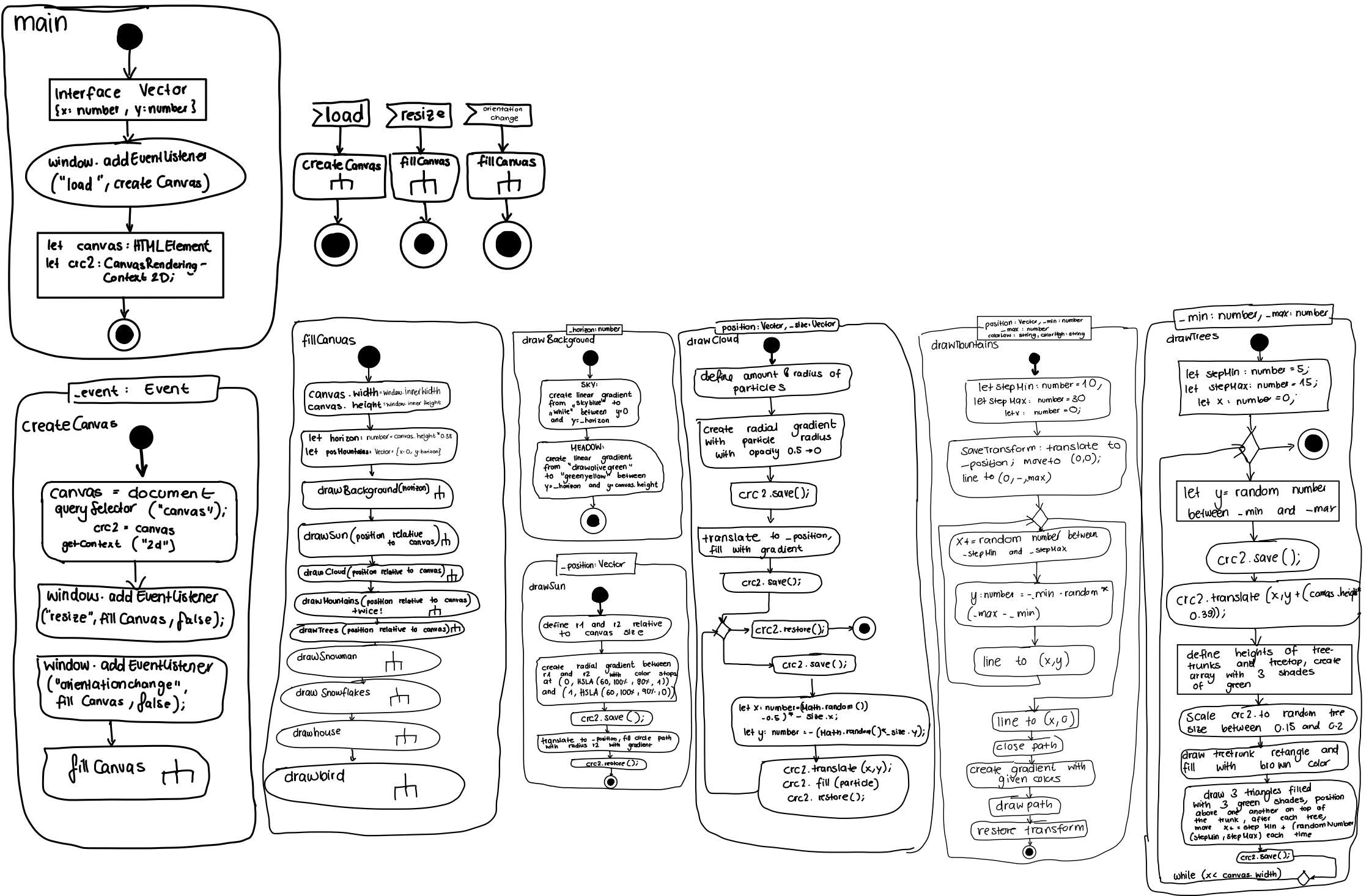
position x: Math.random * (900 - 40) + 40

position y: Math.random * (200 - 20) + 20

random- scale: Math.random * (3 - 0.5 + 0.5)

```
crc2.moveTo (1,0)
crc2.bezierCurveTo
( 5, -5, 15, 10, 20, 0 )
crc2.moveTo (-1,0)
crc2.bezierCurveTo
( 8, -5, 15, -10, 20, -2 )
```

Aktivitätsdiagramm



drawSnowman

```
let radius: number = 40;
let positionX: number = 300;
let positionY: number = 300
```

```
let i: number = 0; i < 3; i++
```

`crc2.beginPath()`

`crc2.arc(positionX, positionY, radius, 0, 2 * Math.PI)`

`crc2.fillStyle = "white"`

`crc2.fill()`

`crc2.stroke()`

`crc2.closePath()`

For new position
we add current
positionY + radius + 50;

For new radius, we
add radius + 10;

`drawNose`

`drawEye`

`drawEye`

`drawMouth`

`drawButton`

`drawButton`

drawSnowflakes

```
let index: number = 0; index < 600; index++
let randomX: number = Math.floor(Math.random() * (1000 - 1) + 1);
let randomY: number = Math.floor(Math.random() * (700 - 1) + 1);
let randomScale: number = Math.floor(Math.random() * (4 - 1) + 1);
let r1: number = 1;
let r2: number = 2;
let gradient: CanvasGradient
```

`gradient.addColorStop(0, "HSLA (0,0%, 100%, 1))");
gradient.addColorStop(1, "HSLA (240,50%, 90%, 0));`

`CRC2.SAVE();`

`CRC2.SCALE
(randomScale, randomScale);`

`CRC2.TRANSLATE
(randomX, randomY)`

`CRC2.ARC(0,0,r2,0,2*PI);`

`CRC2.CLOSEPATH();`

`-position: Vector`

drawhouse

`draw top part
of house`

`Crc2.save()`

`Crc2.translate()`

`Crc2.fillStyle = "grey";
crc2.fill()`

`Crc2.closePath`

`Crc2.restore`

`draw bottom part
of house`

`Crc2.save()`

`Crc2.translate()`

`Crc2.fillStyle = "black";
crc2.fill()`

`Crc2.closePath`

`Crc2.restore`

`draw hole
of the house`

`let hole: number = 32;`

`Crc2.save()`

`Crc2.translate()`

`Crc2.fillStyle = "white";
crc2.fill()`

`Crc2.arc(0,-60,hole,0,2*PI);`

`Crc2.closePath();`

`Crc2.restore();`

