



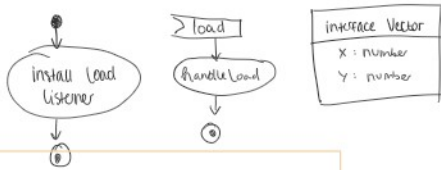
Gradient
- orange
- lightorange
- HSL (170, 80%, 30%)

Mountain_Curve

arc.quadraticCurveTo (cpX: number, cpY: number, x: number, y: number)

Gradient
- white
- darkgreen

Gradient
- lightgreen
- green



interface Vector
x: number
y: number

