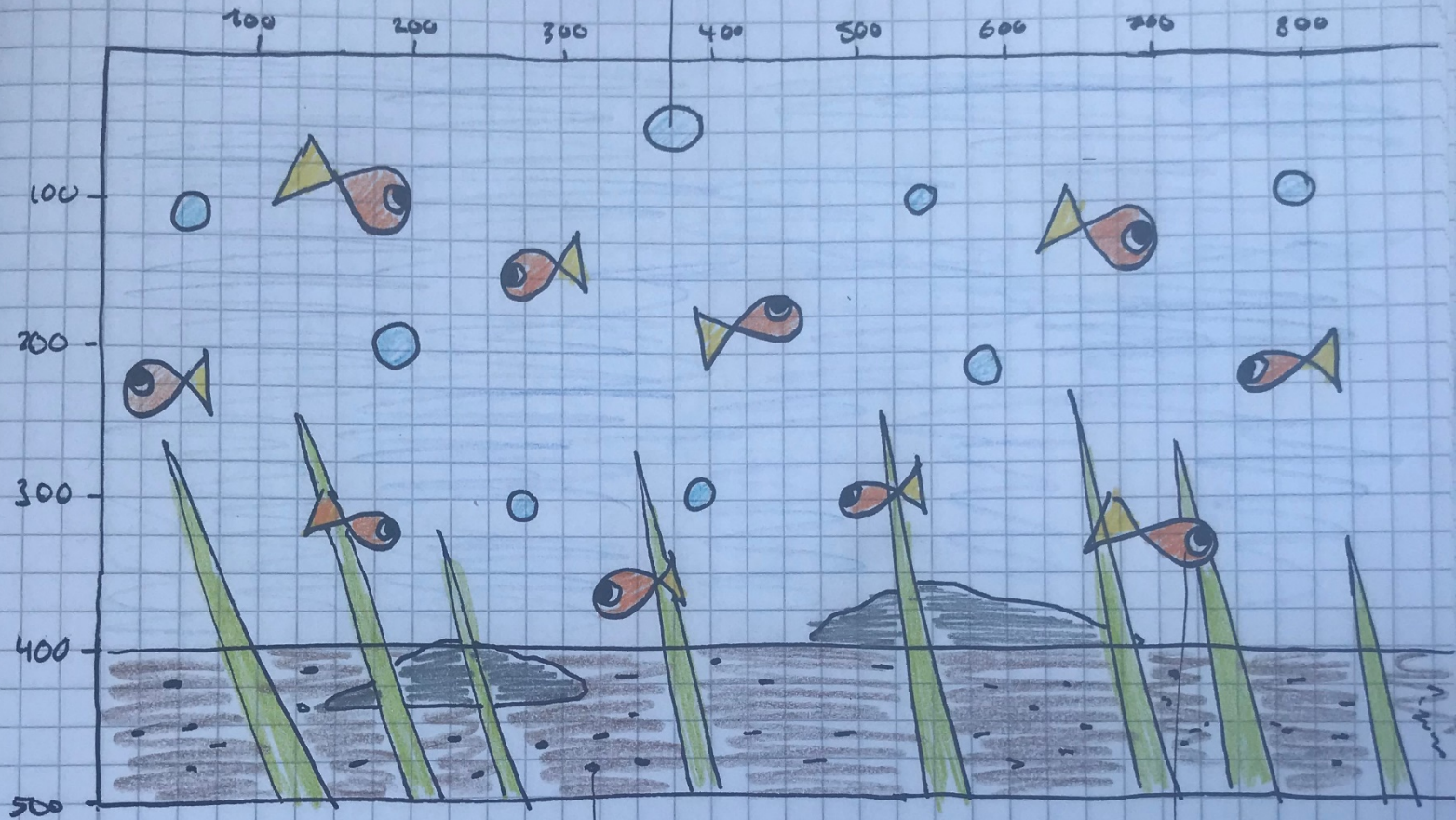


luftblasen = Math.random

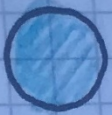


width = 900

height = 500

Steine = Math.random

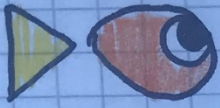
fische = math.random



arc = -x, -y, 10

strokeStyle = ~~hellblau~~ weiß

fillStyle = hellblau



Körper:

ellipse = x, -y, 20

fillStyle = Orange

strokeStyle = hellorange

flosse:

moveTo (-x = ?, -y = ?)

lineTo (-x = ?, -y = ?)

lineTo (-x = ?, -y = ?)

fillStyle = Gelb

strokeStyle = hellgelb

Pupille

arc

fillStyle = schwarz

auge

arc

fillStyle = weiß



Fels:

fels.moveTo (-x + 80, -y + 35);

fels.bezierCurve (-x + 300, -y + 30, -x + 300, -y + 10, -x + 100, -y + 5)

fillStyle = grau

strokeStyle = schwarz



Pflanzen:

moveTo (-x - 40, -y + 80)

lineTo (-x - 20, -y + 40)

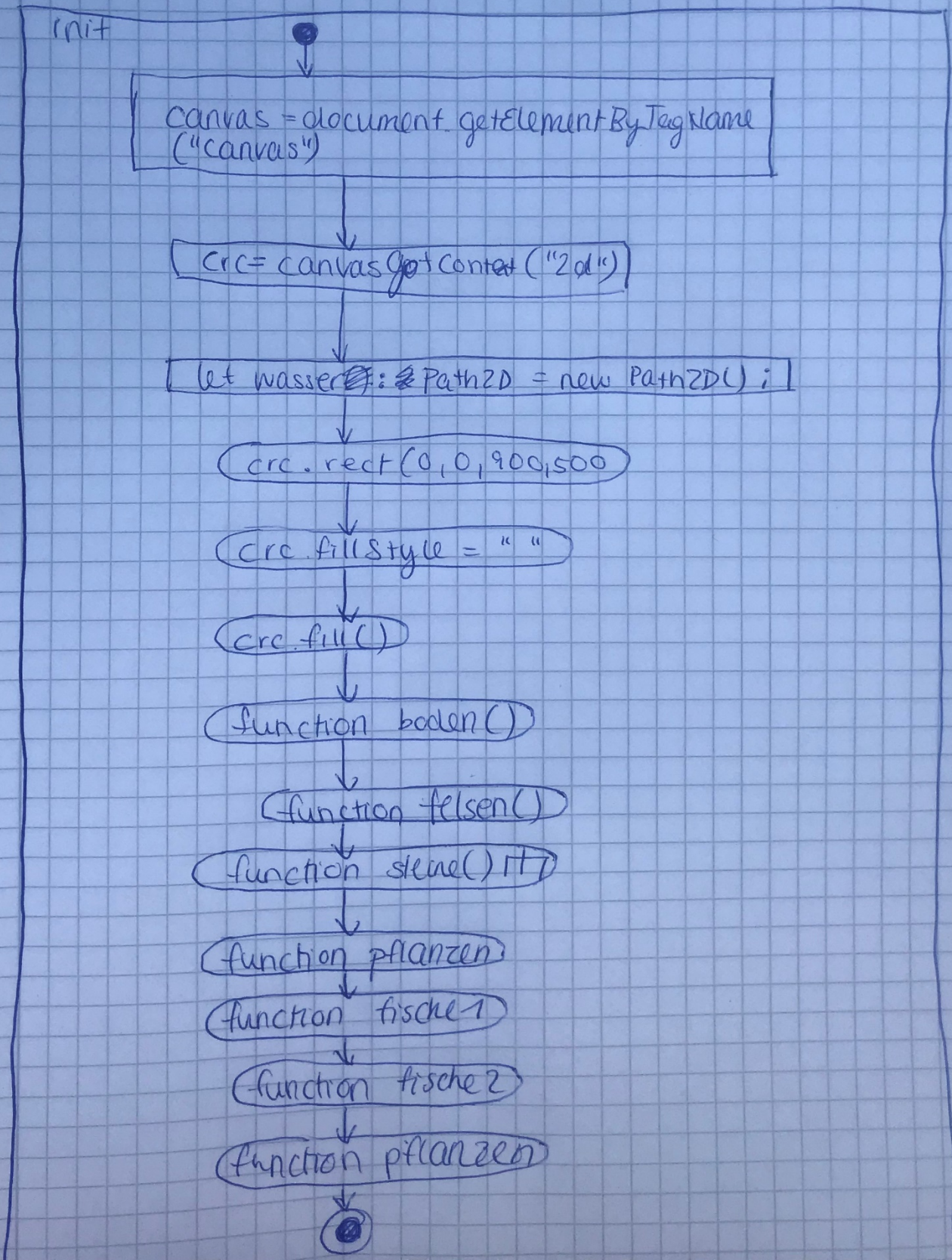
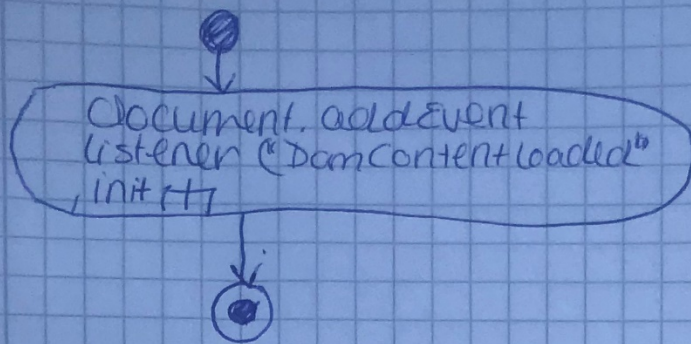
lineTo (-x - 90, -y + 250)

closePath();

fillStyle = Hellgrün

strokeStyle = Dunkelgrün

Aktivitätsdiagramm Aufgabe 10



function steine

