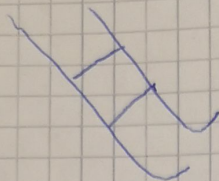




0px

32px

Schlibben



64px

funktion anyObject

-x: Number  
-y: number



Object mit vorgegebenen  
Punkten zeichnen



Schleife wiederholen bis  
Random Zahl

Math.random



-x - y

funktion draw ~~anyObject~~ anyObject

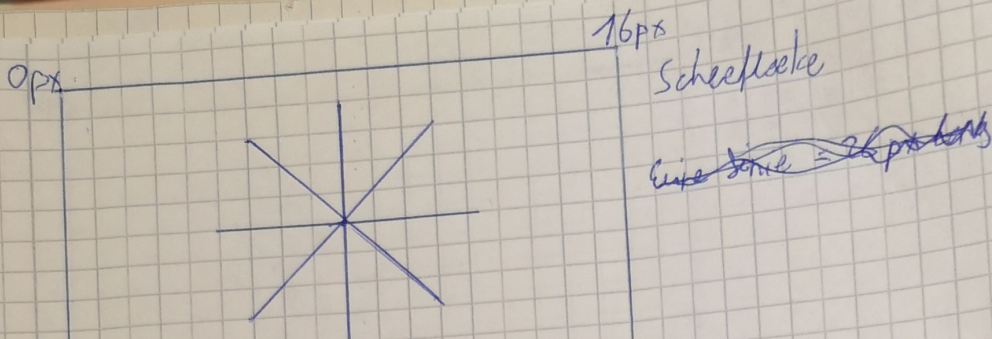


nimm vorgegebenes Object  
und position an parameter:

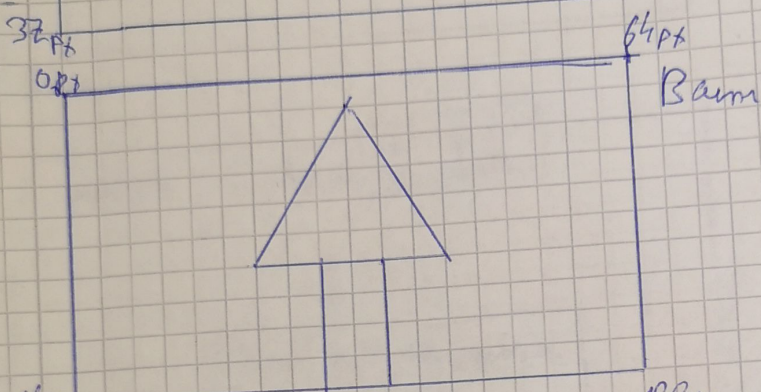
-x - y



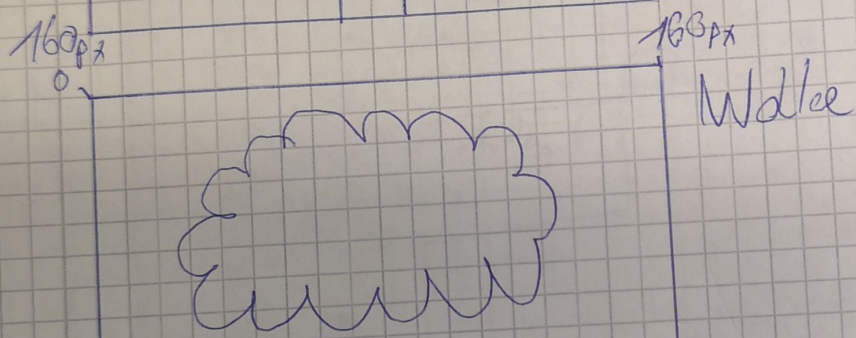




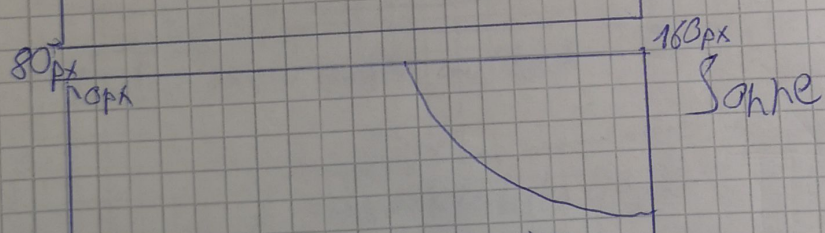
Scheeflecke  
~~Give some = 26 px work~~



Baum



Wolke



Sonne



Mensch