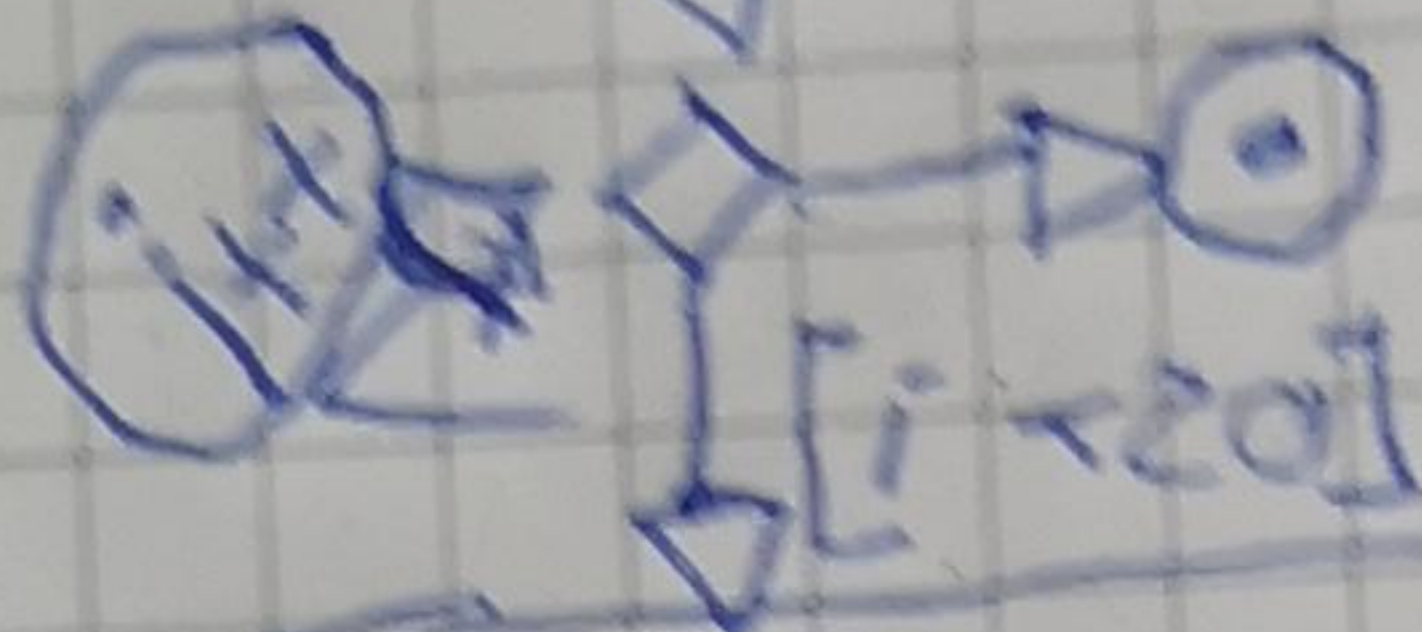


reload

Windowset Timeout (reload)

clear Canvas Document

let i: number = 0



let child: child 1 - child 1[i]

child.move(s)

child.draw(s)

Attribute

x, y, dx, dy, c

class child

draw(): void

fillstyle = this.color
strokestyle = square
~~path~~ draw path

move(): void

this.x += this.dx

this.y += this.dy

init

let child1: child1[] = []

let i: num = 0

init

$i < 20$

reload

let child = child1 = new child1()

child.x = random Zahl

child.y = random Zahl

child.dx = random von -4 bis -1

child.dy = random von 1 bis 4

child.color = random Farbe im HTML Code

child1.push(child)