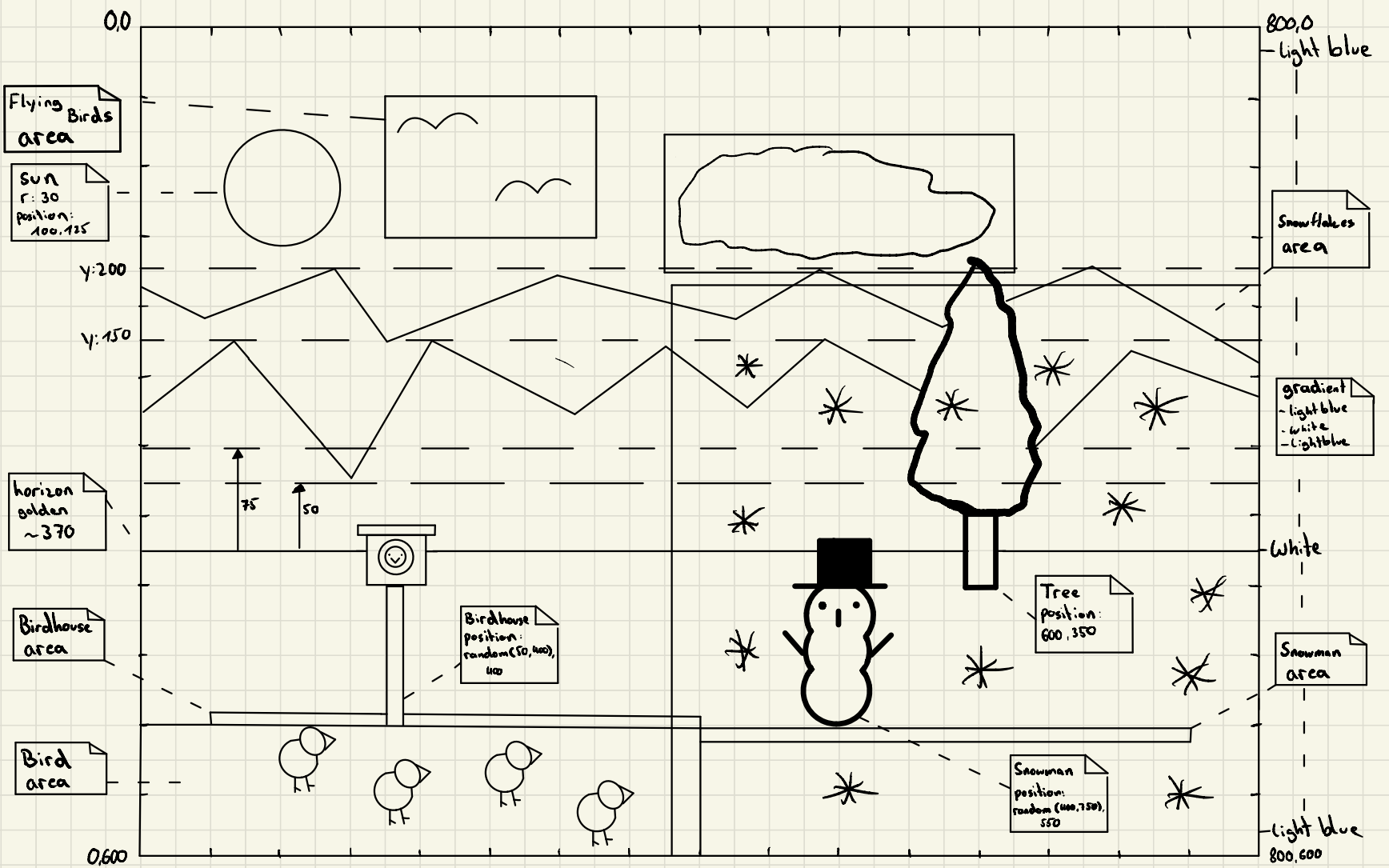
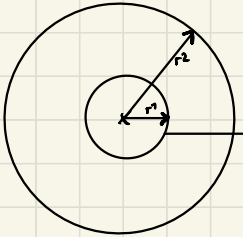
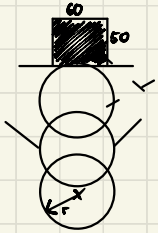

0,0
800,0
Flying Birds area
sun
r: 30
position: 100, 125
y: 200
y: 150
horizon golden ~370
75
50
Birdhouse area
Birdhouse position: random(50, 100), 100
Bird area
Tree position: 600, 350
Snowman position: random (100, 750), 550
0,600
800,600
light blue
Snowflakes area
gradient
- light blue
- white
- light blue
white
Snowman area
light blue

Sun



gradient
- yellow

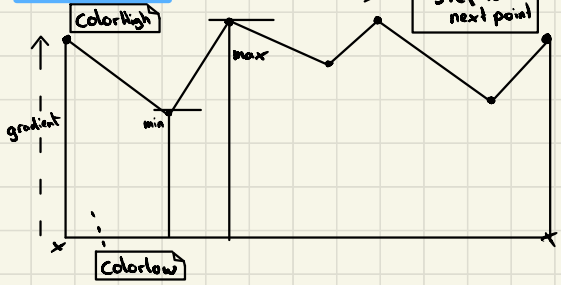
Snowmann



3 Circles
r: 50
gradient: white lightgrey

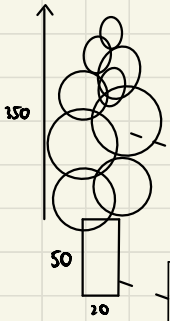
Rect.
color: black

Mountains



random step to next point

Tree

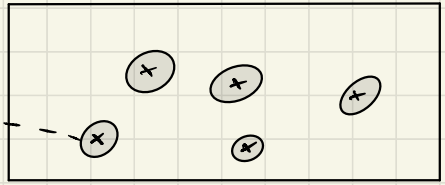


random Circles
Pos. and size
color: green

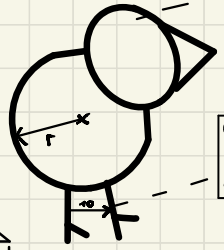
Rect.
color: saddlebrown

Snowflakes

particles
random position



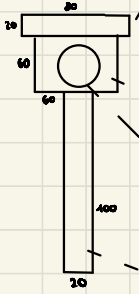
Bird



2 Circles
color: random
r: 20

Leg
height: 20
color: black

Birdhouse



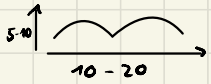
Rect.
color: saddlebrown

Rect.
color: burlybrown

Circle
r: 15
color: black

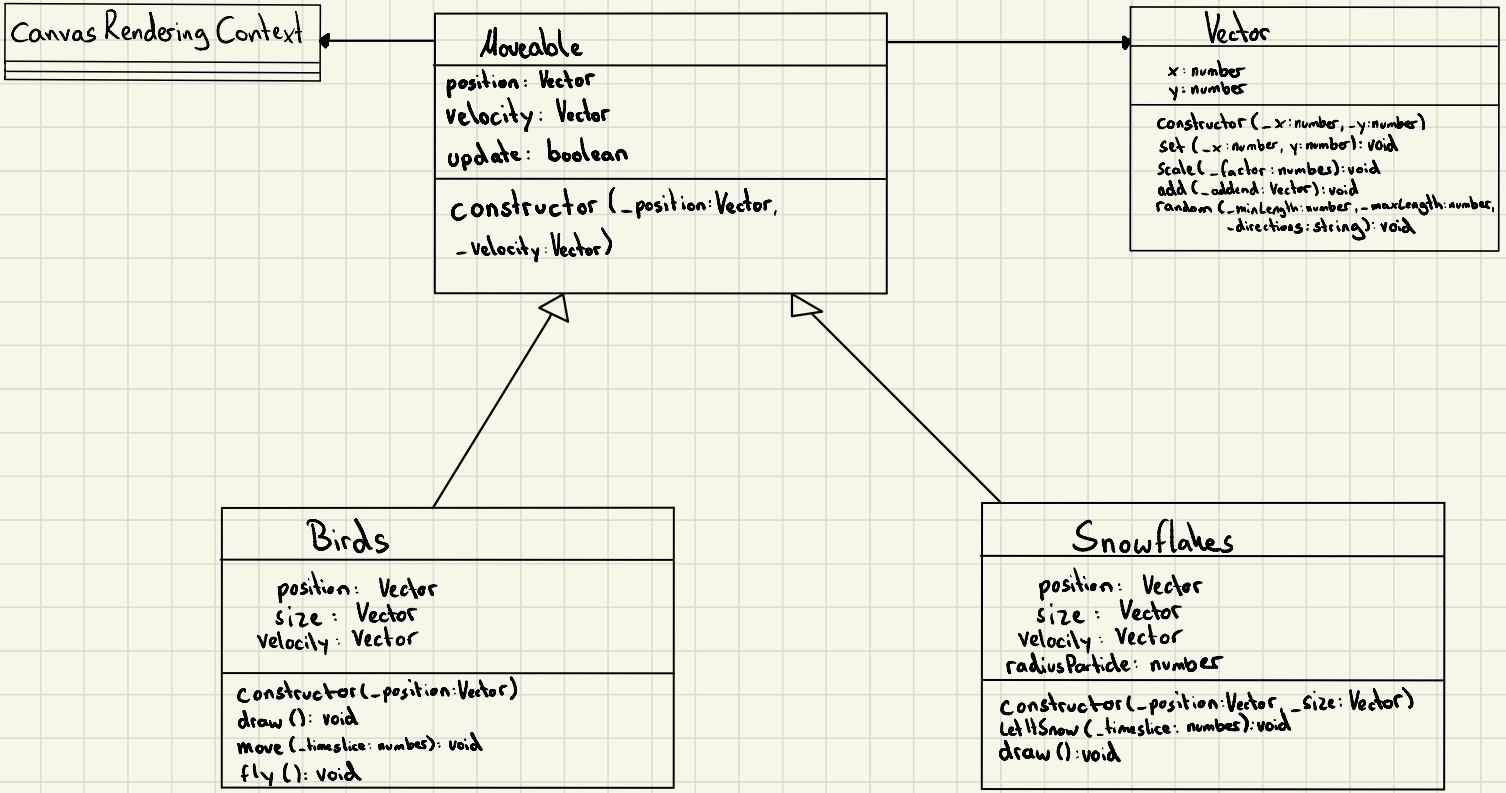
Rect.
color: saddlebrown

FlyingBirds

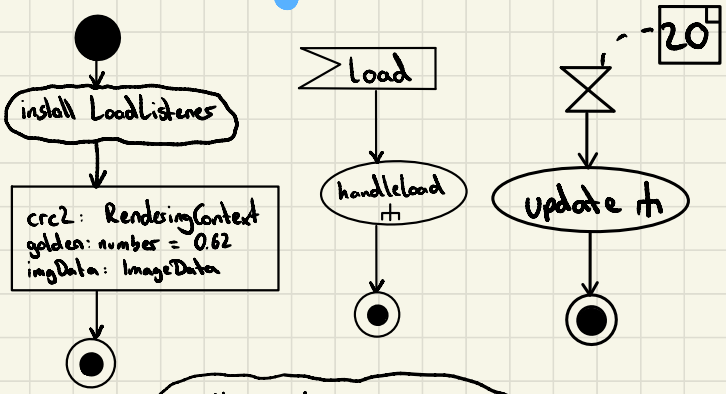


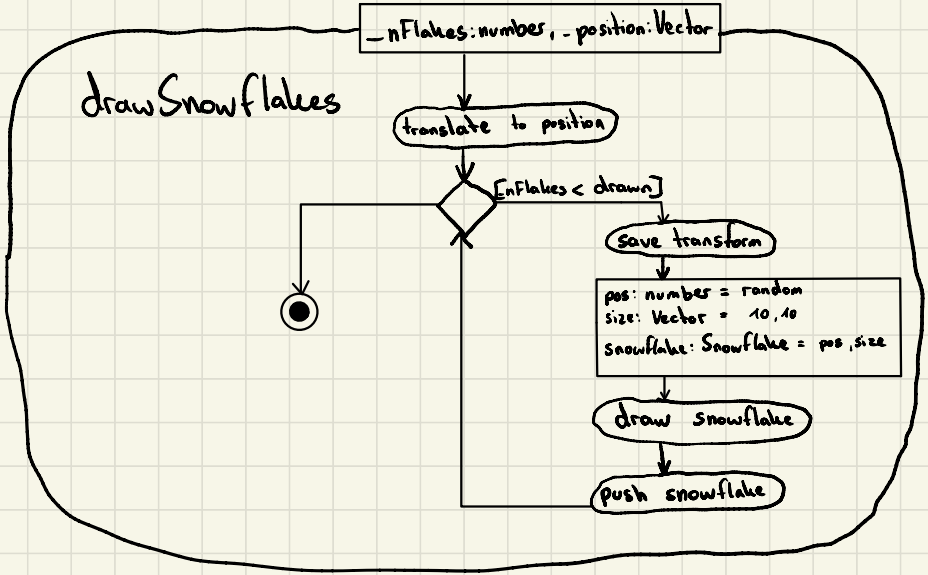
stroke black
2 Bezier
scale: random

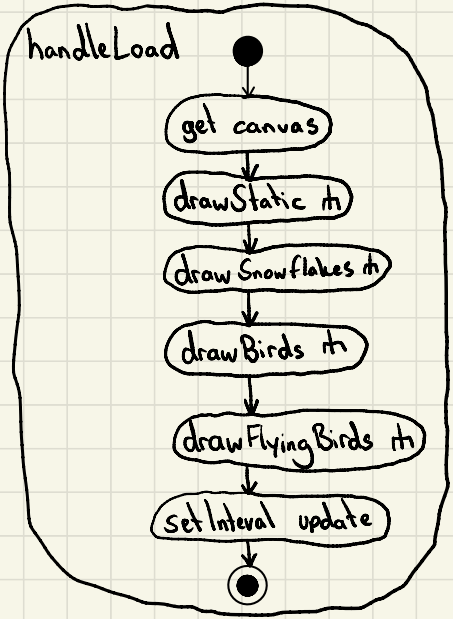
L10.2 - Klassendiagramm

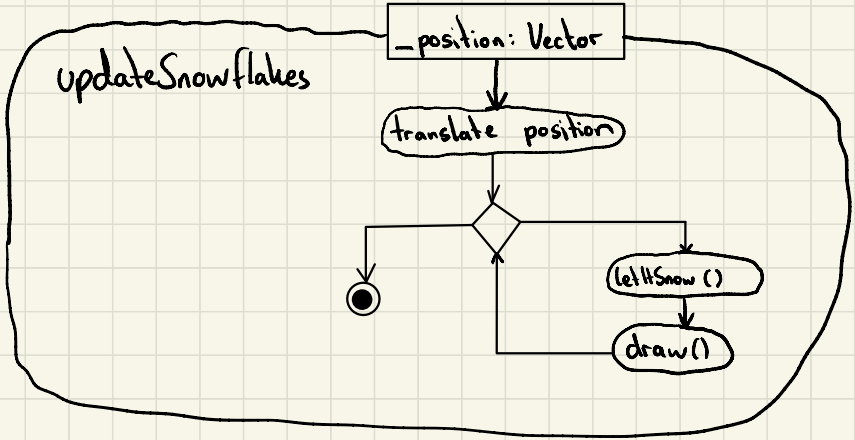


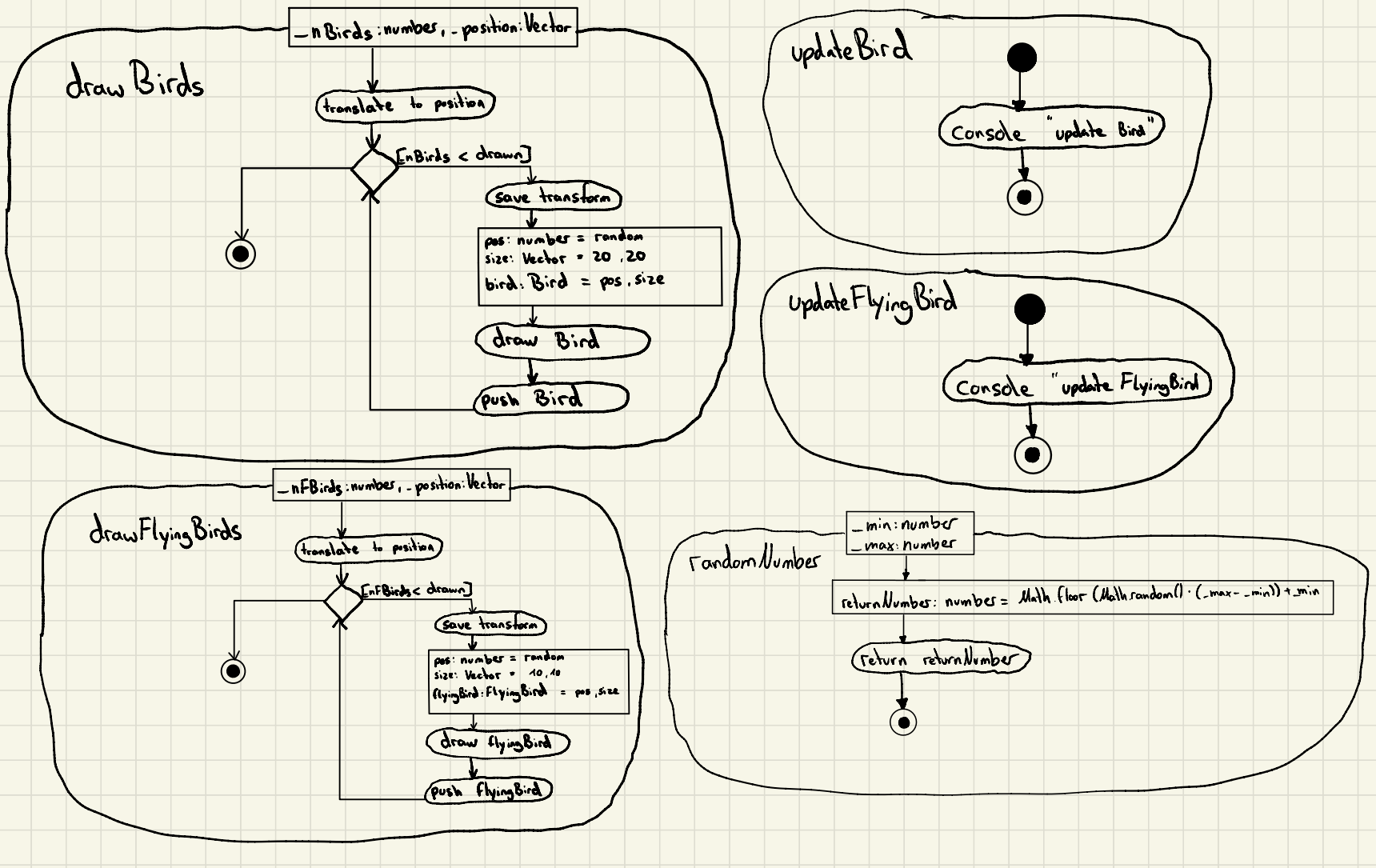
Aktivitätsdiagramm: main



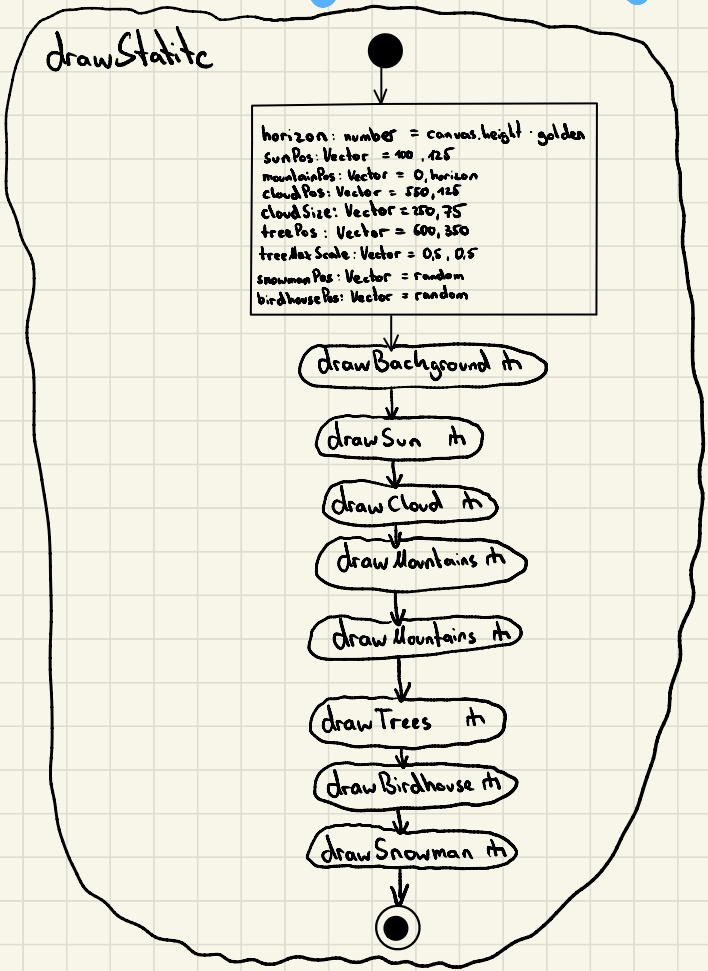


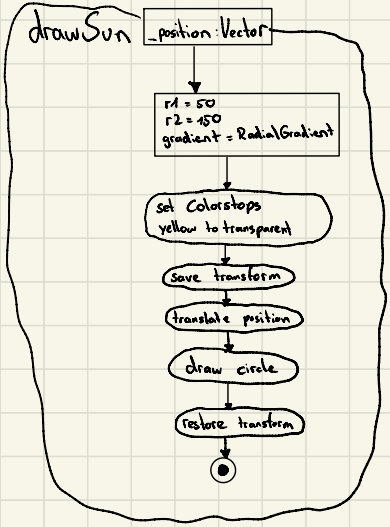


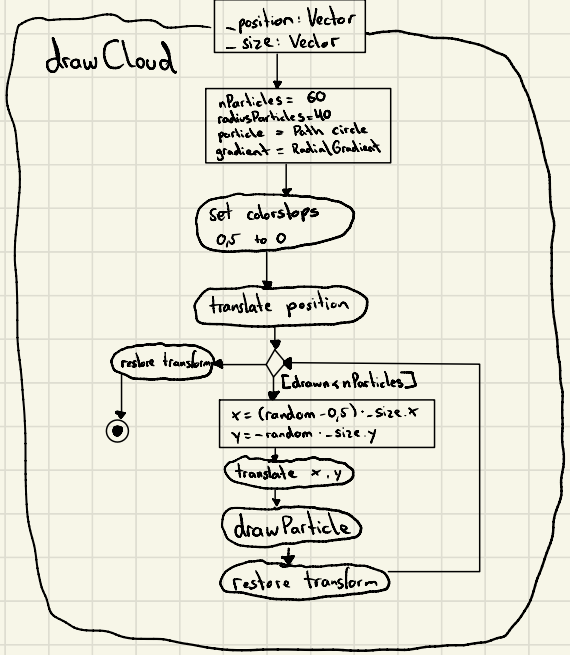


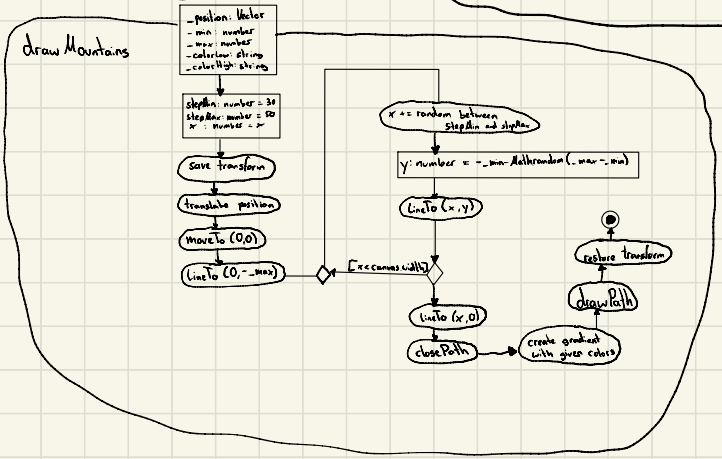

drawBirds
_nBirds: number, _position: Vector
translate to position
[nBirds < drawn]
save transform
pos: number = random
size: Vector = 20, 20
bird: Bird = pos, size
draw Bird
push Bird
updateBird
Console "update Bird"
updateFlyingBird
Console "update FlyingBird"
drawFlyingBirds
_nFBirds: number, _position: Vector
translate to position
[nFBirds < drawn]
save transform
pos: number = random
size: Vector = 10, 10
flyingBird: FlyingBird = pos, size
draw flyingBird
push flyingBird
randomNumber
_min: number
_max: number
returnNumber: number = Math.floor (Math.random() * (_max - _min)) + _min
return returnNumber

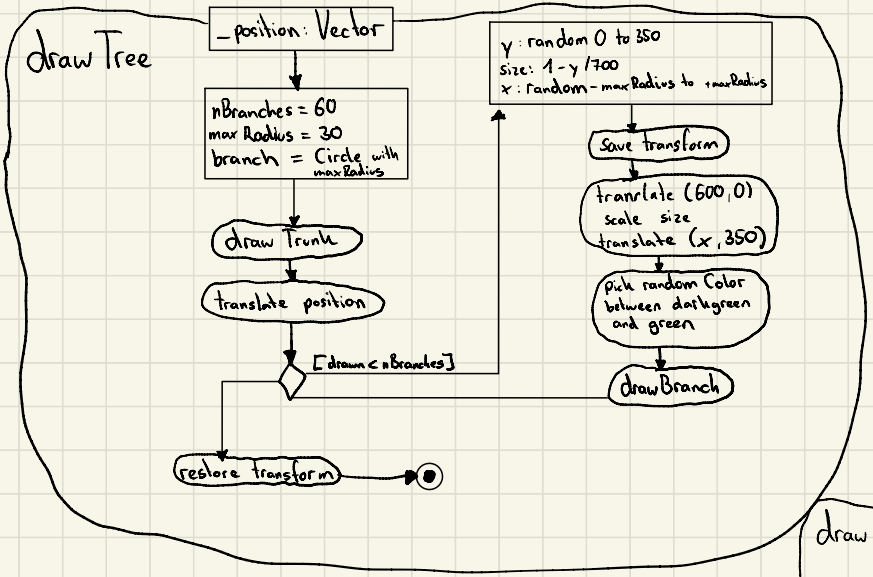
Aktivitätsdiagramm: background

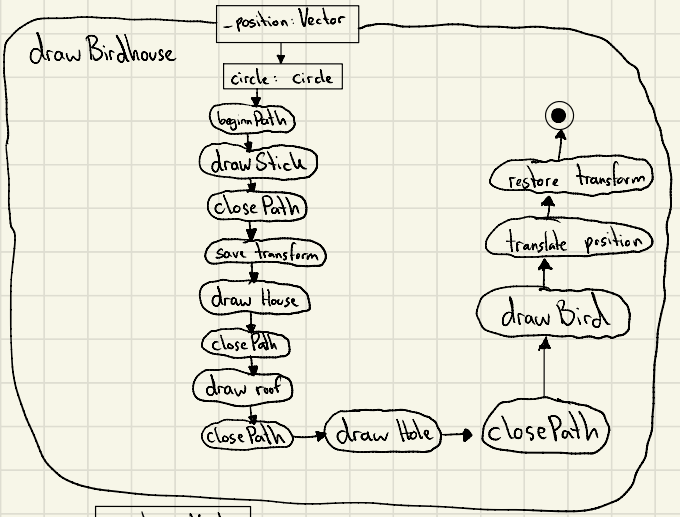









drawTree
_position: Vector
nBranches = 60
maxRadius = 30
branch = Circle with maxRadius
drawTrunk
translate position
[drawn < nBranches]
restore transform
y: random 0 to 350
size: 1 - y/700
x: random - maxRadius to +maxRadius
save transform
tranrlate (600,0)
scale size
translate (x,350)
Pick random Color between darkgreen and green
drawBranch


drawBirdhouse
_position: Vector
circle: circle
beginPath
drawStick
closePath
save transform
drawHouse
closePath
drawroof
closePath
drawHole
closePath
restore transform
translate position
drawBird


drawSnowmann
_position: Vector
radius = 50
snowball1 = Circle
snowball2 = Circle
snowball3 = Circle
gradient = RadialGradient
pupils = Circle
Set colorstops white to lightgrey
save transform
translate position
drawSnowball1
restore transform
closePath
save transform
drawSnowball2
restore transform
closePath
save transform
drawSnowball3
restore transform
closePath
drawhat
translate position
restore transform
drawPupils
translate position
restore transform
closePath
drawPupils
translate position
restore transform
closePath
drawNose
translate position
restore transform
drawArm(l)
translate position
restore transform
drawArm(r)
translate position
restore transform
closePath

Aktivitätsdiagramm: snowflakes