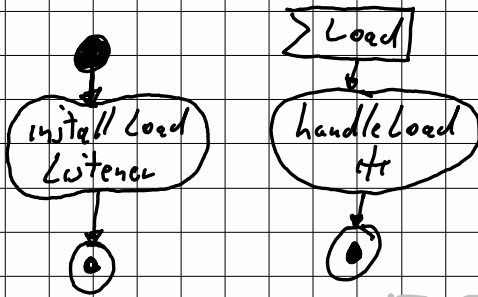
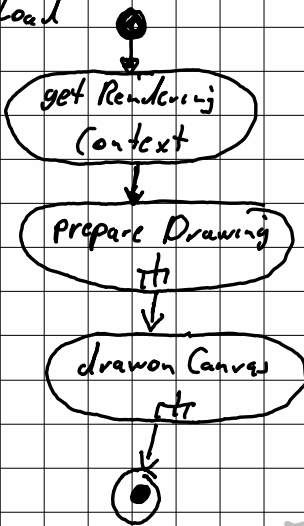


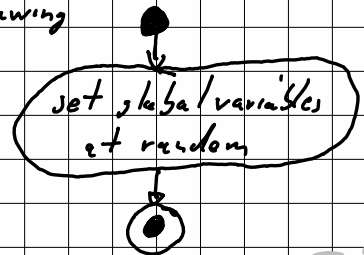
Activity Diagram



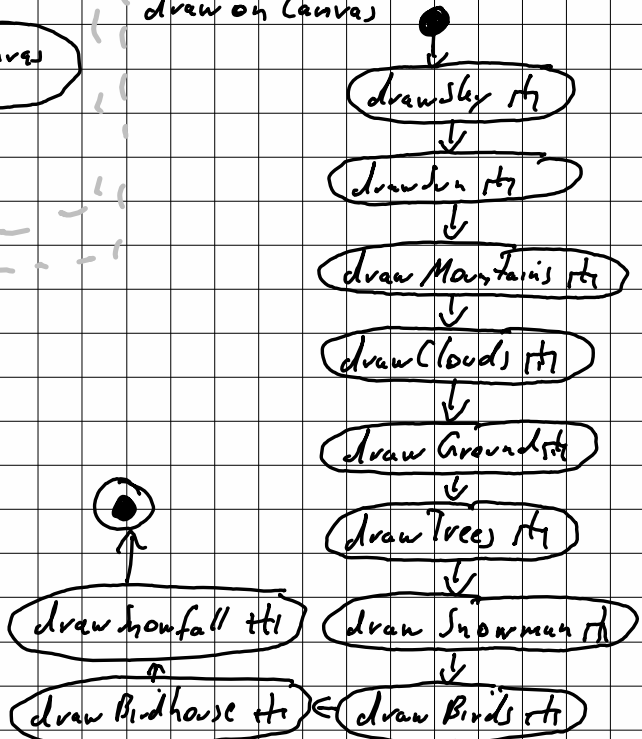
handle Load



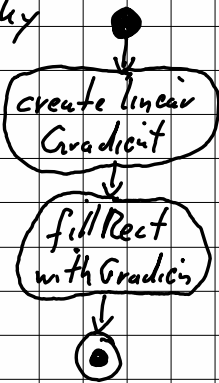
prepare Drawing



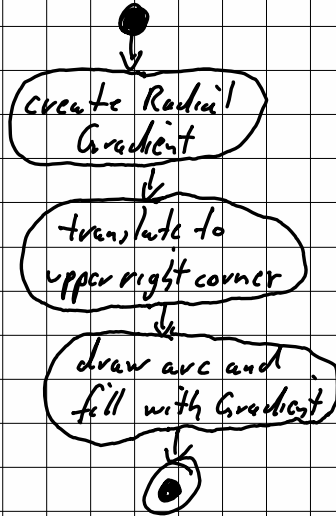
draw on Canvas



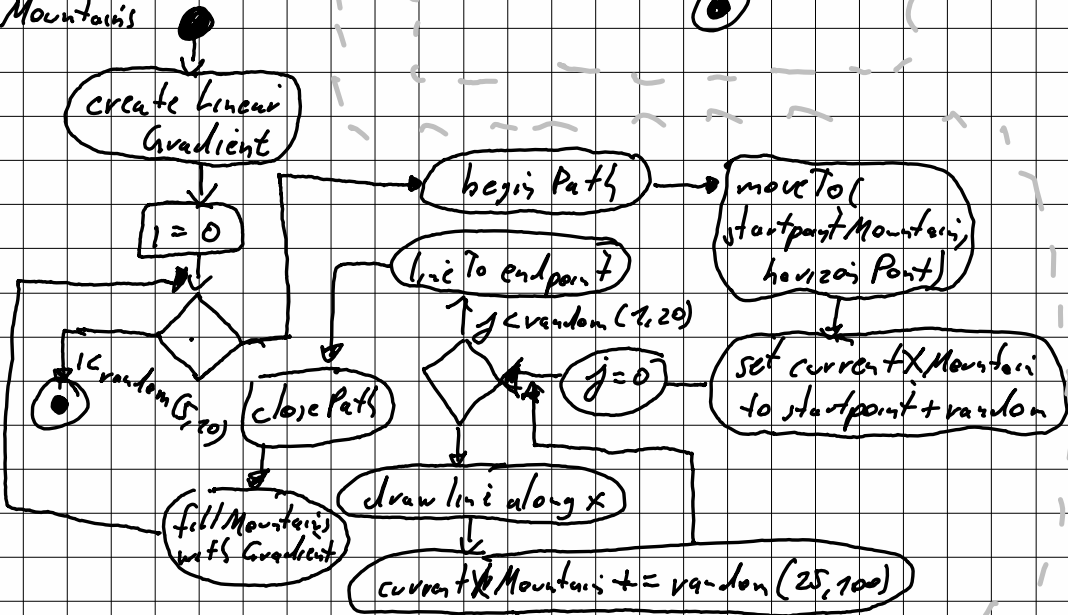
drawsky



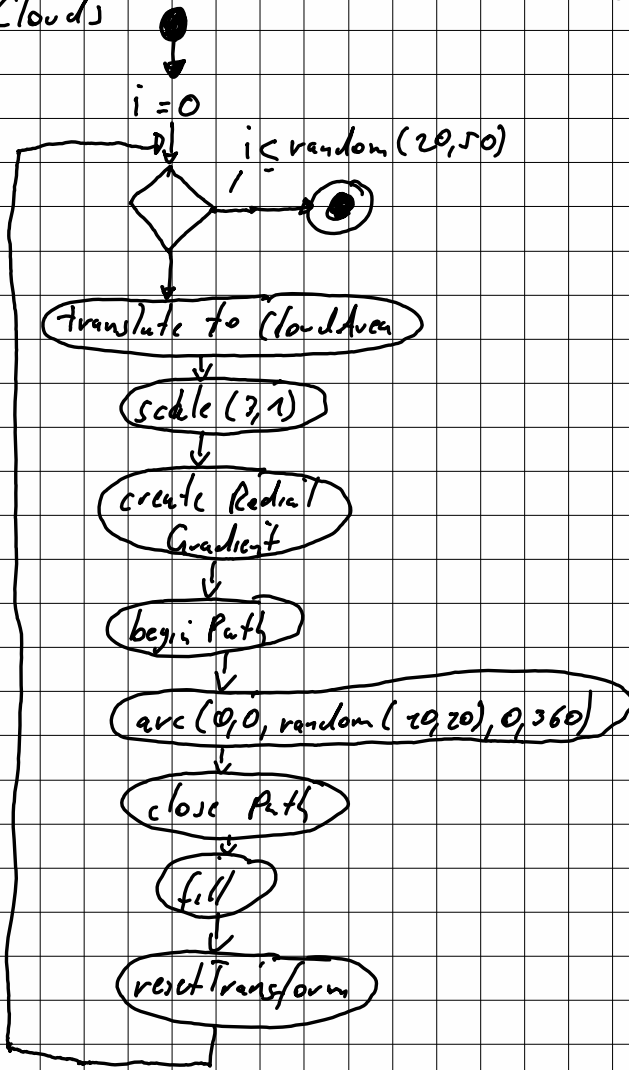
drawsun



drawMountains



draw Clouds



draw Ground

$j \leftarrow \text{canvas.height}$

$y = \text{horizon Point}$

$i = 0$

$i \leq \text{canvas.width}$

fill Pixel with
random grey or
white

fill Ground with
partially transparent
white

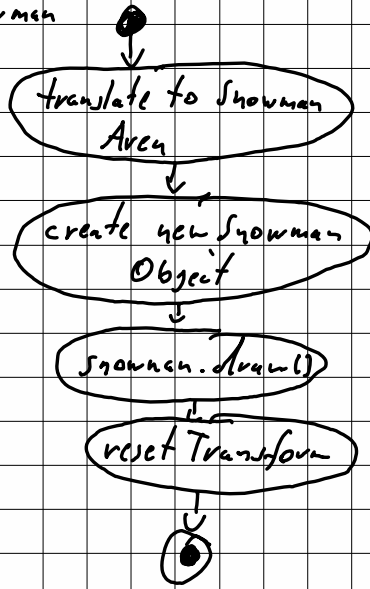
draw Trees

draw far Trees
with Tree Objects

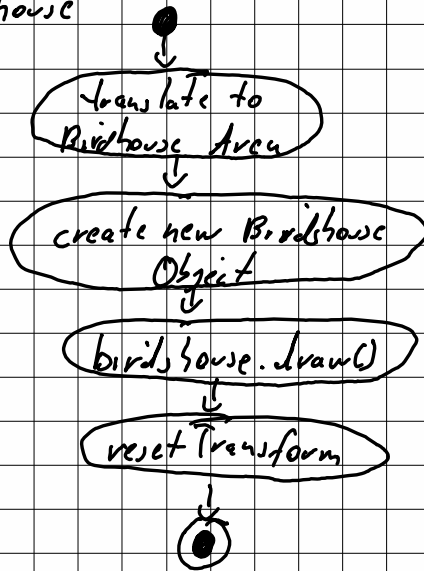
draw middle Trees
with Tree Objects

draw Near-Trees
with Tree Objects

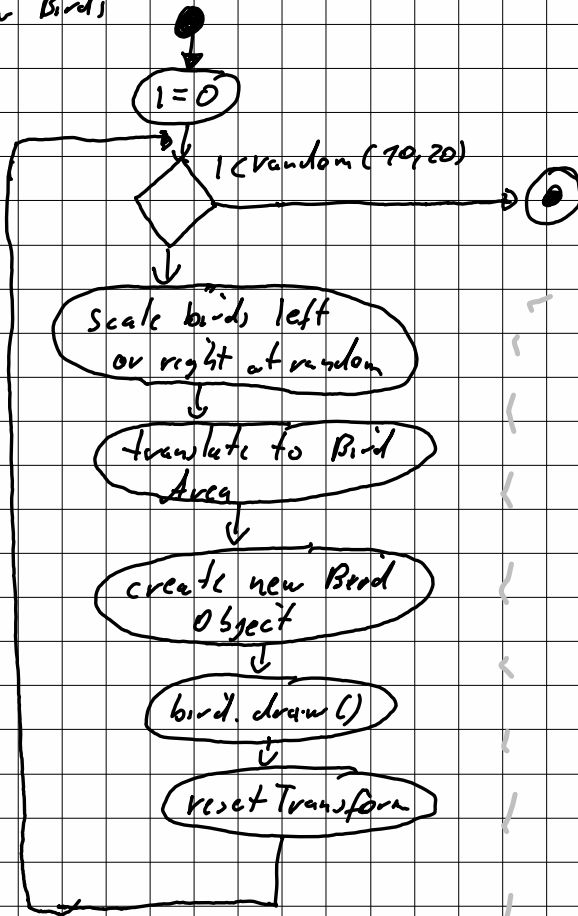
draw Snowman



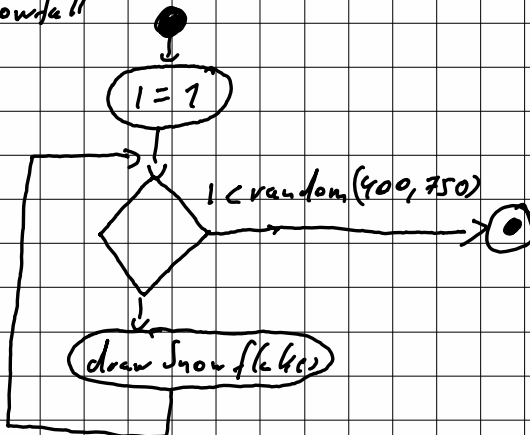
draw Birdhouse



draw Birds



draw Snowfall



class Tree

Tree
width Trunk: number height Trunk: number width: number height: number scale: number tint: number
draw(): void

class Snowman

Snowman
base Radius: number middle Radius: number top Radius: number
draw(): void

class Birdhouse

Birdhouse
draw(): void

class Bird

Bird
color Head: string color Body: string
draw(): void