Activity Dragram > Load install load handleboad Lutener handle Load prepare Drawing get Rendering set sky balvariascs Context et randon Propare Drawing draw on Canvas drawon Canvas drawsley th draw Martains to Colven Clouds H draw Grovalit (draw Trees H) (draw houfall the) draw Inowman of (dvan Birdhouse to) (dran Birds to

drawdhy drawouh (create Radia) create linear Gradicit Gradient tuan, late do fullRect with Gradicis upper right corner draw arc and fell with Gradicat draw Mountains create fineur Gradient begin Pats * moutor startpart Monters, (Ini To endpoint) herizas Port) Jevandon (1,20)) close Path set curent X Mounton to starpoint + vardon drawline along x fill Montains current & Mountain += 49-don (25, 100))

draw Clouds ic vardon (20,50) Franche to Clor Stran (scale (7,1) create Redict Gradient begin Path (arc (0,0, rendom (20,20),0,360) close Ath reset Transform

draw Ground J honeon Pour de= canvas. 5005t 1 C= carres. widts fill Pixel with vardon grey a white fill Grand with draw Trees partially transparent draw far Trees with Tree Objects draw middle Trees with Tree Objects draw New-Trees with Tree Objects

draw Thomman translate to Snowman create yen Syouman 06 jeit Syonnen. draw() reset Transform draw Birdshouse Yranslate to Richouse Aven create new Birdshows birdstonse. Ivano veset Transform



