0,0 30px

400 475,0

100

200

750
50

800,0

blue

Gradient
- lightblue
- white
- grassgreen

250

max
300

200

min
100

75

400

white

green

800,60

100

75

100

100

100

600,
335

600,
475

600,
525

200

175

150

425,550

0,600

snowflake

Gradient
- white

particles
placed random
in Area

snowman

Gradient
- white

Bird house

Gradient
- lightbrown

Gradient
- brown

Gradient
- darkbrown

Gradient
- darkgreen

Gradient
- darkbrown

Tree

X -> random
y = 400px
place

sun

Gradient
- brightyellow
- a = 0

cloud

Particle

Particles
random placed
in Area

Gradient
a = 0,5 zu 0

Montains

max

min

random step
to next point

Bird

bird placed
random in
Area
foreground

triangle

width

height

stroke


install load listener
load
handle load
Vector
x : number
y : number
handle load
get Rendering Context
draw Background
draw sun (position)
draw clouds (position, size)
2x draw Montains with dif. parameters
draw Meadow
draw Trees (position, size)
draw Bird House (position)
draw Snowman (position)
draw Birds (position, size)
draw Snowflakes (position)
drawSun
_position : Vector
r1 : number = 30
r2 : number = 180
gradient = RadialGradient
set color stops for gradient
transparent at 1.0
bright yellow at r1/r2
save transform
translate to _position
draw full circle with r2
restore transform
drawClouds
_position : Vector
_size : Vector
nParticles : number = 20
radiusParticle : number = 20
particle = path with full circle with radius Particle
gradient : Radient with a=0.5 -> a=0
save transform
translate to _position
restorate transform
[drawn < nParticles]
x : number = (random - 0.5) · _size.x
y : number = - random · _size.y
savetransform
translate to x, y
draw particle
restorate transform