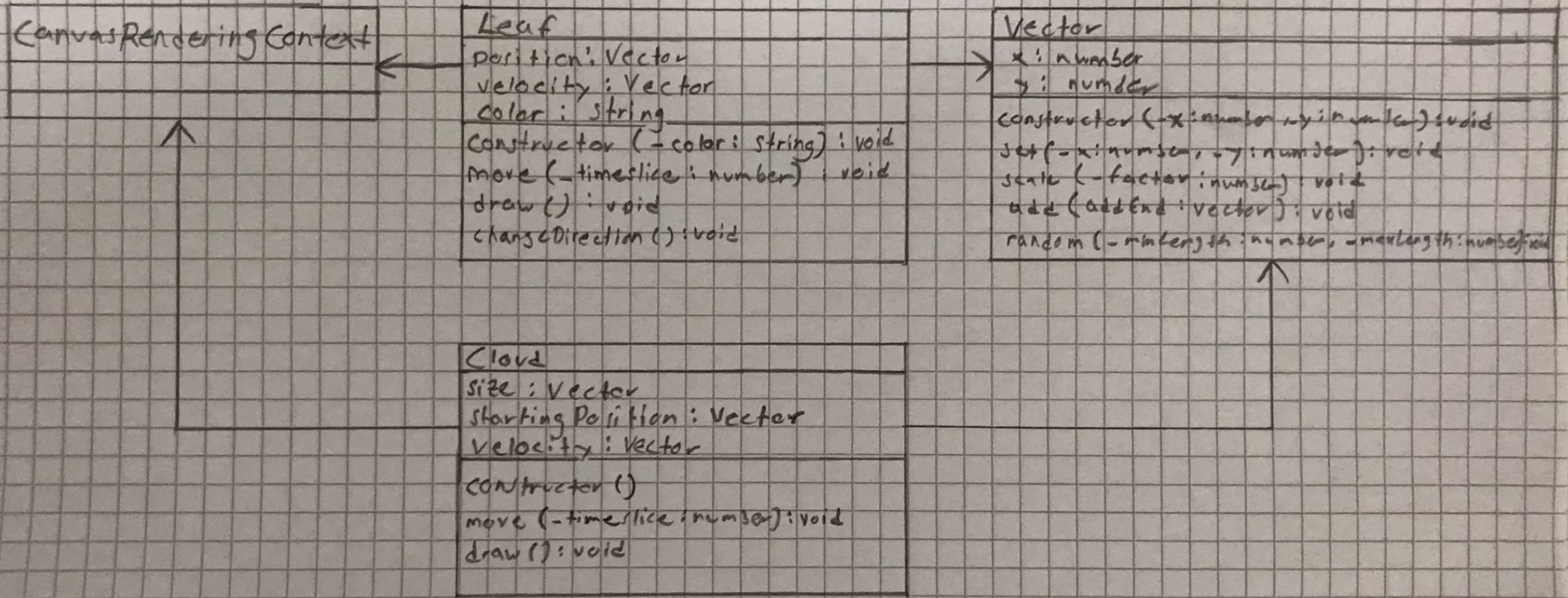
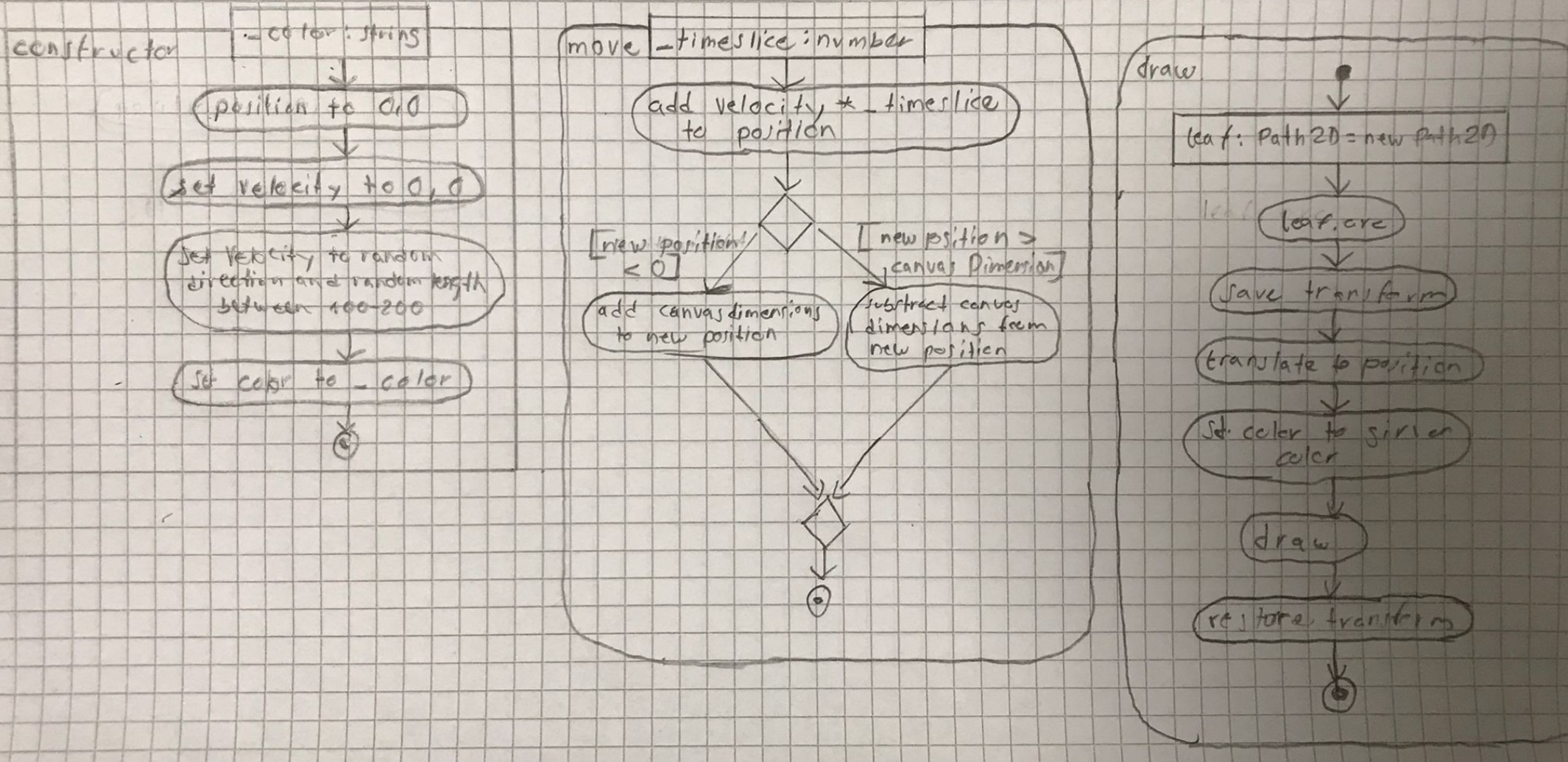


# Goldener Herbst: Classes Class Diagram

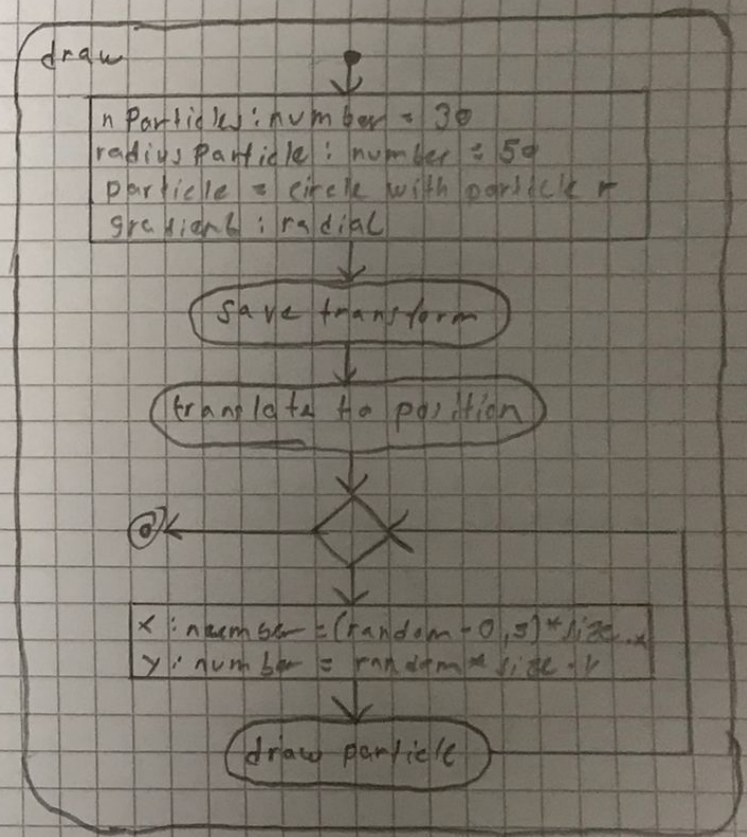
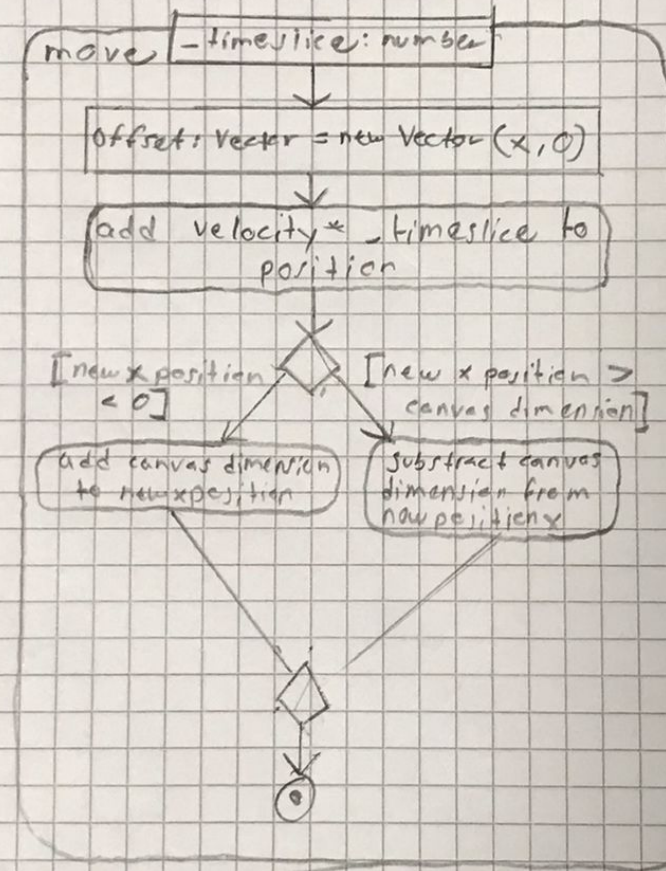
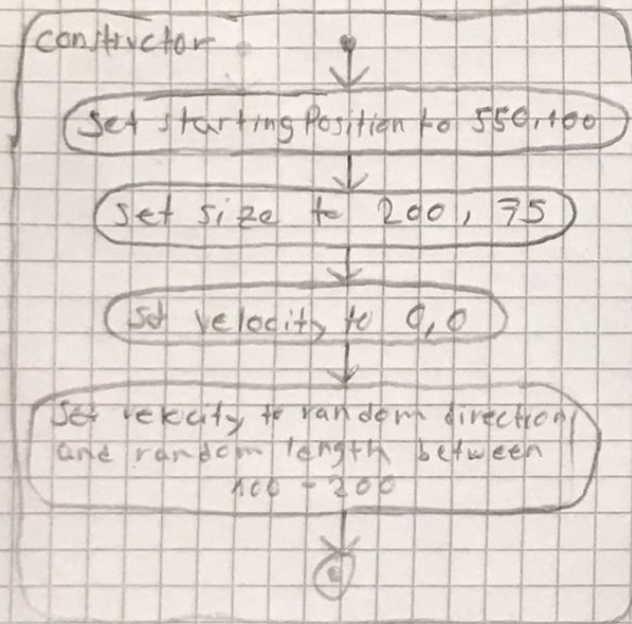




# Golden Herbs : Classes : Activity Diagram Leaf



Goldener Herbst: Classes  
Activity Diagram  
Cloud





# GoldenHerbH classes :

## Activity Diagram

Main

20  
fps

cloud : Cloud  
imageBg : ImageData  
imageMountain : ImageData  
imageSun : ImageData  
imageTree : ImageData  
leaves : Leaf[] = []  
colors : String[] = ["brown", "orange"]

install load listener

load

handleLoad

update

update

createCloud

Cloud = new Cloud

draw cloud

createLeaves

nLeaves : number

i = 0

leaves = new Leaf(colors[0][1])

i < leaves.length

push leaf into leaves

i + 1

update

put imageData for Background,  
sun, Mountain and tree

move context of  
leaves

draw content of  
leaves

draw cloud

move cloud

handleLoad

-event : Event

get rendering Context

draw Background

draw sun

draw Mountains x 2

draw Tree x 3

createCloud

createLeaves

set  
Interval  
20 update