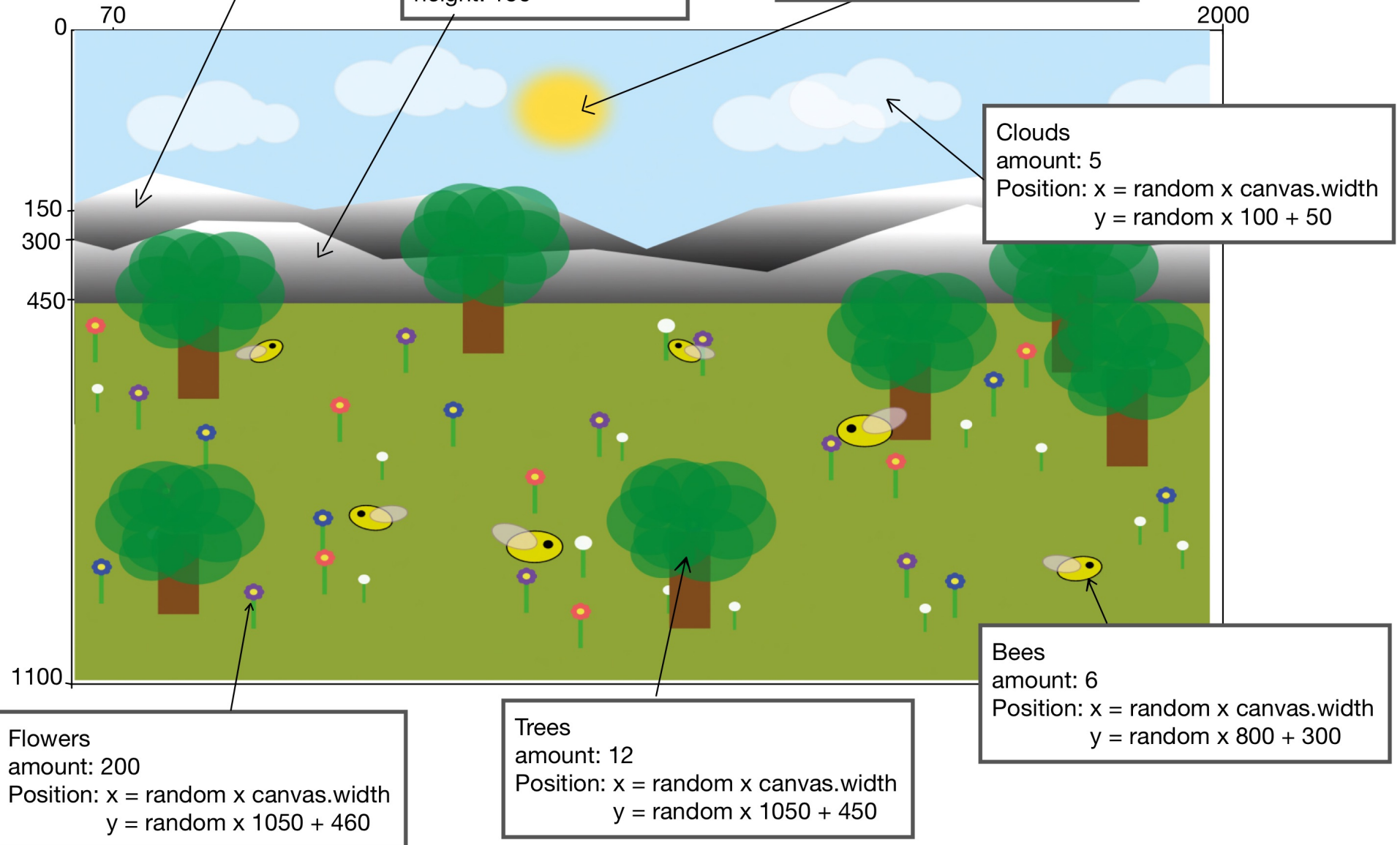


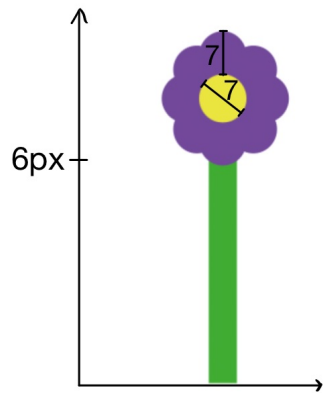
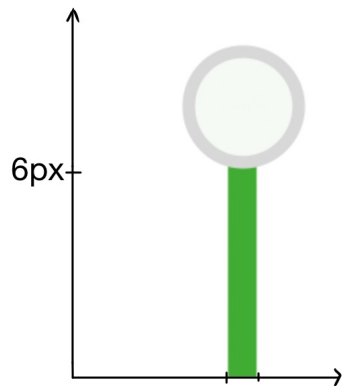
Canvas:
1100 x 2000px

mountain
Position: $x = 0$; $y = 150$
height: 300

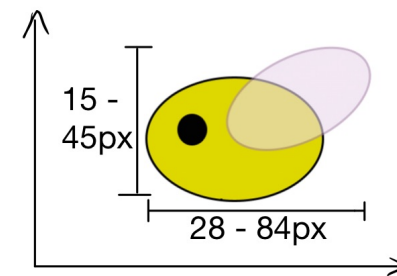
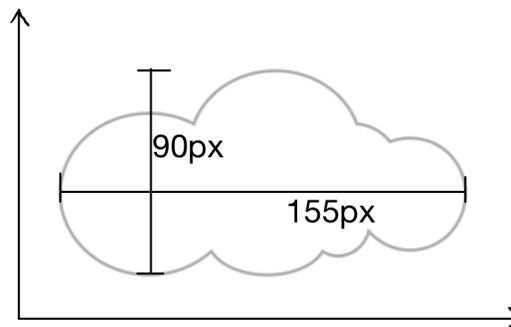
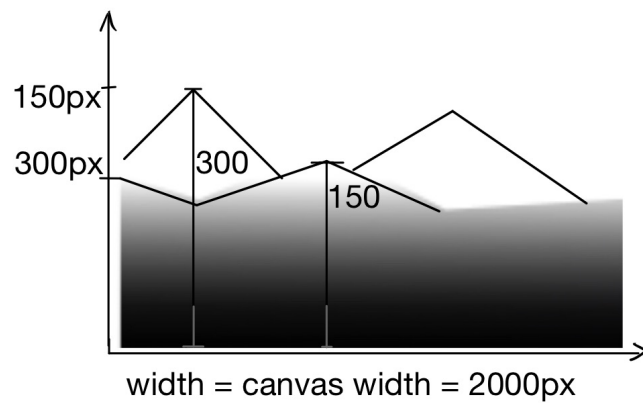
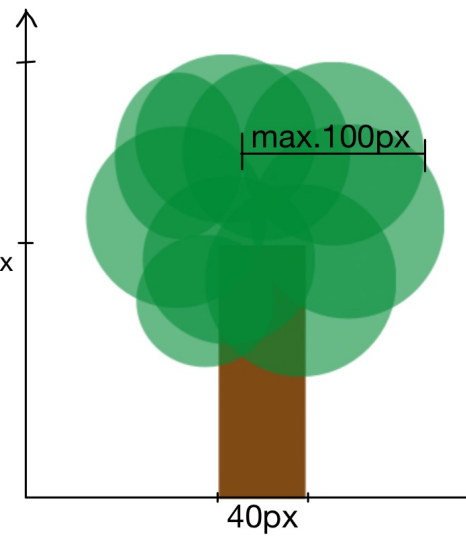
mountain2
Position: $x = 0$; $y = 300$
height: 150

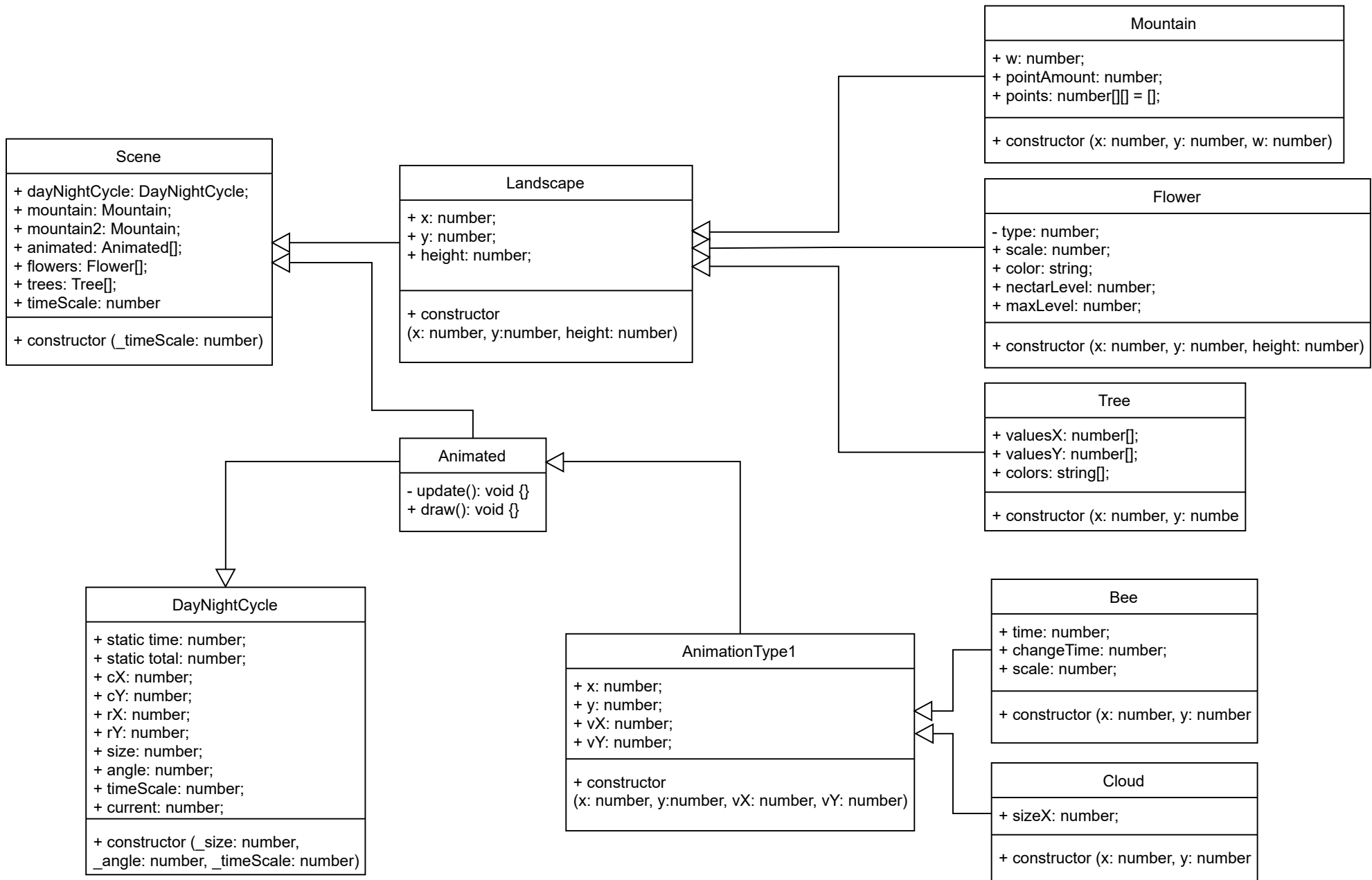
DayNightCycle
Position: $x = 70$; $y = \text{Math.PI}$
cycle = timeScale



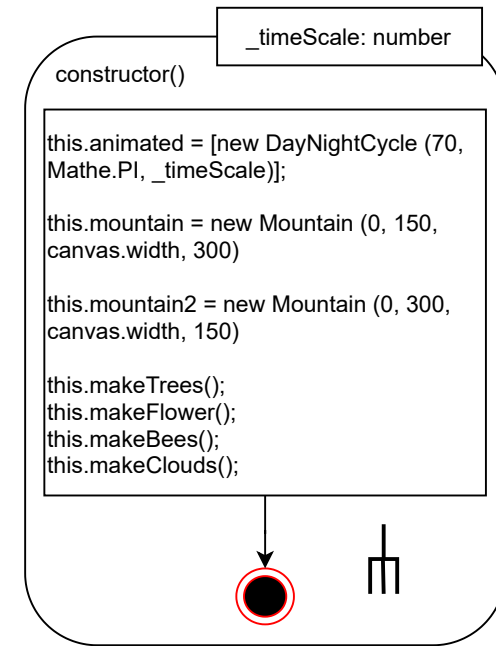
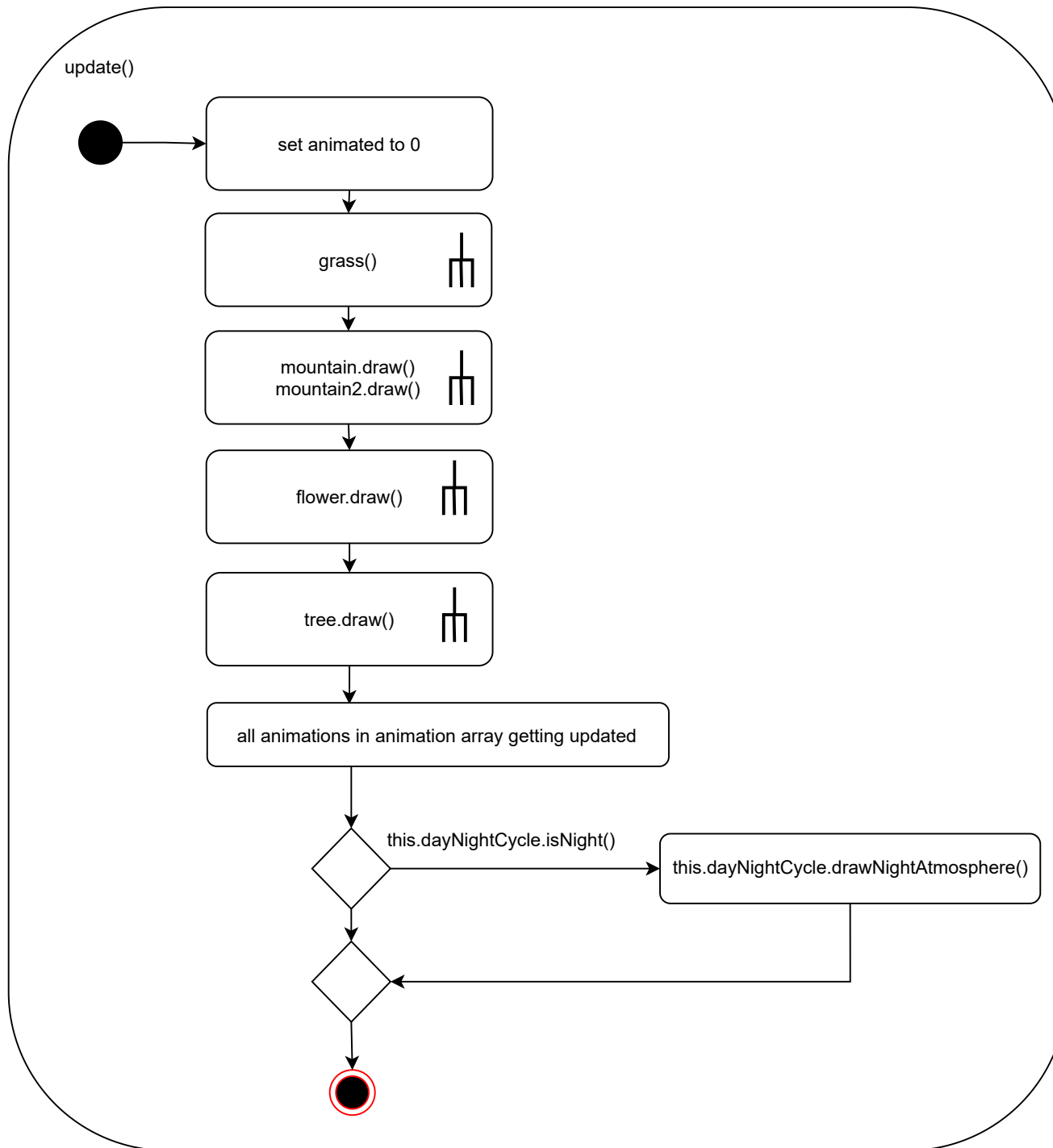


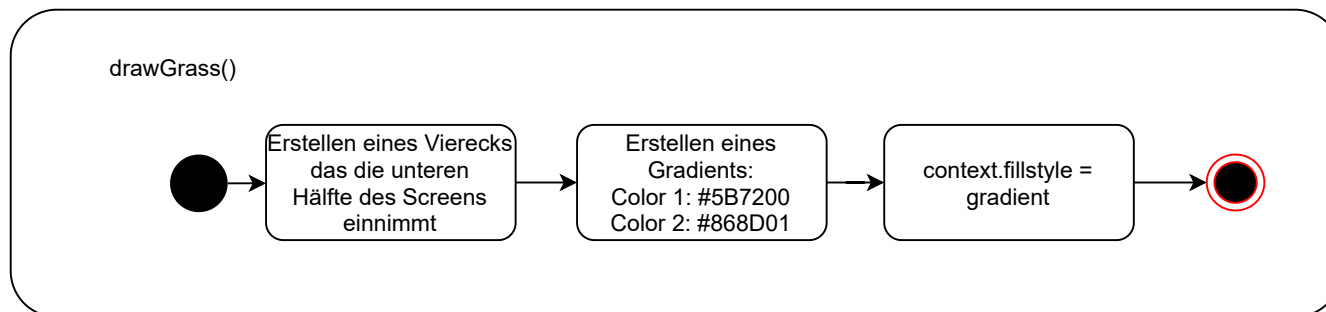
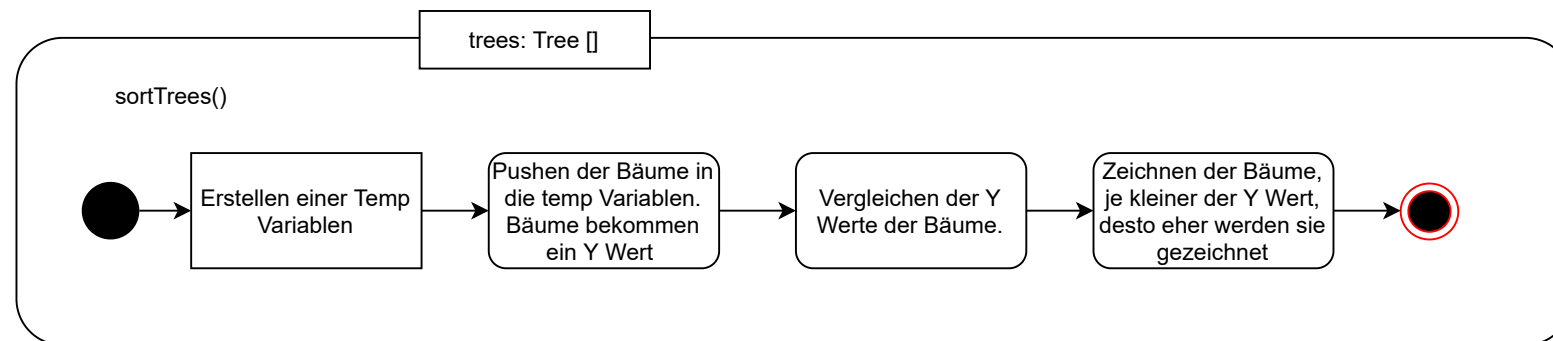
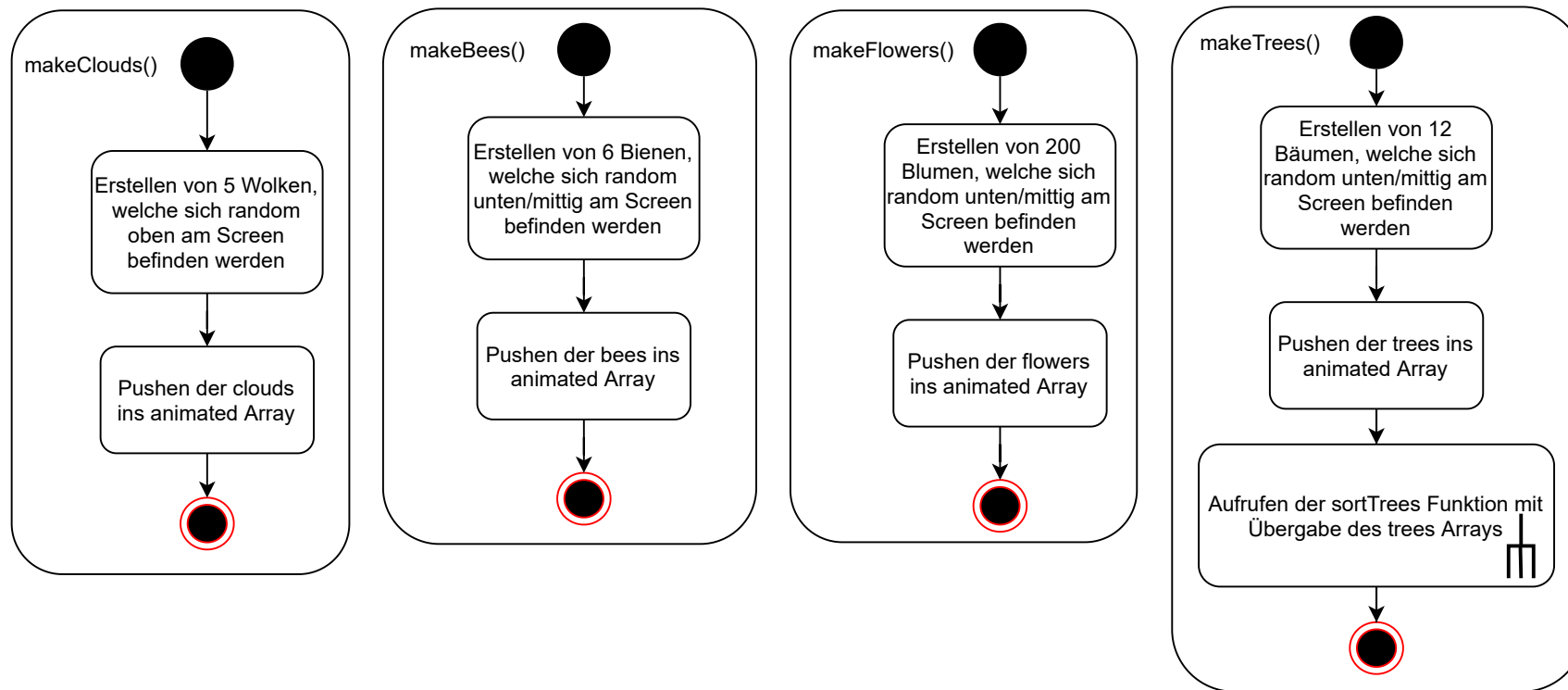
height trunk:
-150px - random x 100px



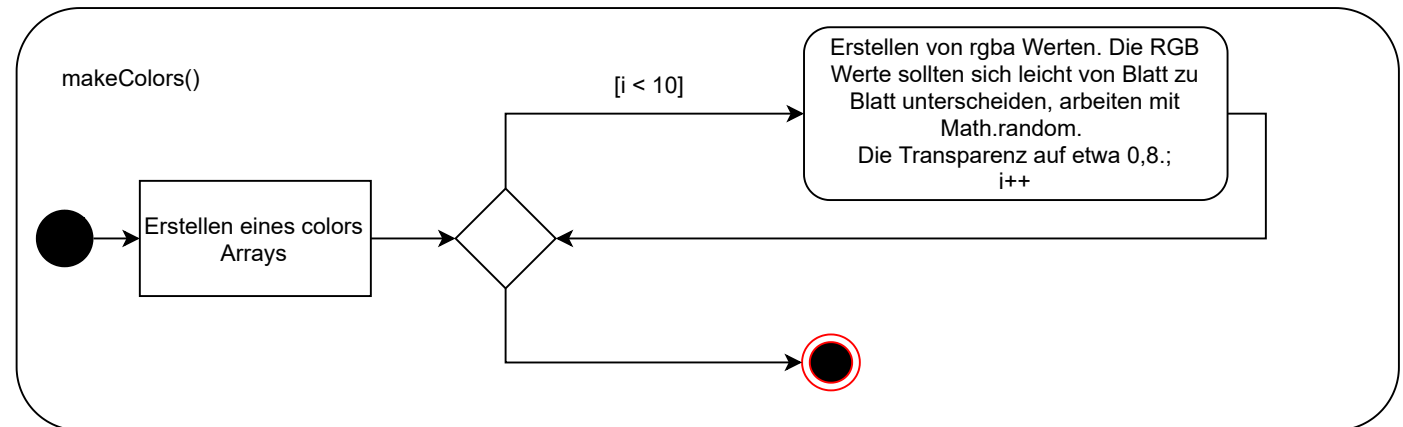
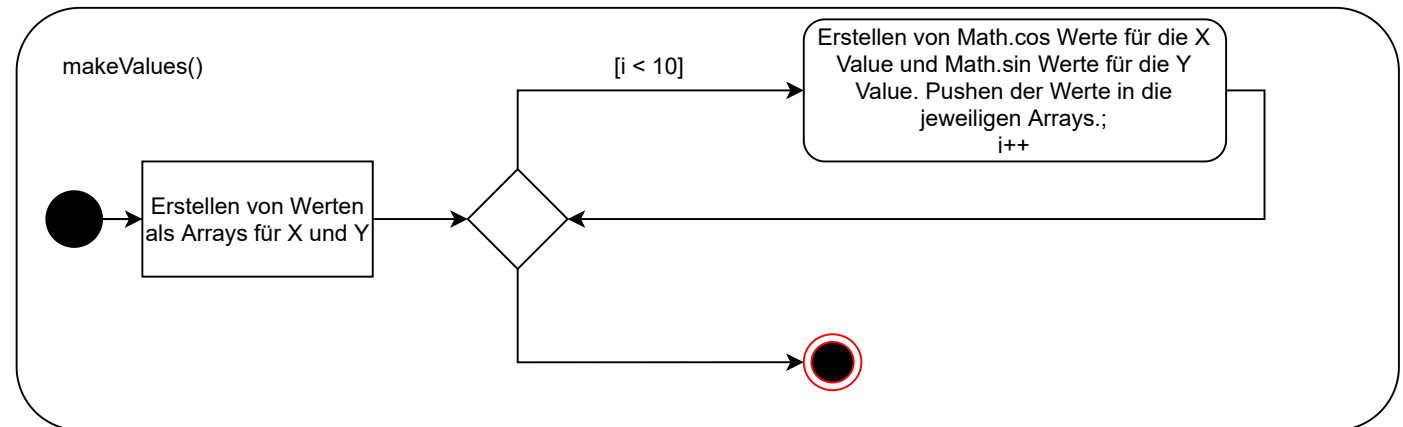
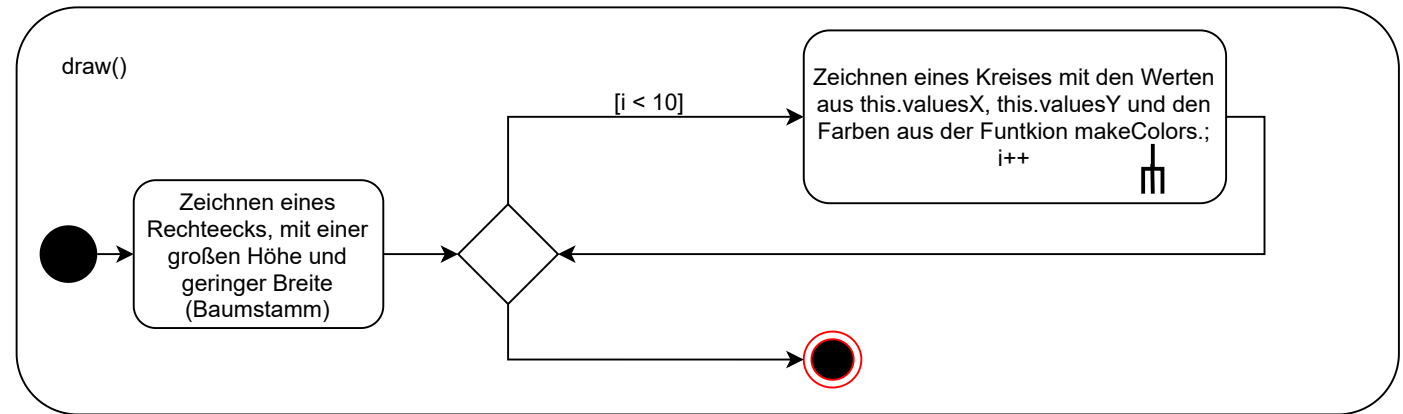
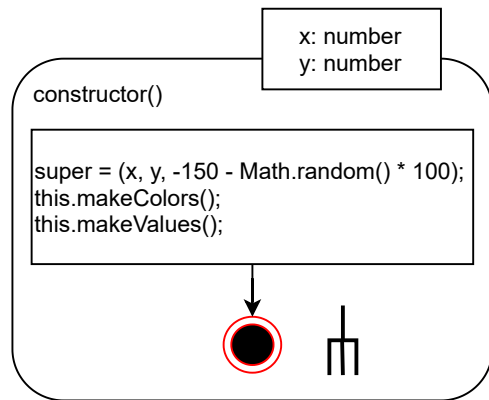


Aktivitätsdiagramm: Scene

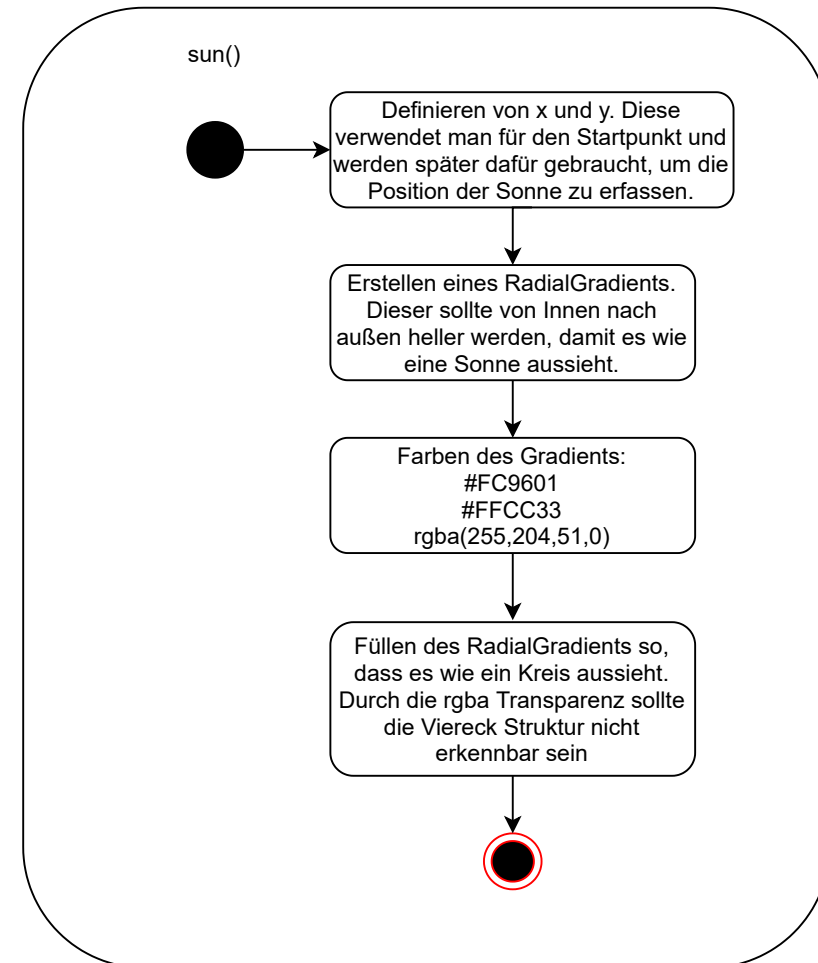
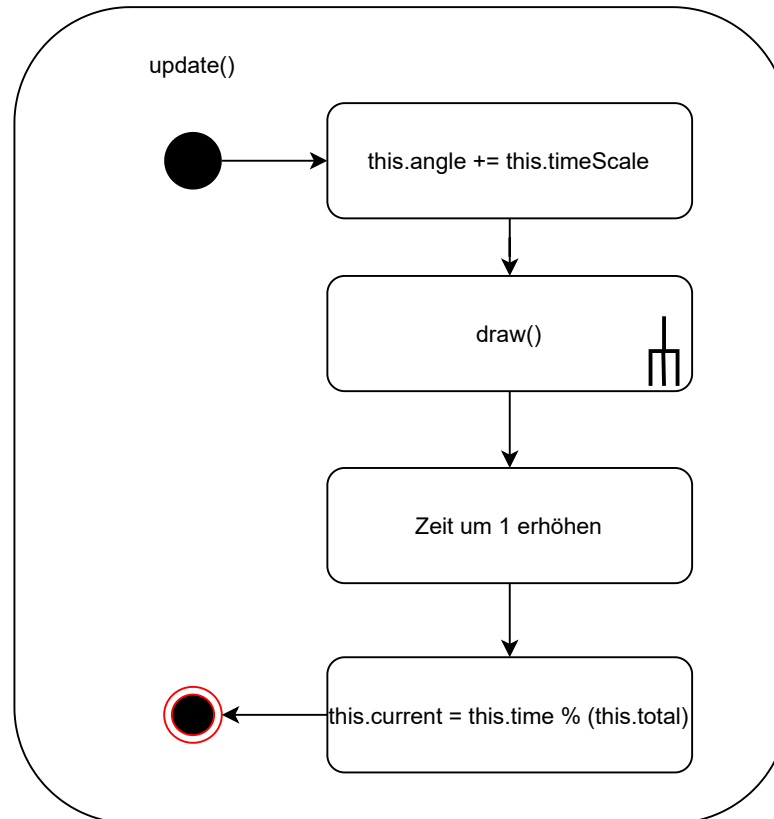
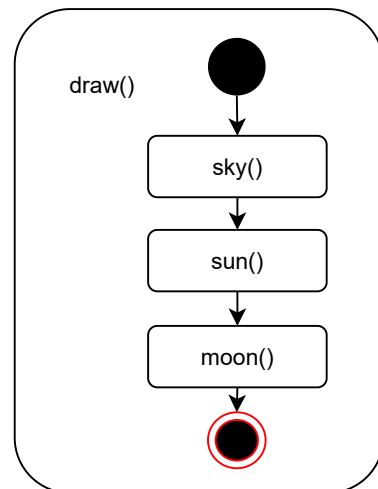
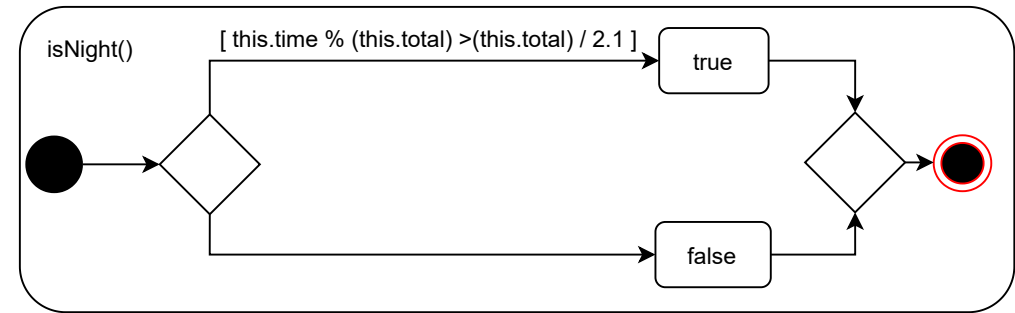
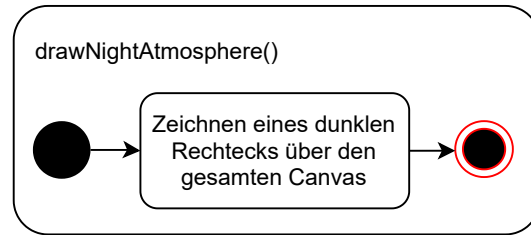
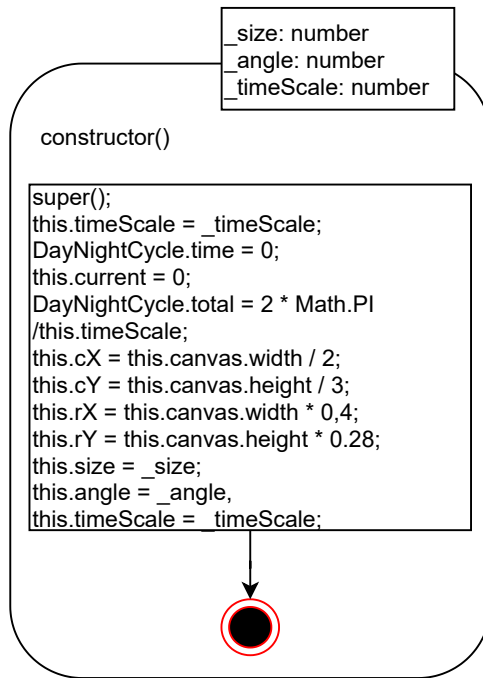


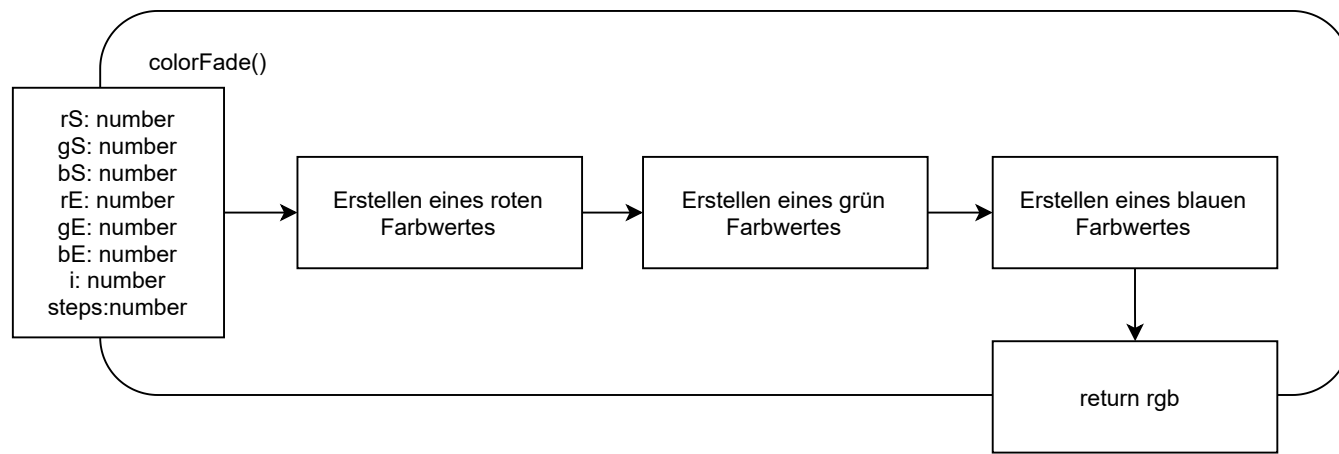
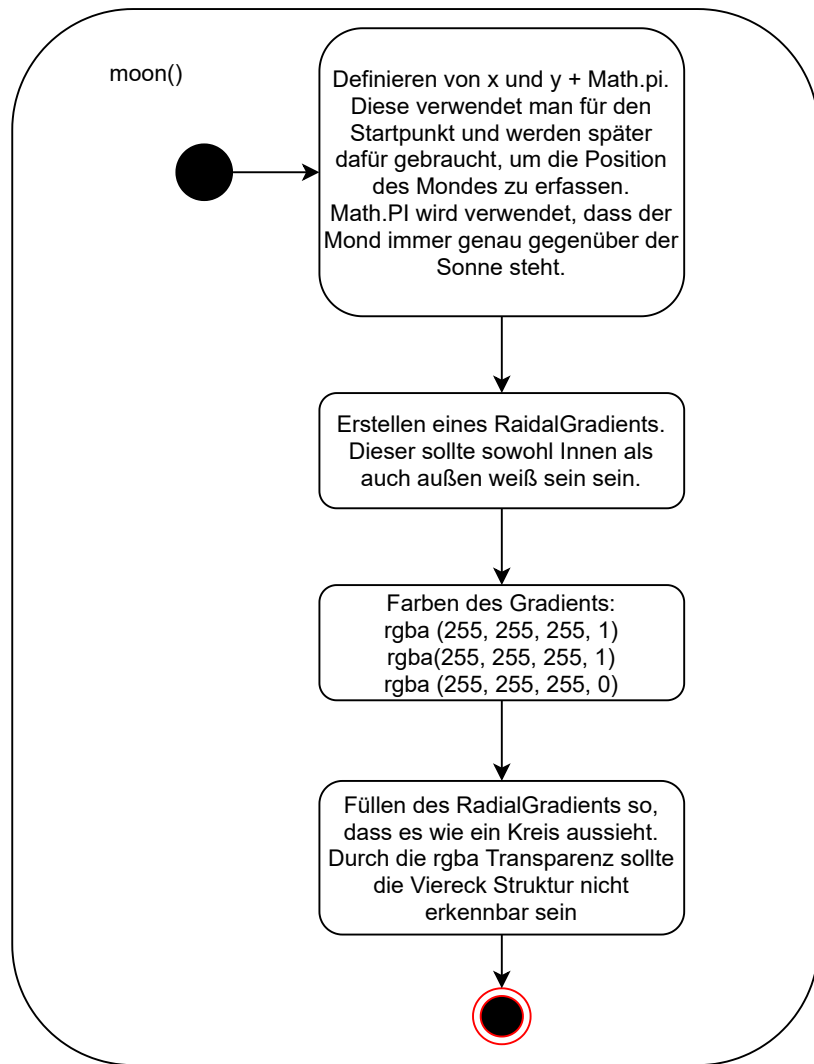


Aktivitätsdiagramm: Trees

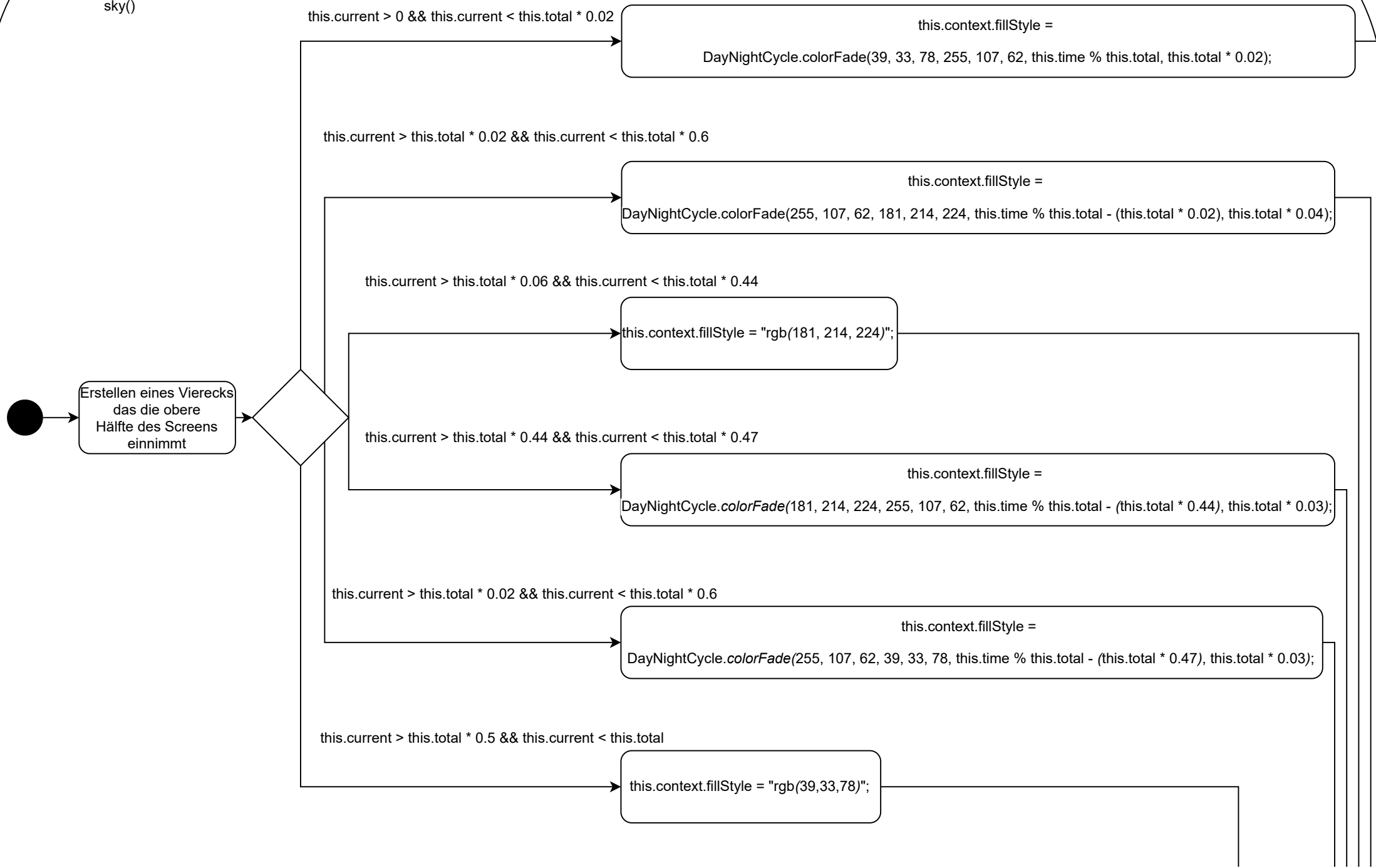


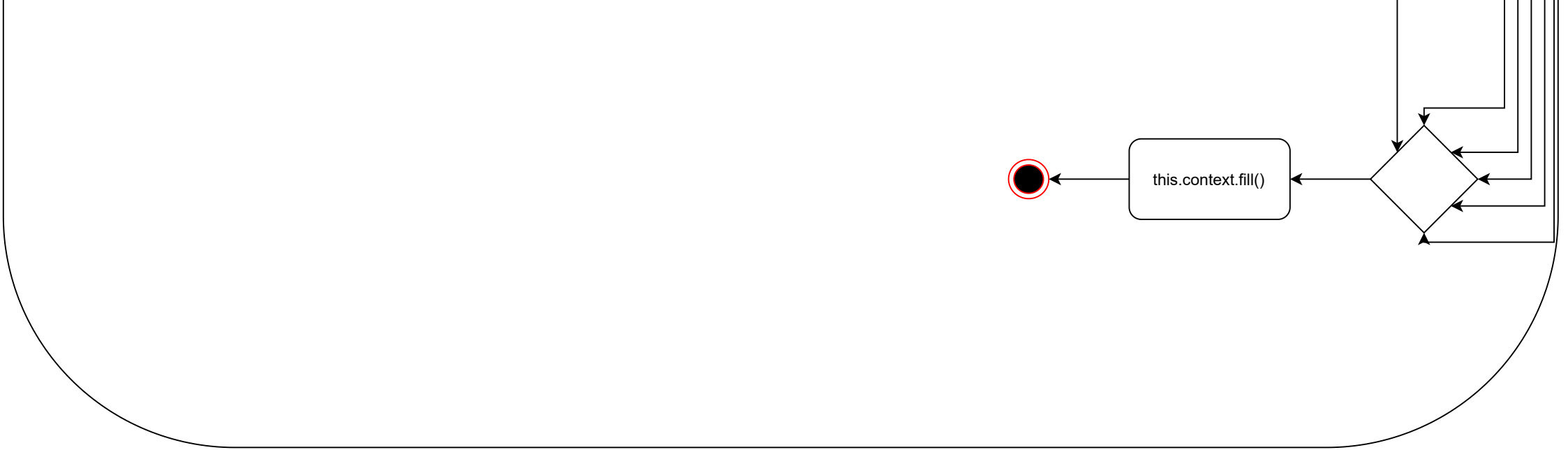
Aktivitätsdiagramm: DayNightCycle



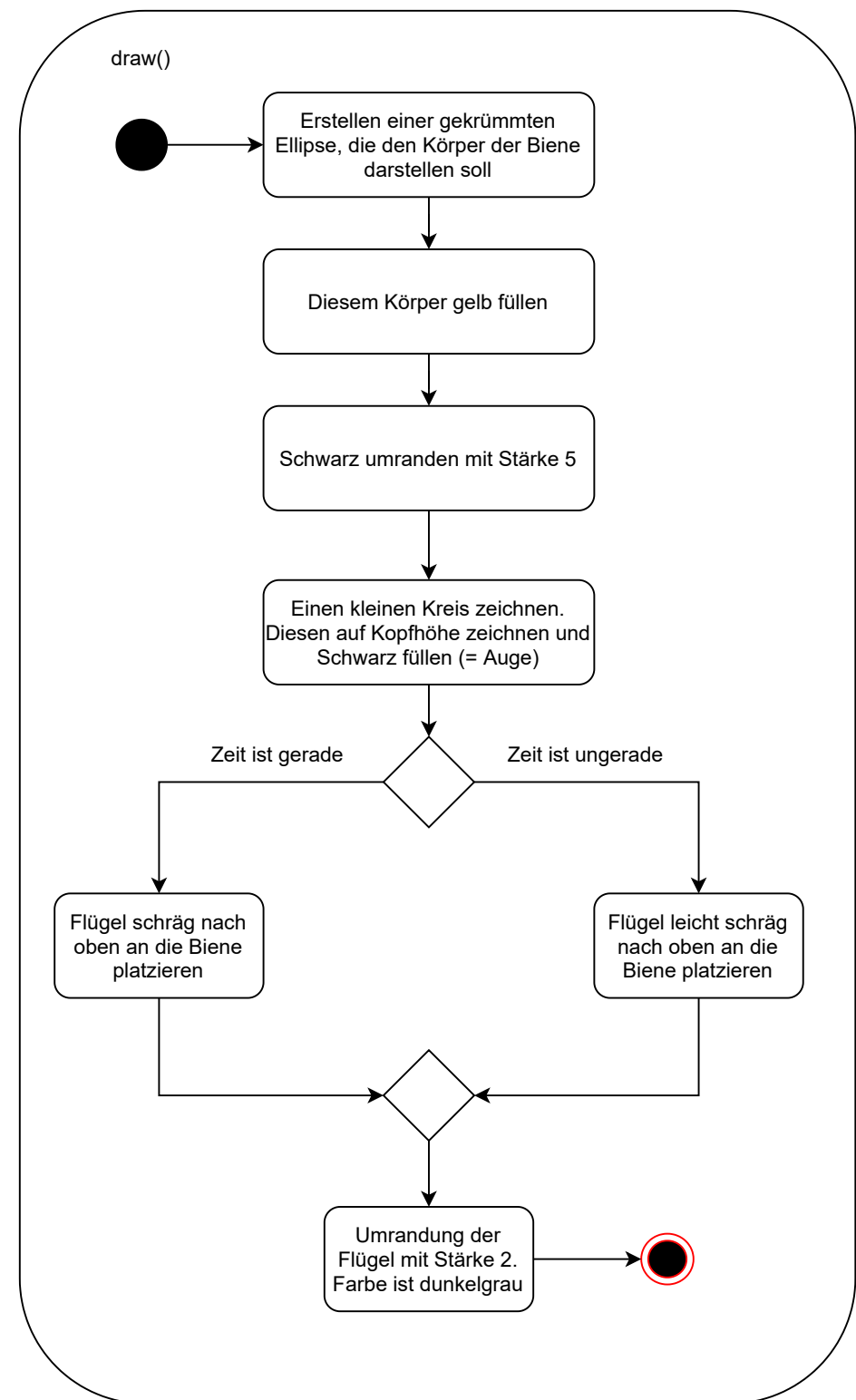
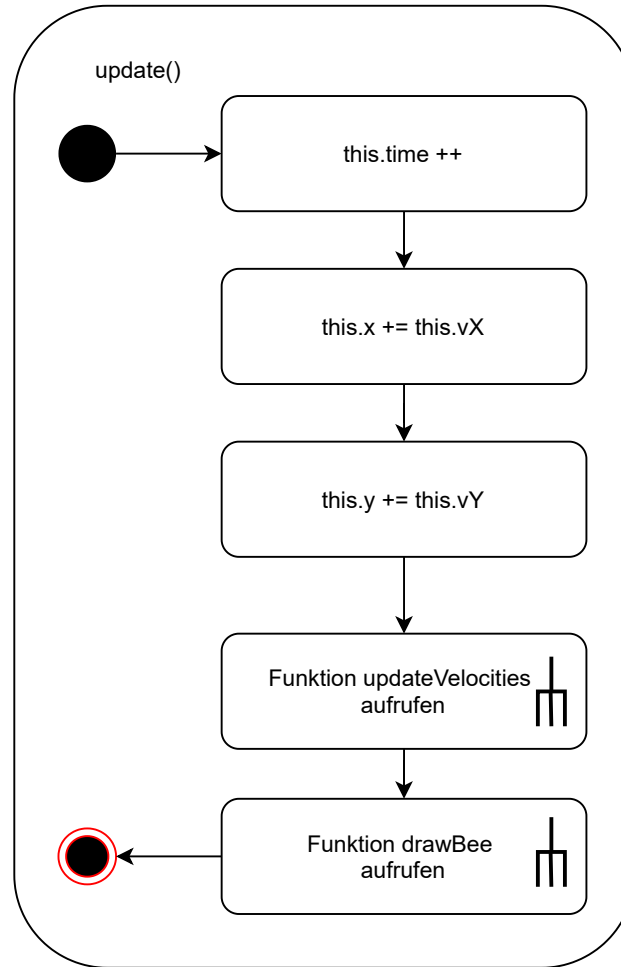
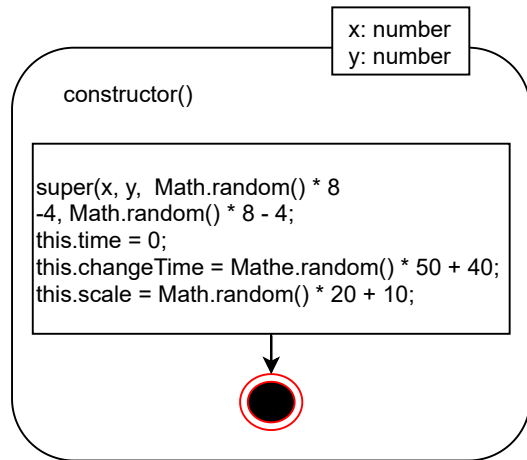


sky()

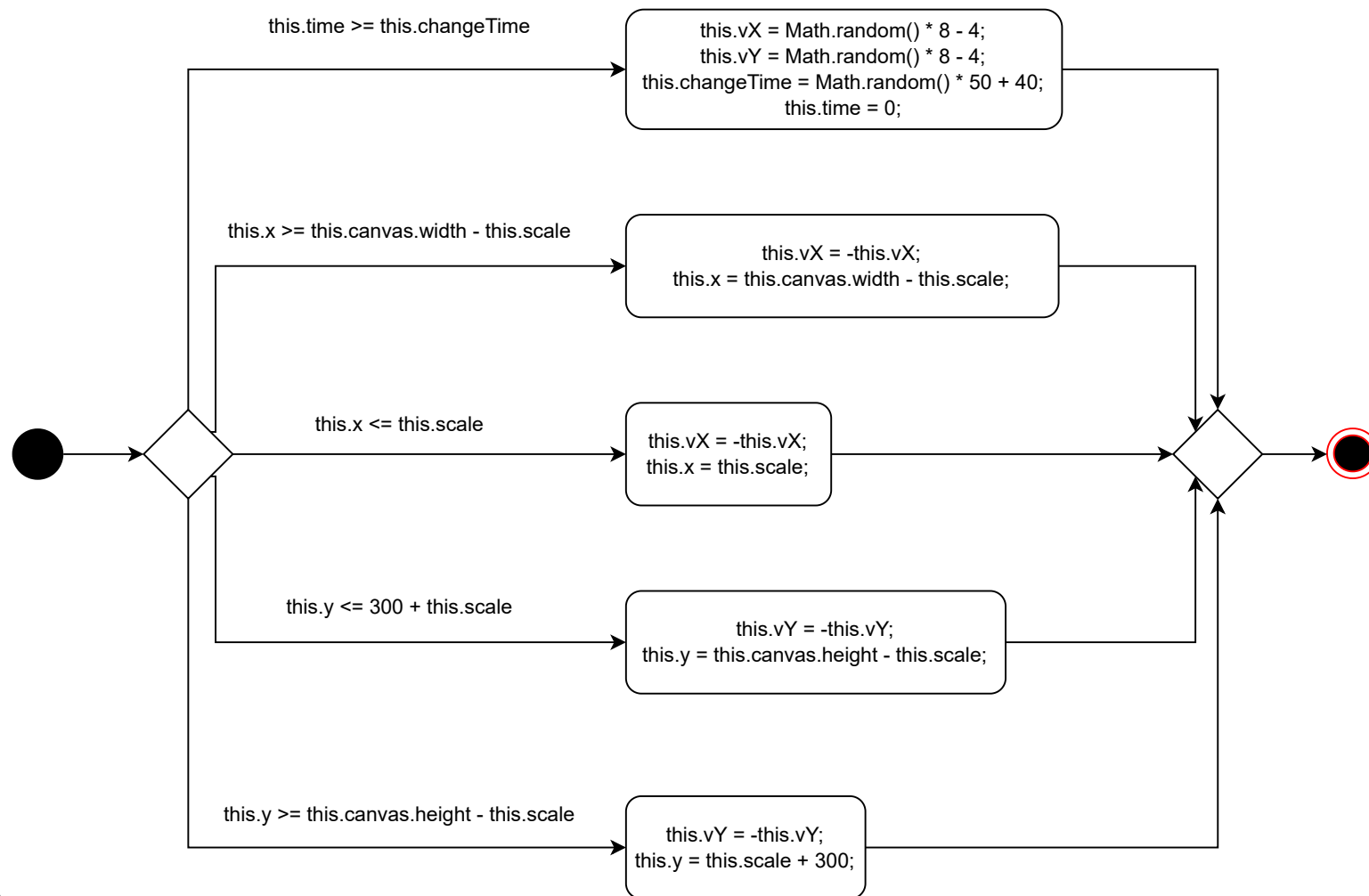




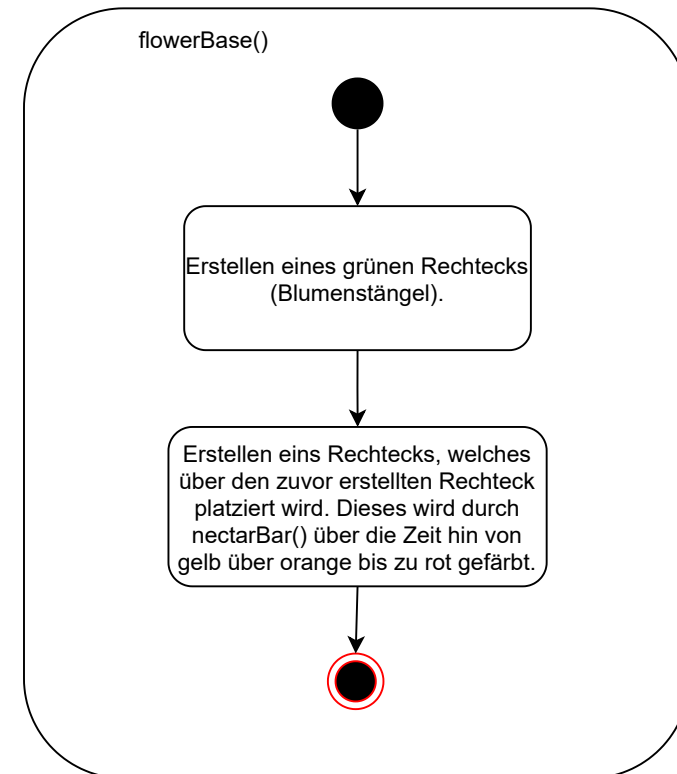
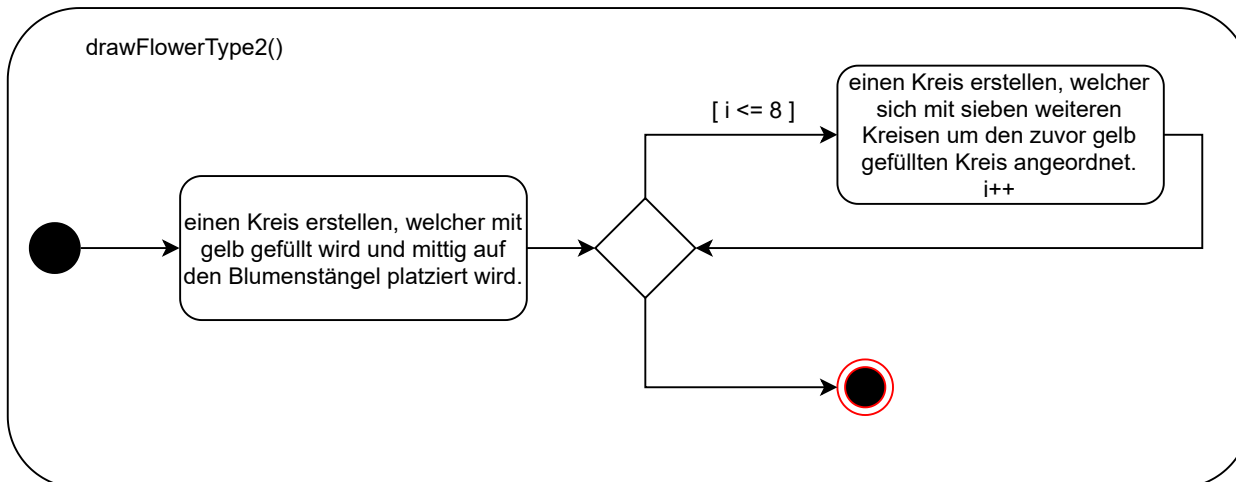
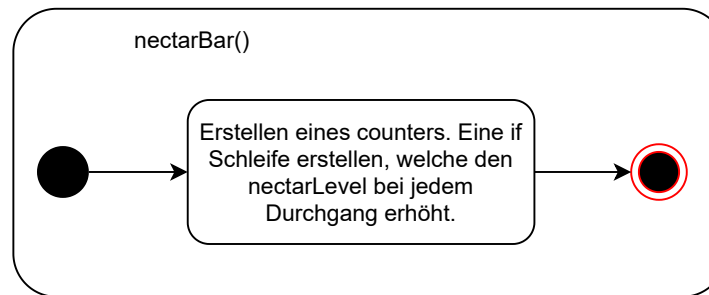
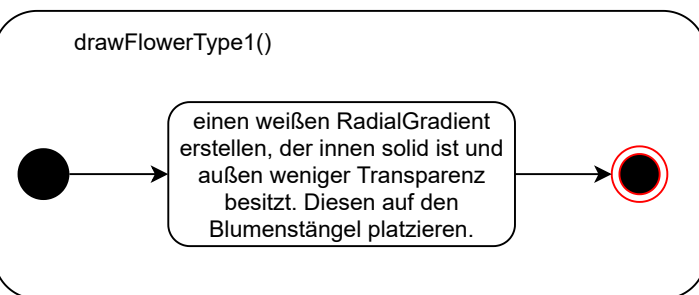
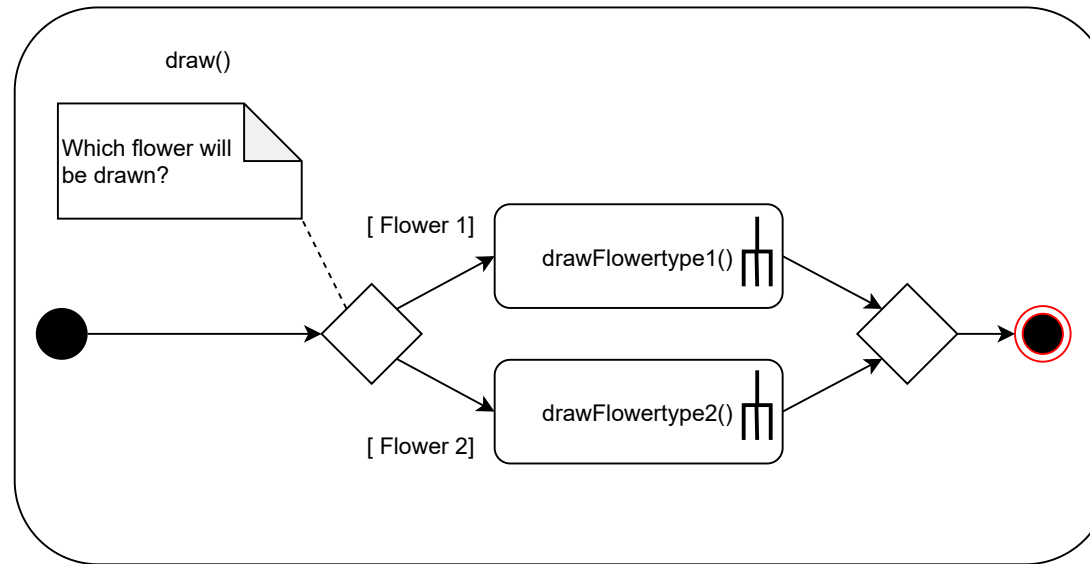
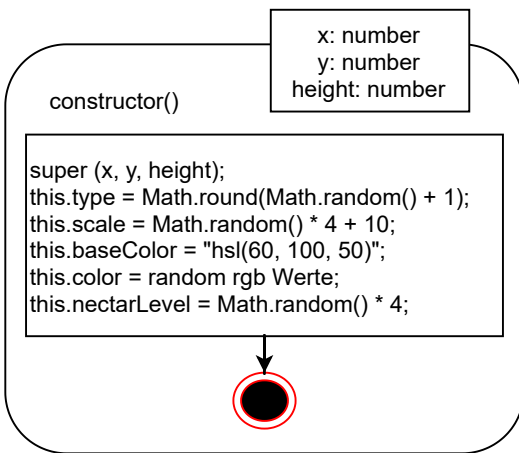
Aktivitätsdiagramm: Bee



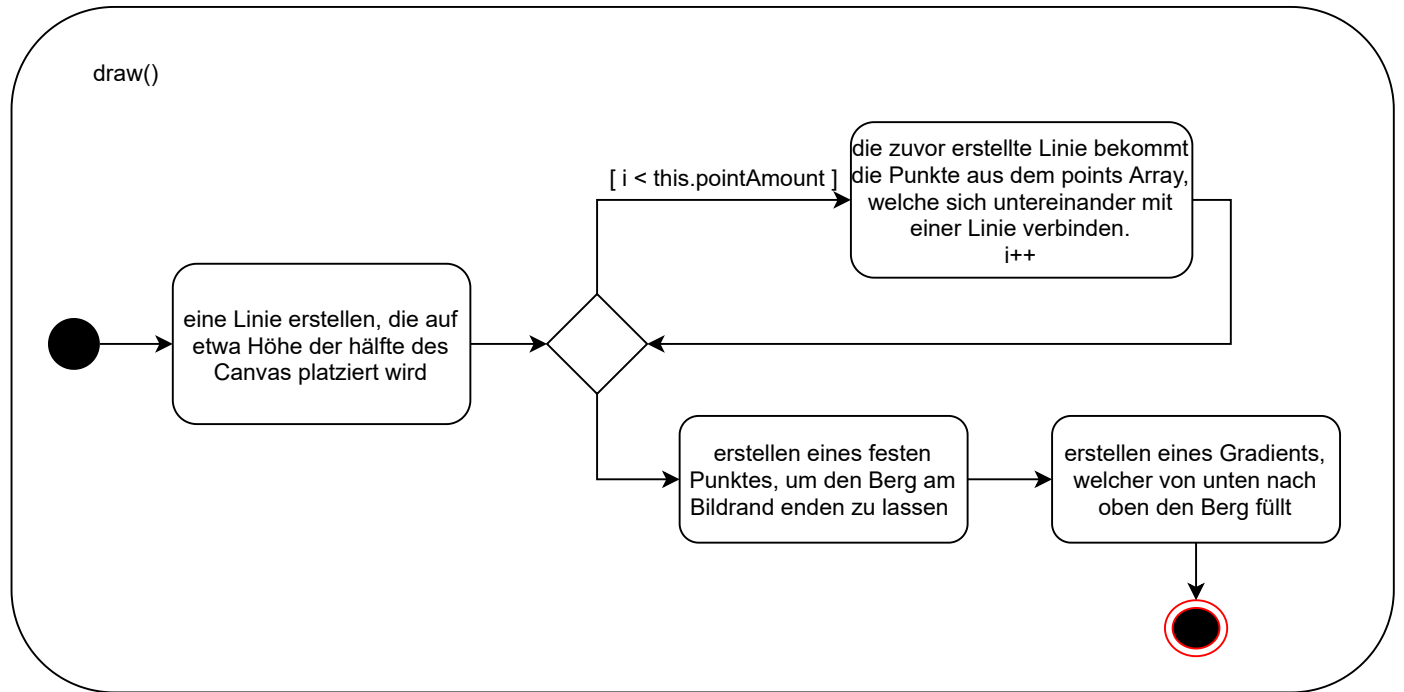
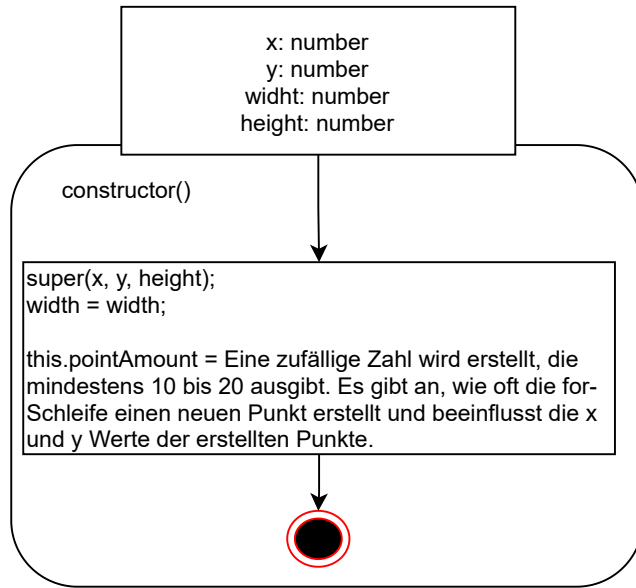
updateVelocities()



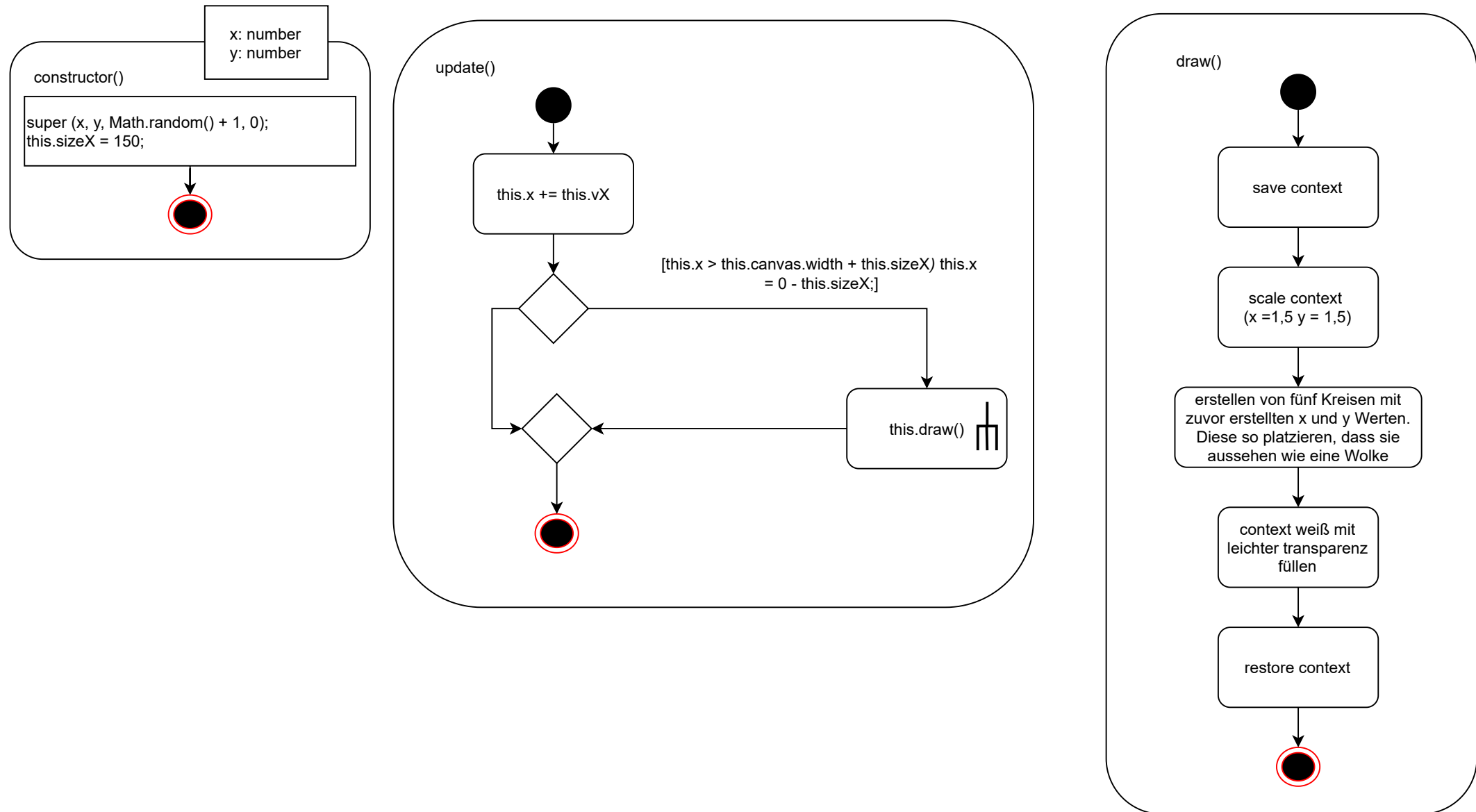
Aktivitätsdiagramm: Flower



Aktivitätsdiagramm: Mountain



Aktivitätsdiagramm: Cloud



Aktivitätsdiagramm: Script

```
timeScale: number = 0.005;  
(kann angepasst werden, beeinflusst die Geschwindigkeit,  
in der der Tag zur Nacht wird und umgekehrt)  
scene: Scene = new Scene(timeScale);  
setInterval (updateAll, 30)
```

