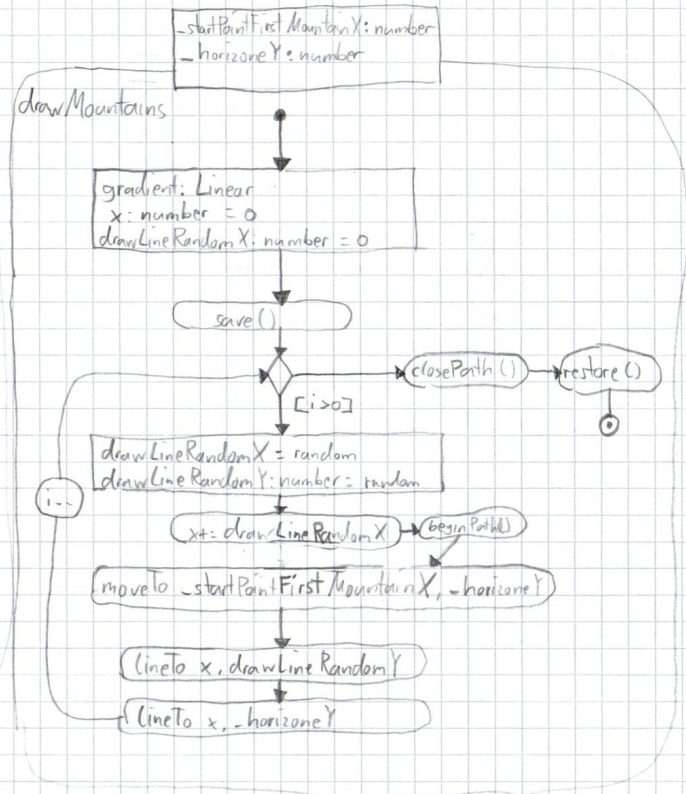
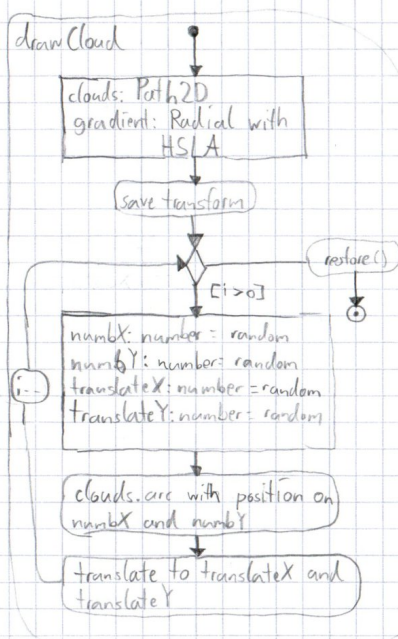
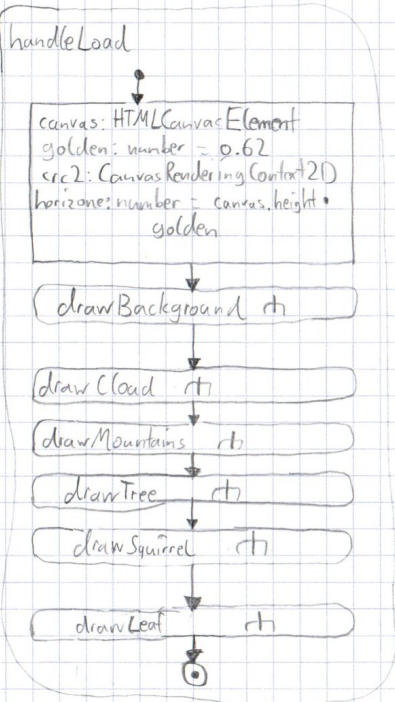
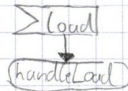


Goldener Herbst: Activity-Diagram



startPositionX: number
= startPositionY: number

drawTree

drawAtRandomPointX: number = 0
x: number = 0
randomFirstTreeX: number = 0

fillRect with position - start-
PositionX + randomFirstTreeX,
- startPositionY

save()

restore

[i > 10]

drawAtRandomPointX = random
randomFirstTreeX = random

x += drawAtRandomPointX

beginPath()

moveTo - startPositionX + randomFirstTreeX,
- startPositionY

draw triangle above fillRect with
line0

i++

drawSquirrel

randomXPoint: number = 0
randomYPoint: number = 0
horizone

save()

restore()

[i > 10]

randomXPoint = random number
canvas.width
randomYPoint = random number
between 470 and 600

i++

beginPath()

draw head with arc and
body with bezier(curve0)

place squirrel random at
randomPointX and random pointY

Goldener Herbst: Scribble

