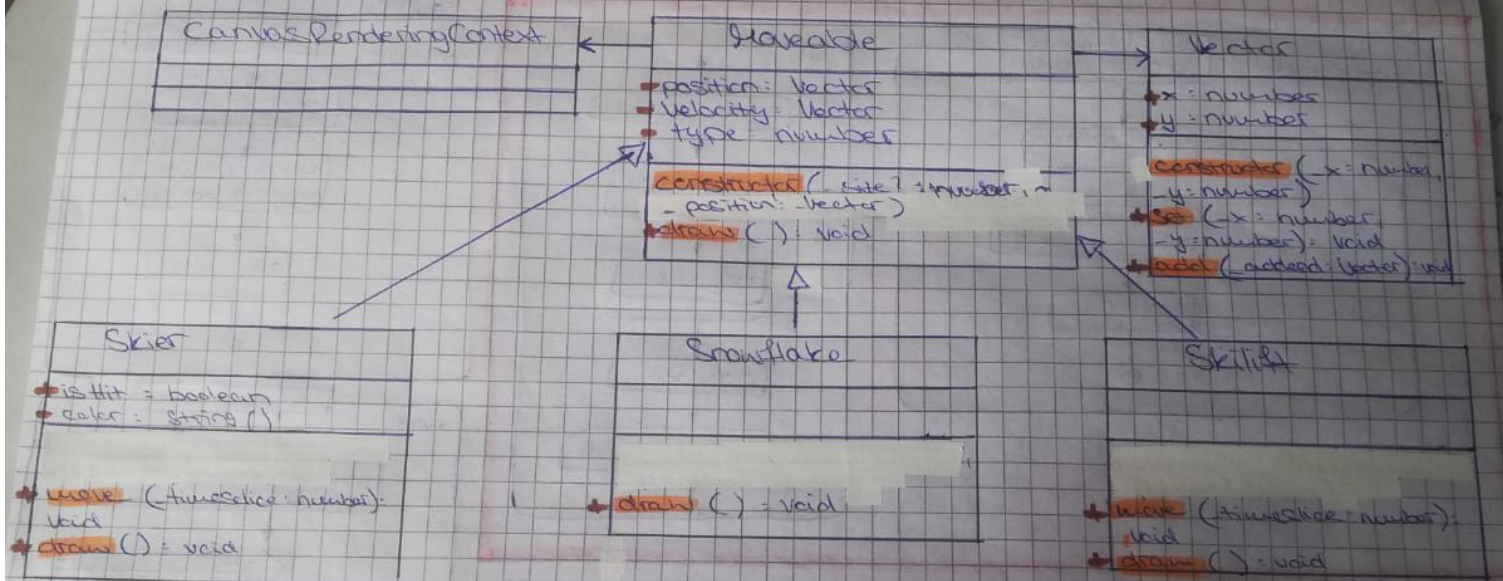




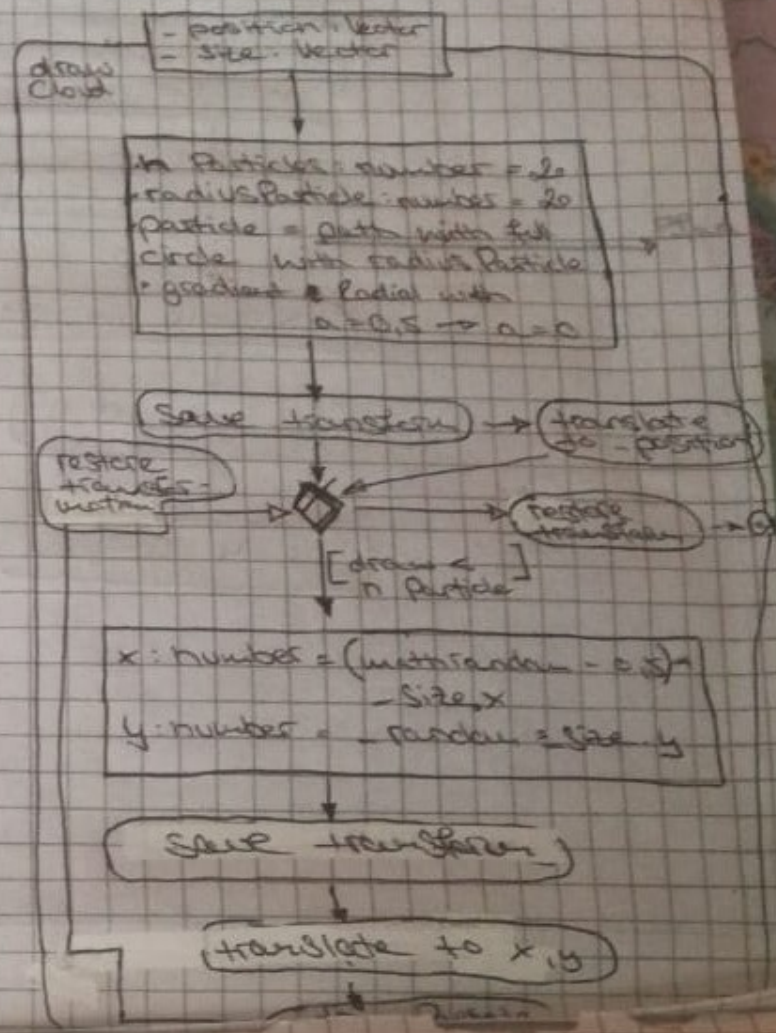
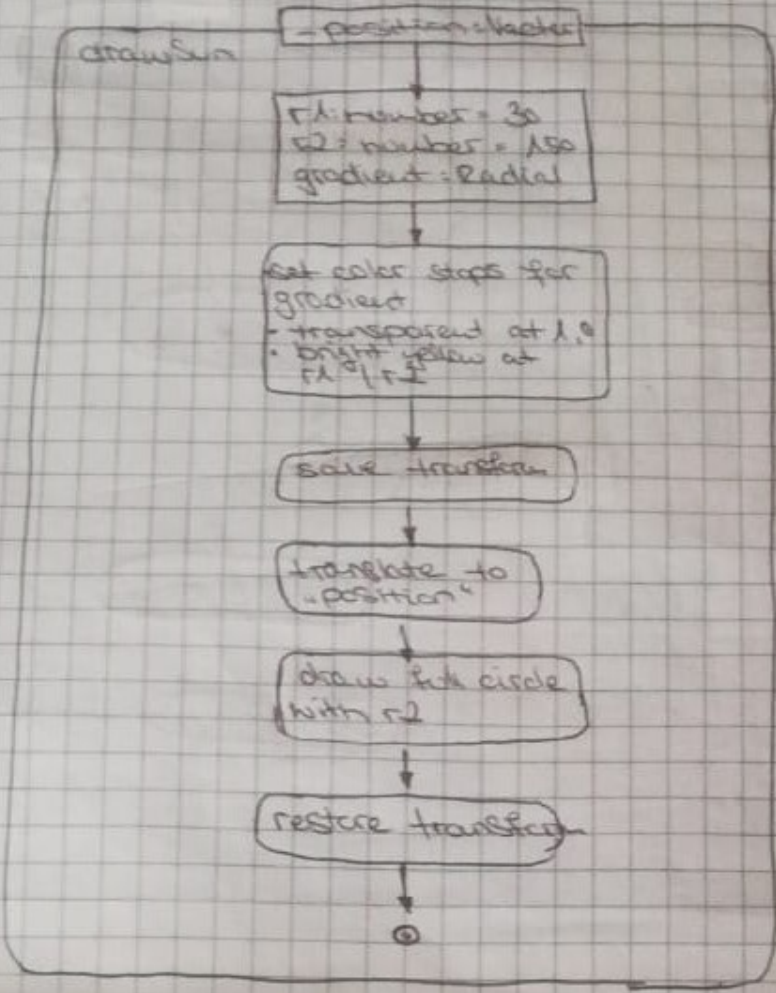
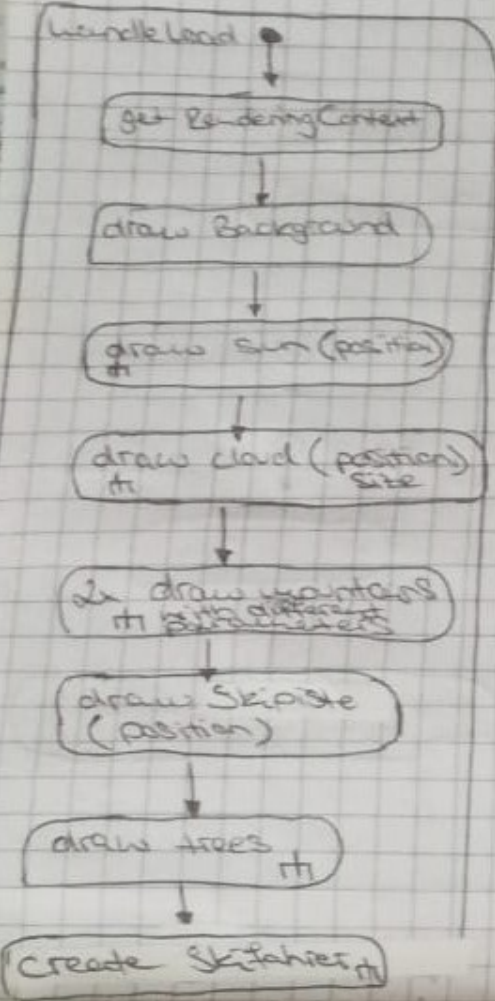
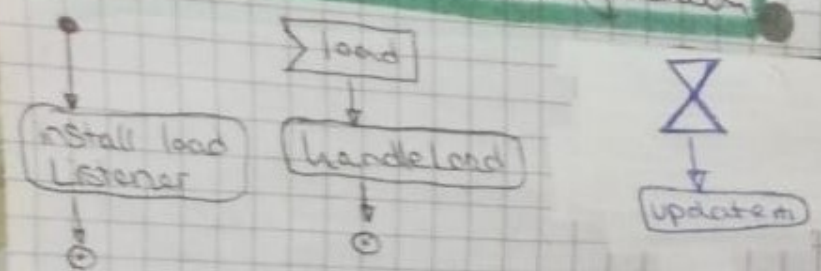
Klassendiagramm Skript L10



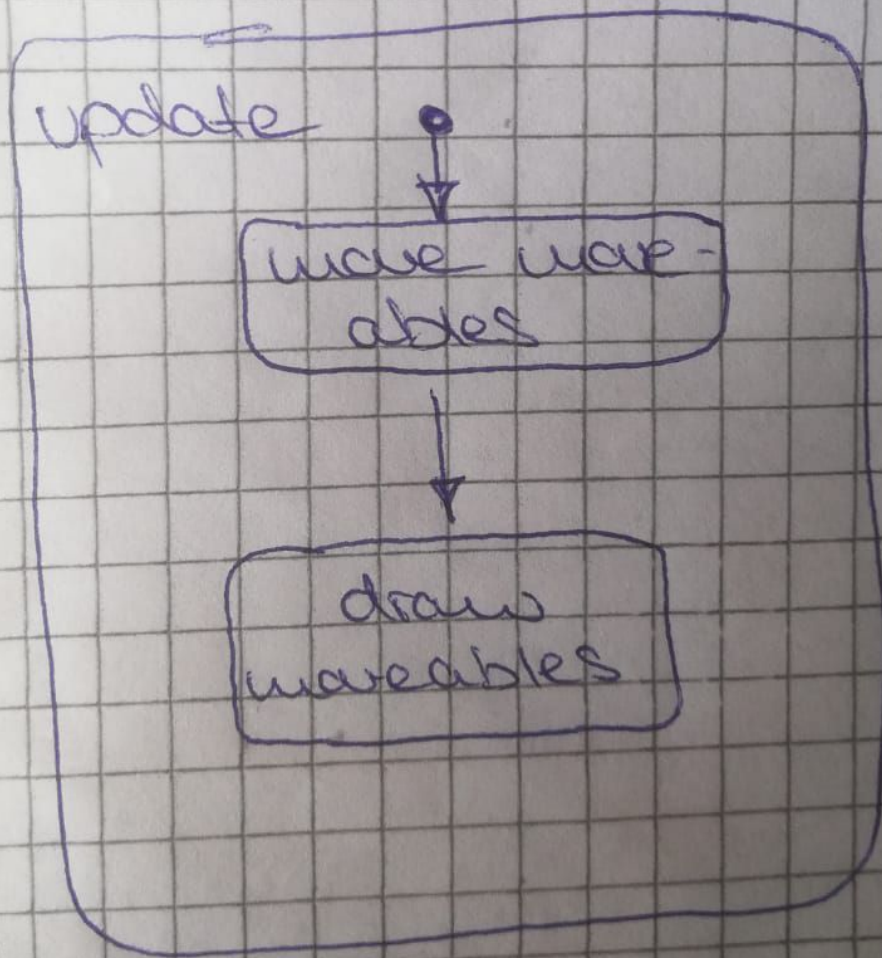
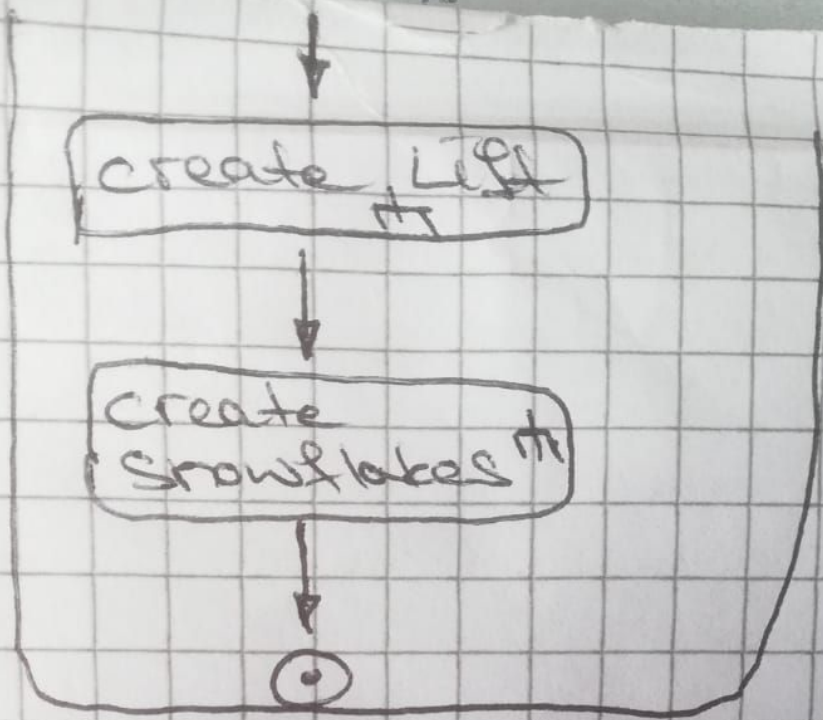
Canvas: Aktivitätsdiagramm

RUSS FODERATION

AD 2.0



AD 3.0



23.977.110 km²
845,450 Mio.
Belgien
30.528 km²
10,432 Mio.
Dänemark

Canvas AD 2.0

draw function

- position: vector
- size: number
- color: string
- direction: string

Step 1: number = 10
Step 2: number = 50
x: number = 0

Save transform

translate to position

move to 0,0

line to 0, -max

x = random between
width & height

y: number = -min -
random * (-max - min)

line to x, y

[x < Canvas
width]

line to x, 0

close Path

create gradient with
getting colors

draw Path

restore transform

L10 Skiptaste

Ski

constructor

- size: number
- position: vector

Super position

Set velocity to
length & position

Set Size

•

draw

Save transform

translate to
position

create newPath
(draw triangle
+ circle)

close Path

restore
transform

•

move

timeslice:
number

add velocity * timeslice
to position

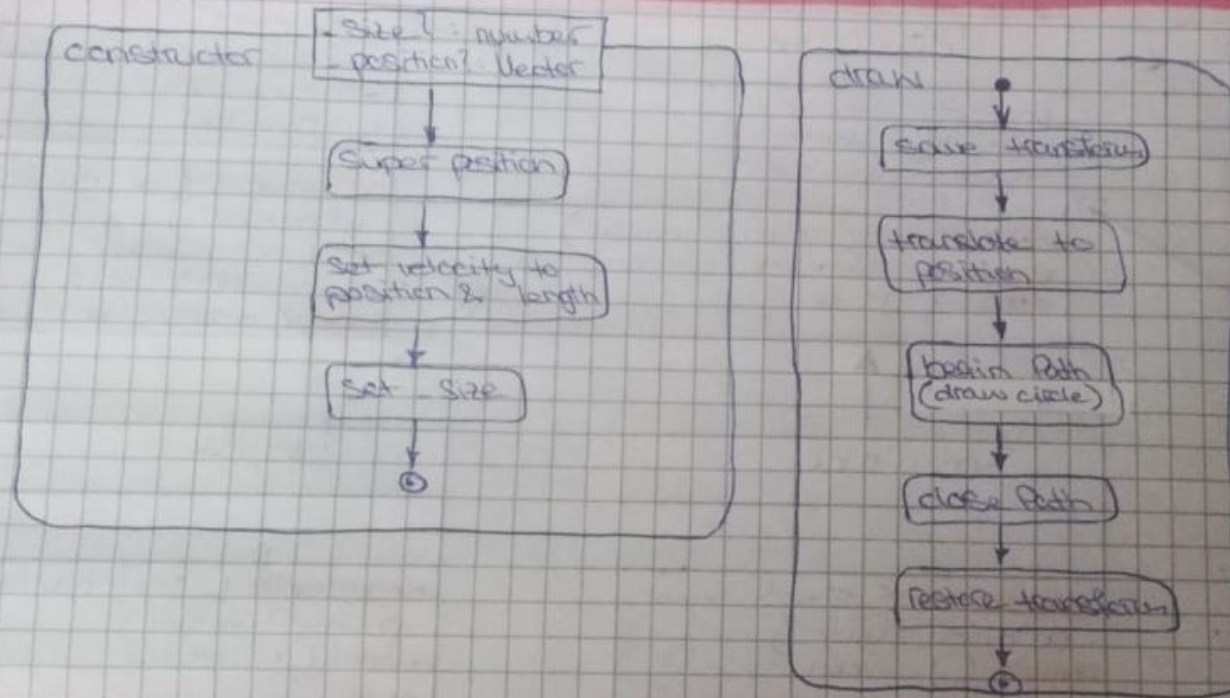
if skier not on slope

Set new
position

•

4.10: Skiptate

Snowflake



Skipt

