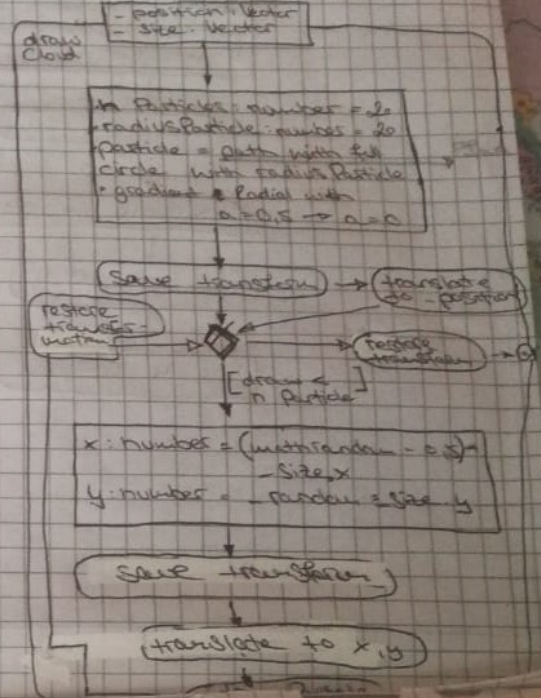
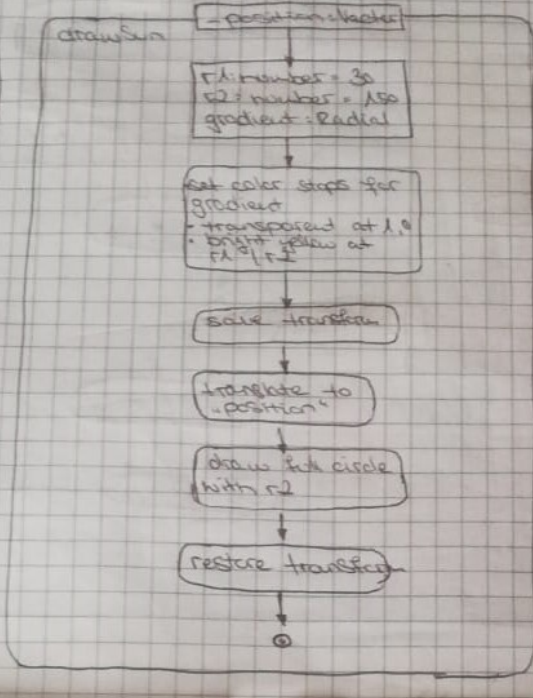
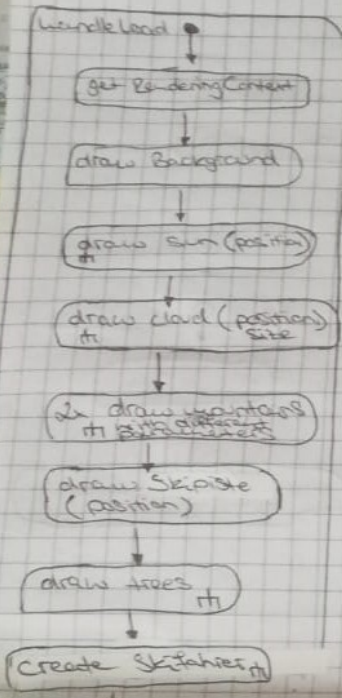
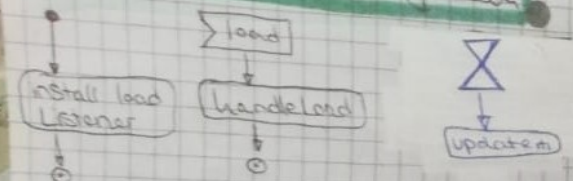


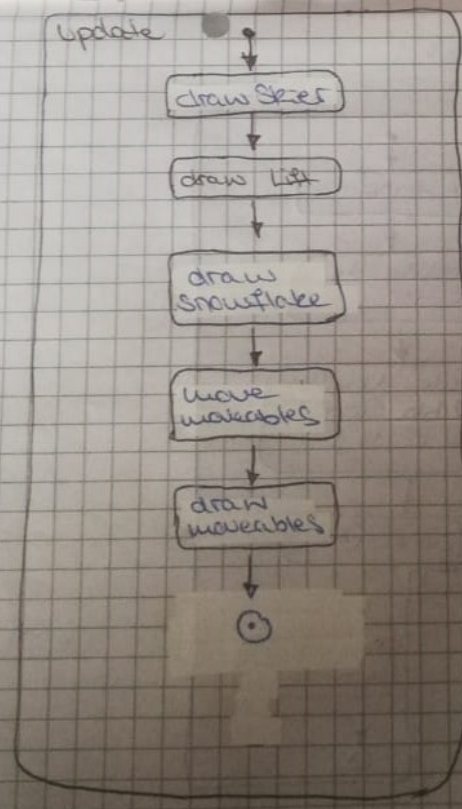
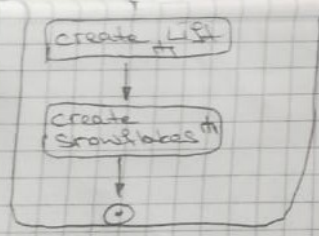
Canvas: Aktivitätsdiagramm

RUSS FODERATION

AD 2.0



AD 3.0



Canvas AD 2.0

draw function

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

stepSize: number = 10
stepMax: 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

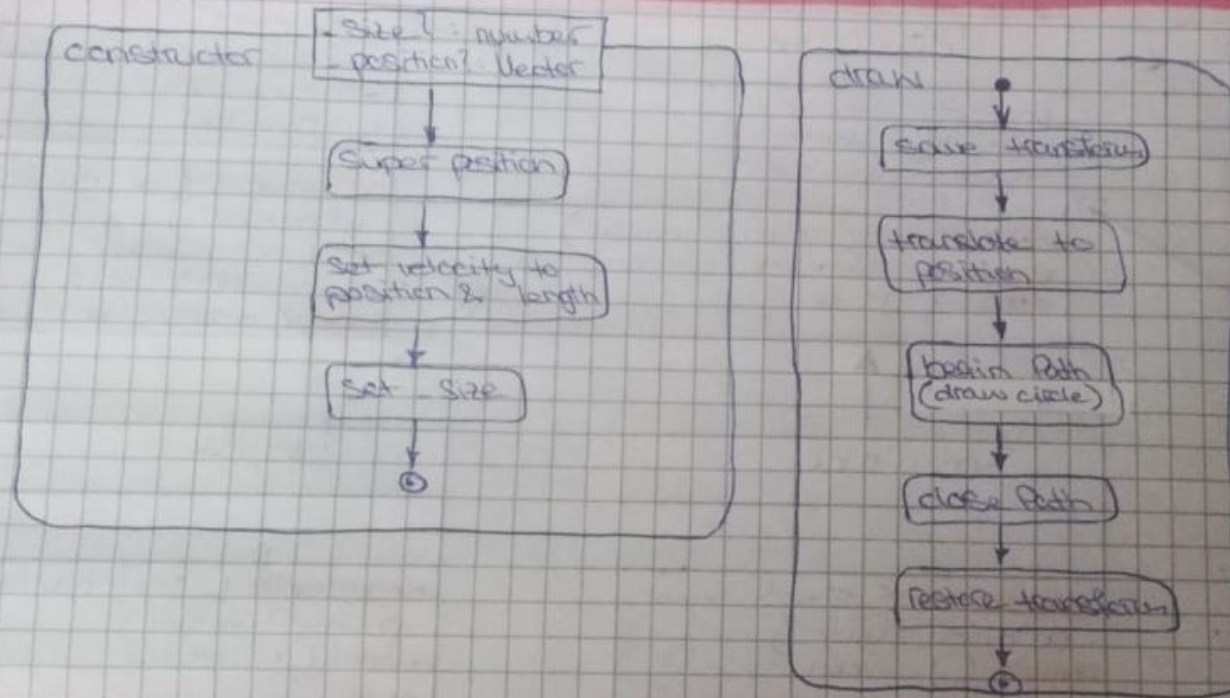
if skier not on slope

Set new
position

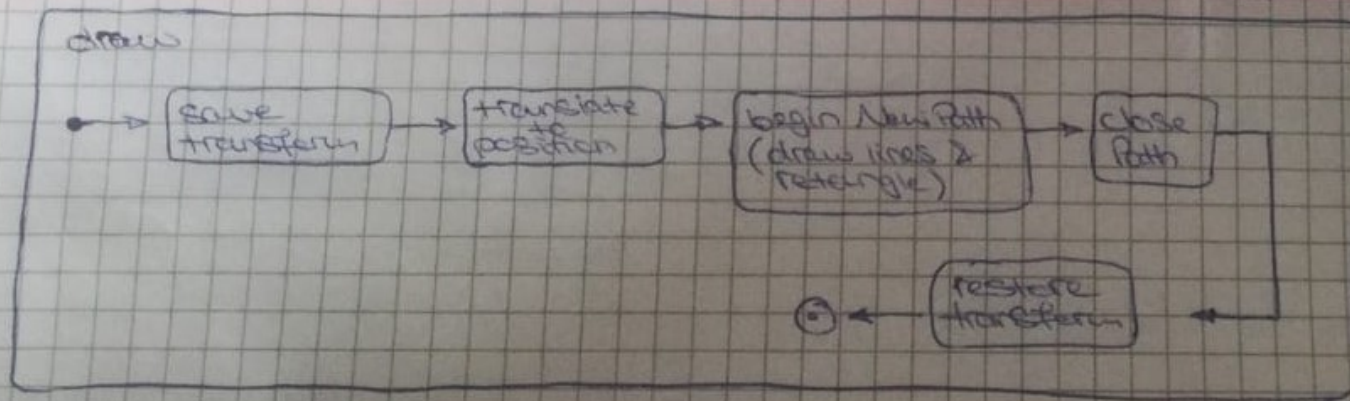
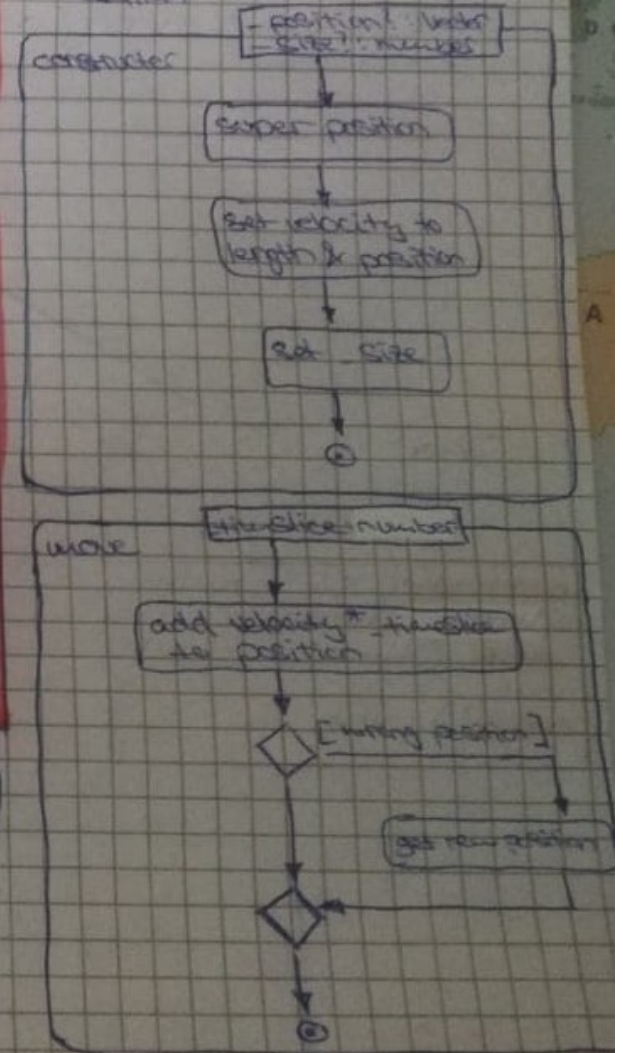
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4.10: Skipte

Snowflake



Skipt



Klassendiagramm Skiff L10

