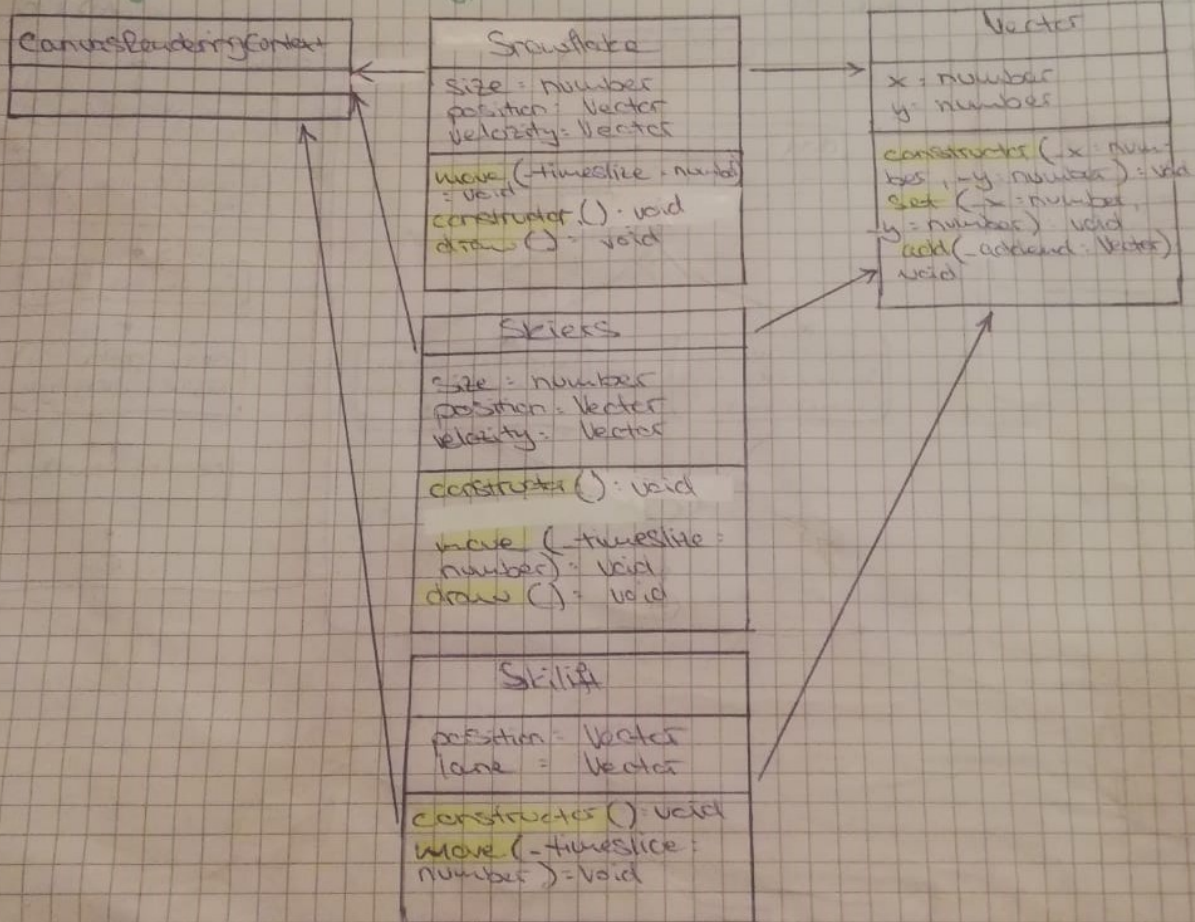
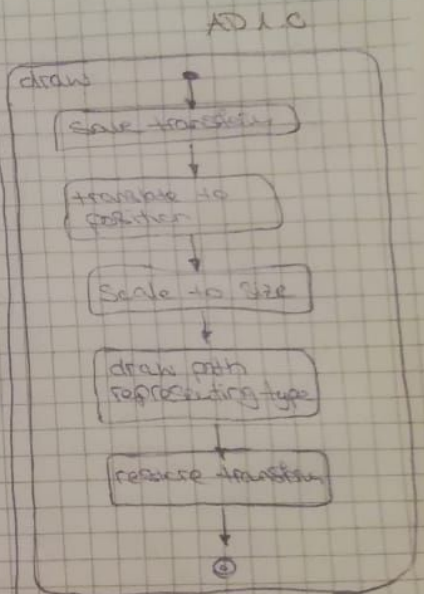
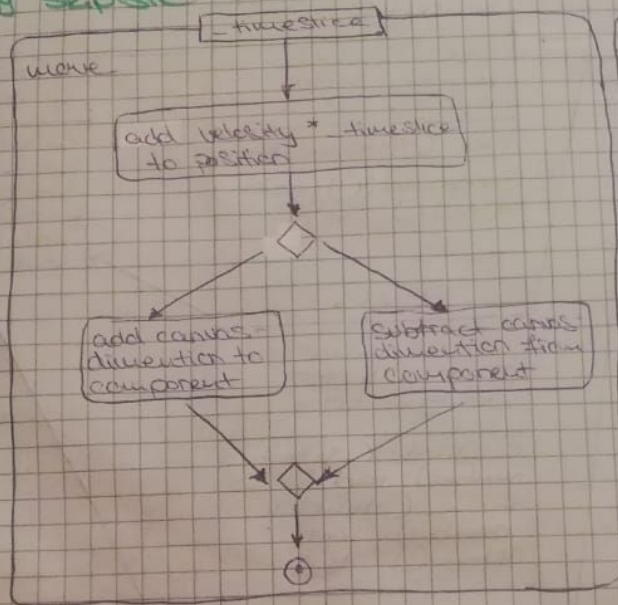
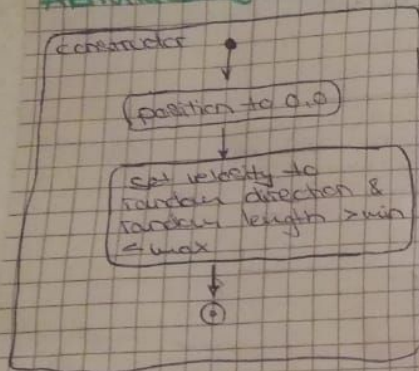


Klassendiagramme L03 Skizze

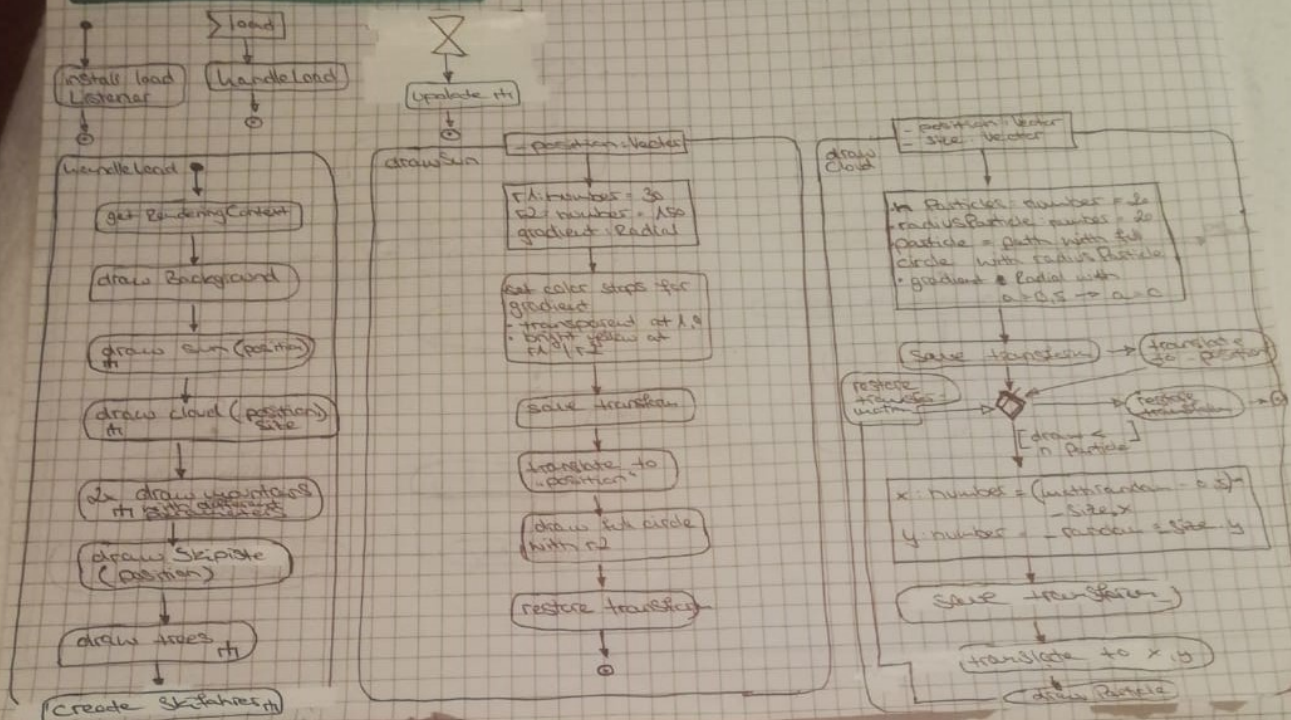


Activitydiagram 1.09 Skipiste

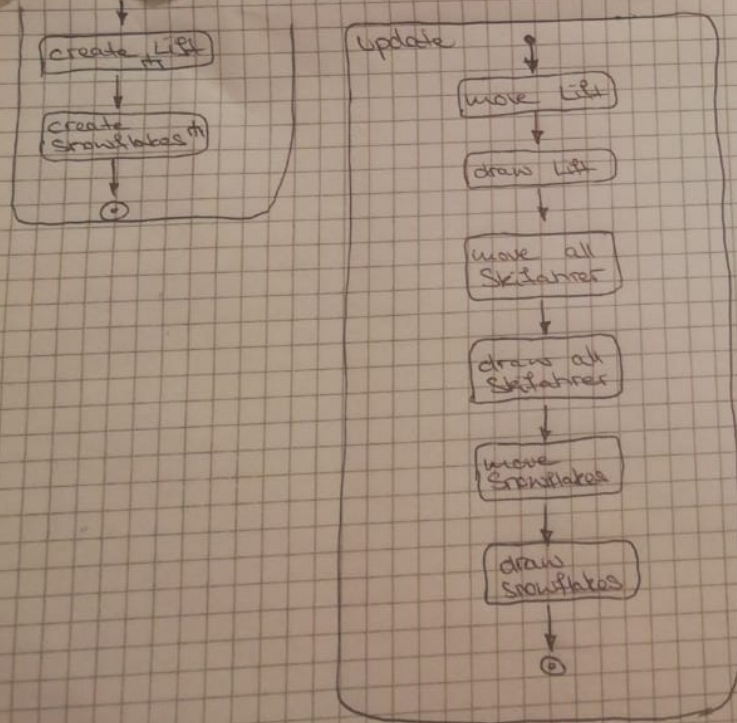


Canvas - Aktivitätsdiagramm

AD 2.0



AD 3.0



Canvas AD 2.0

drawMountains

- position: Vector
- min: number
- max: number
- colors: string
- colorHigh: string

stepMin: number = 10
stepMax: number = 50
x: number = 0

save transform

translate to position

move to 0,0

line to 0, max

