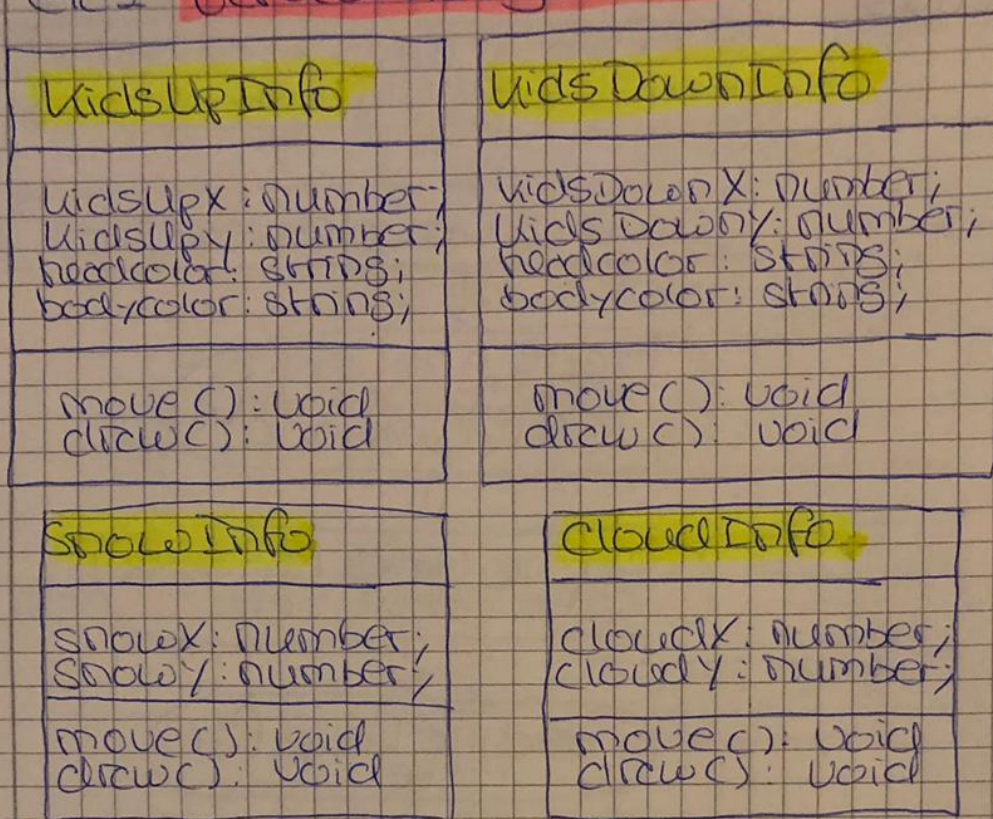


Ed2 Verbesserung A10 - Animation



main.ts

```
export let crc2:
  CanvasRenderingContext2D
```

```
let kidsUp: KidsUpInfo[] = [];
let kidsDown: KidsDownInfo[] = [];
let snow: SnowInfo[] = [];
let cloud: CloudInfo[] = [];
let img: ImageData;
```

function init ()

function animate ()

init
+ bsp. clouds

let canvas: HTMLCanvasElement =
document.getElementById("2d")

ctx = canvas.getContext("2d")

create gradient:
Zeichne Rechteck
mit Farbverlauf

Zeichne Kreis für Sonne
Setze Farbe Gelb

Zeichne Linie für
Piste

i: number = 0

if



[i < 3]



cloud[i] = new CloudInfo

animate
bsp. clouds

ctx.putImageData(img, 0, 0)

i: number = 0

if



[cloud.length]



let d: CloudInfo = cloud[i]

d.moveCloudInfo()

bsp. clouds.ts

export class CloudInfo

cloudX: number;
cloudY: number;

constructor (x: number,
y: number)

this.cloudX = x;
this.cloudY = y;

moveCloudInfo() {

drawCloudInfo();

moveCloudInfo



[this.cloudX > 350]

this.cloudX = 0;

this.cloudX +=
Math.random();

this.drawCloudInfo();