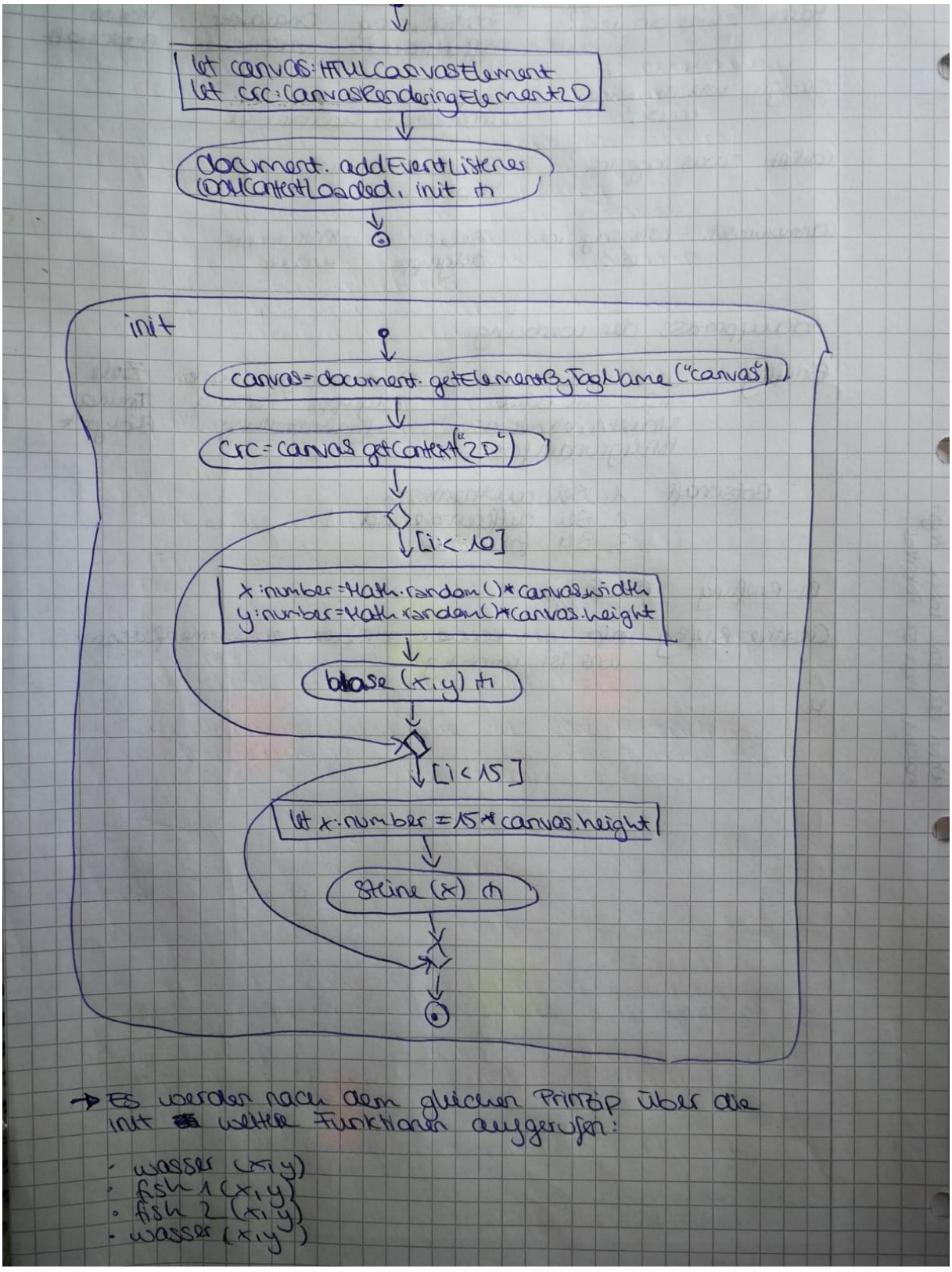


→ Es werden nach dem gleichen Prinzip über die init weitere Funktionen aufgerufen:

- wasser (x, y)
- fish 1 (x, y)
- fish 2 (x, y)
- wasser (x, y)

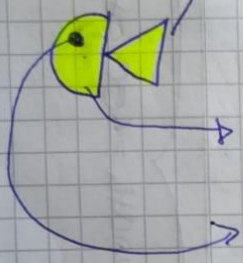

Skizze Aquarium
height
=600pt
width = 600 pt

Fish 1

flosse.moveTo(_x+210, -y-200)
flosse.lineTo(_x+250, -y-170)
flosse.lineTo(_x+250, -y-230)

fish.arc(_x+200, -y-200, 30, 0, 360)
crc.fillStyle = "red"

Fish 2



flosse2.moveTo(_x-45, _y+20)
flosse2.lineTo(_x-30, _y+60)
flosse2.lineTo(_x-10, _y+10)
crc.fillStyle = "yellow"

fish2.arc(_x-30, _y+30, 40, 0.75*Math.PI, 1.5*Math.PI)
crc.fillStyle = "yellow"

auge.arc(_x-50, _y+10, 5, 0, 360)
crc.fillStyle = "black"

Pflanze

pflanze.bezierCurveTo(400, 300, 100, 150, 200, 600)
crc.fillStyle = "darkgreen"

Sand

sand.rect(0, 500, 600, 100)
crc.fillStyle = "burlywood"