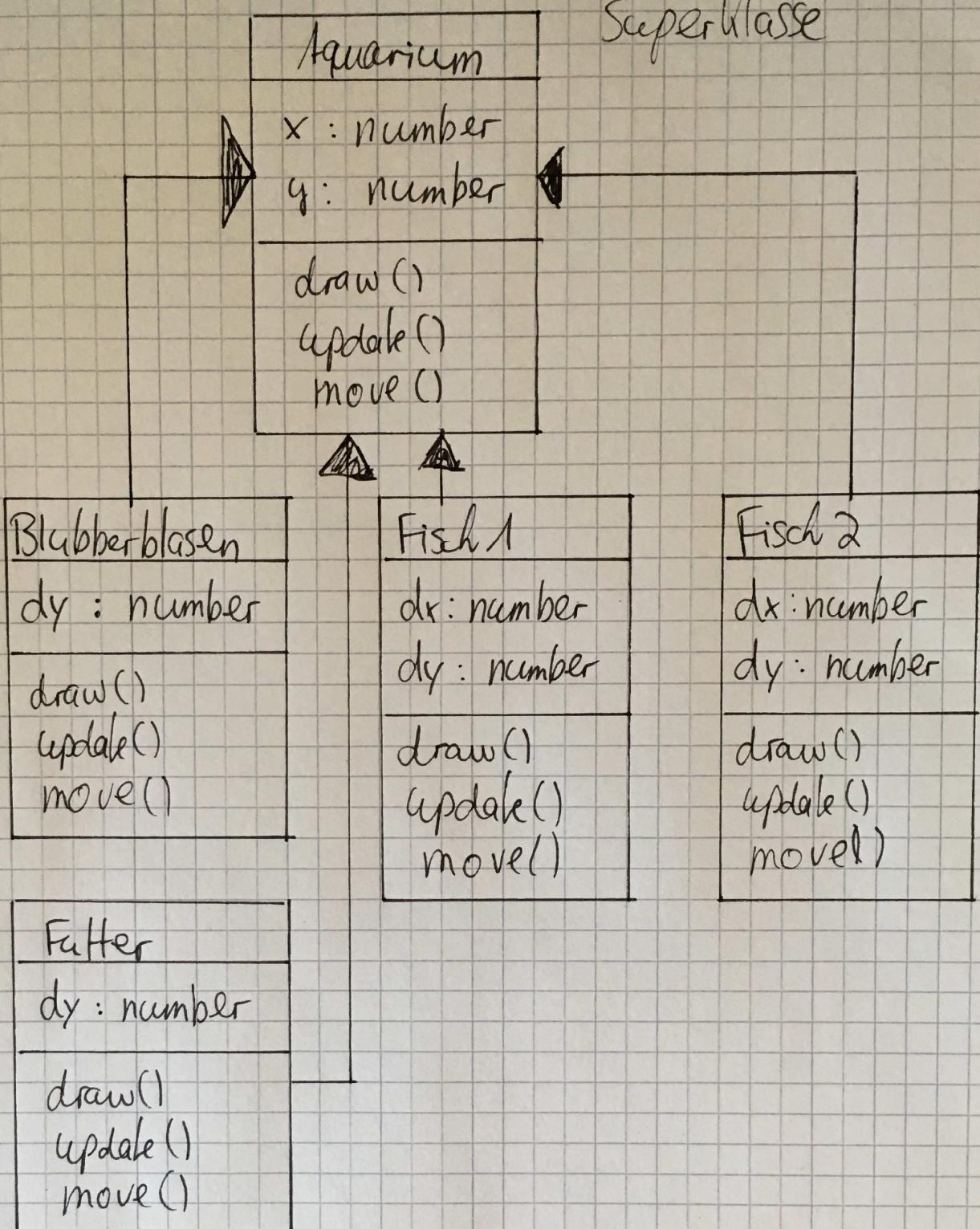


Aufgabe 1a - Konzept



→ „DOMContentLoaded“, init → ●

init

(„click“, füttern iti)

canvas = canvas = document.GetElementByTagName ("canvas")
CFC = canvas.getContext ("2D")

function drawBF

let i: number = 0

update() → ●

i++

fish1.draw
fischd.draw
Blubberblisen.draw
Futter.draw

Futter move

$this.y += this.dy$

$[this.y < 0]$

$this.y = canvas.height$

Futter

event: MouseEvent

$x.number = Event.x$
 $y.number = Event.y$

futter.move()

futter.update()