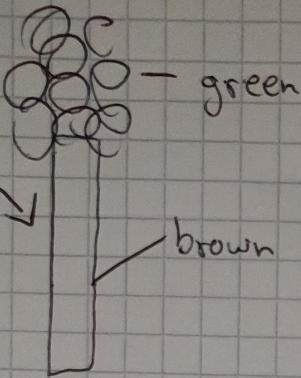


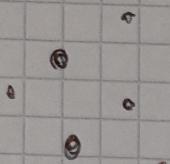
Tree:

Branches = 10
max Radius = 60

Bäume mit
Do - while Schleife
Zeichnen



Snowflakes:



for Schleife

generiert ~~8~~ weiße punkte

an unterschiedlichen positionen mit unterschiedlicher Größe

Background:

Canvas Gradient von Blau zu Grün

Mountains:-



colorHigh

Color Gradient white zu grey

Color Low

Zufällige Werte für die Linien in einem
Bereich der abgegrenzt ist.

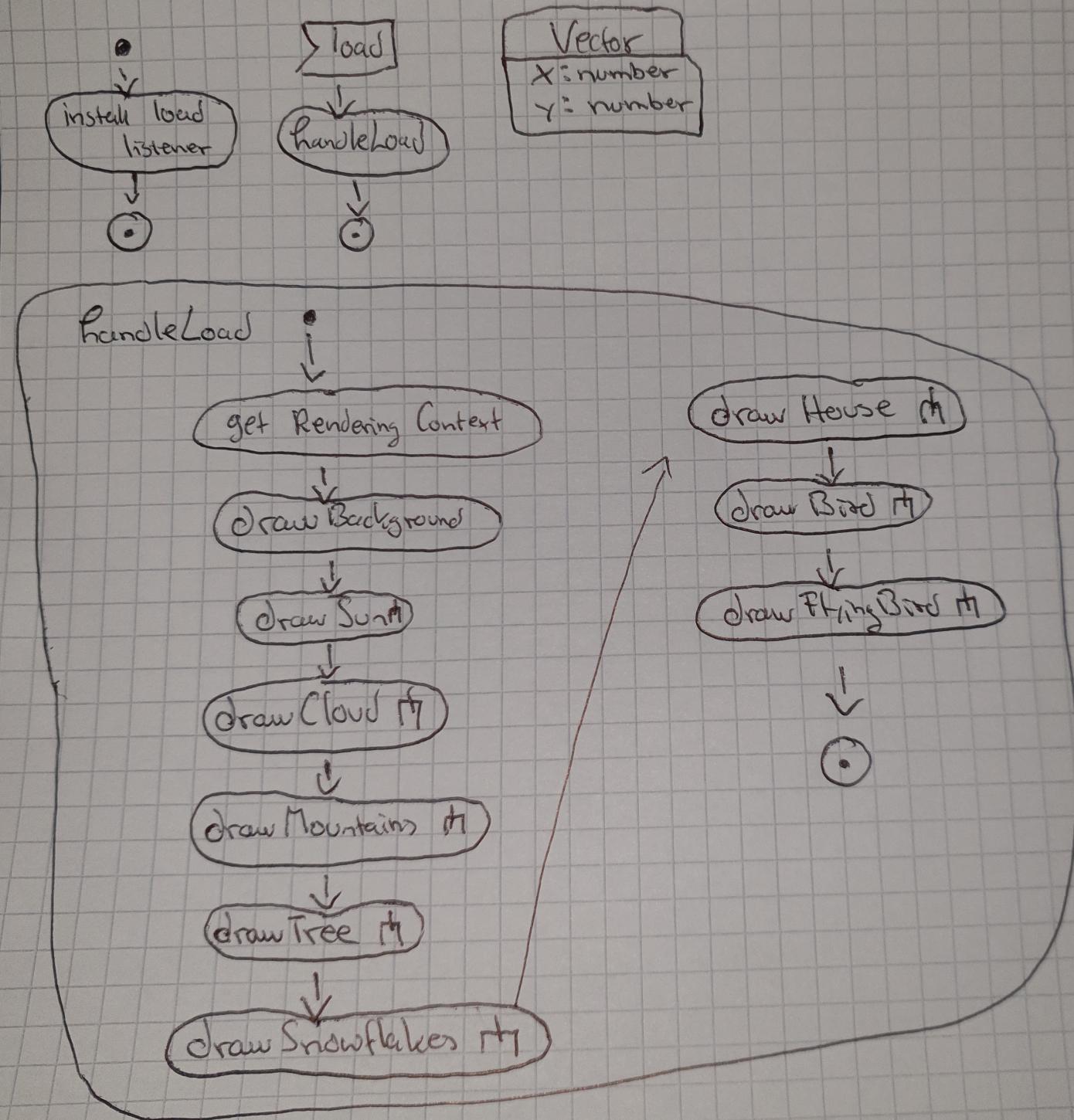
Stepmin = 50

stepmax = 150

gezeichnet durch Do - while Schleife mit Math.random

08.2

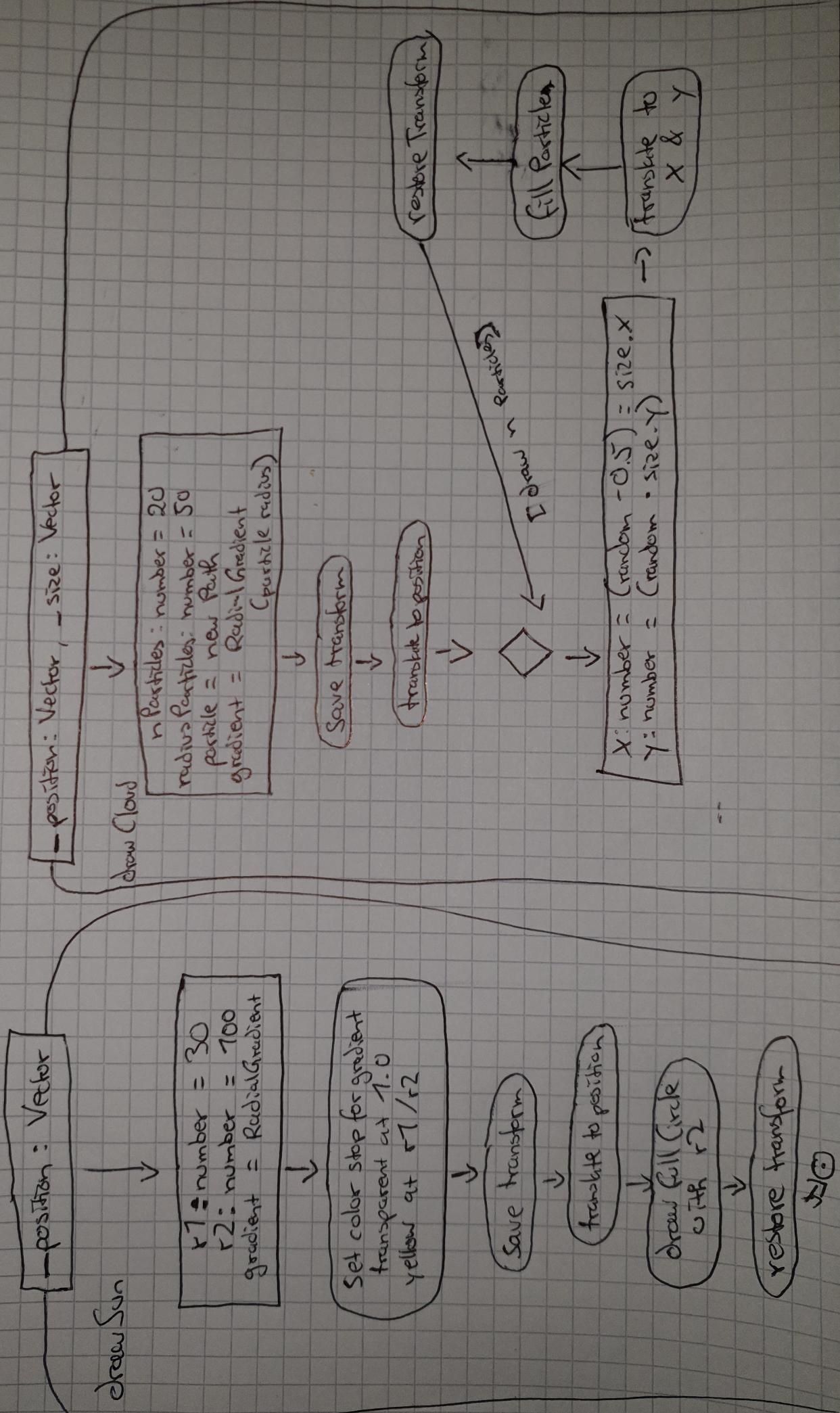
Activity Diagram



Jonas Achenrofer

L08.2

Activity Diagram



- position : Vector
- min: number
- max: number
- x: number = 0
- color : CanvasLinearGradient

draw Mountains

stepMin = 50
stepMax = 150
x = 0

Save transform



Translate to position



move to 0, 0
line to 0, max

+
L
Canvas
width

Line to (x, y)

y: number = -min - random * (-max - min)



↑

Restore transform

drawPath

↑

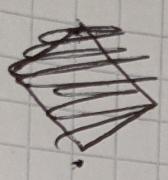
line to x, 0

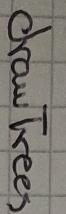
drawPath

↑

Close Path

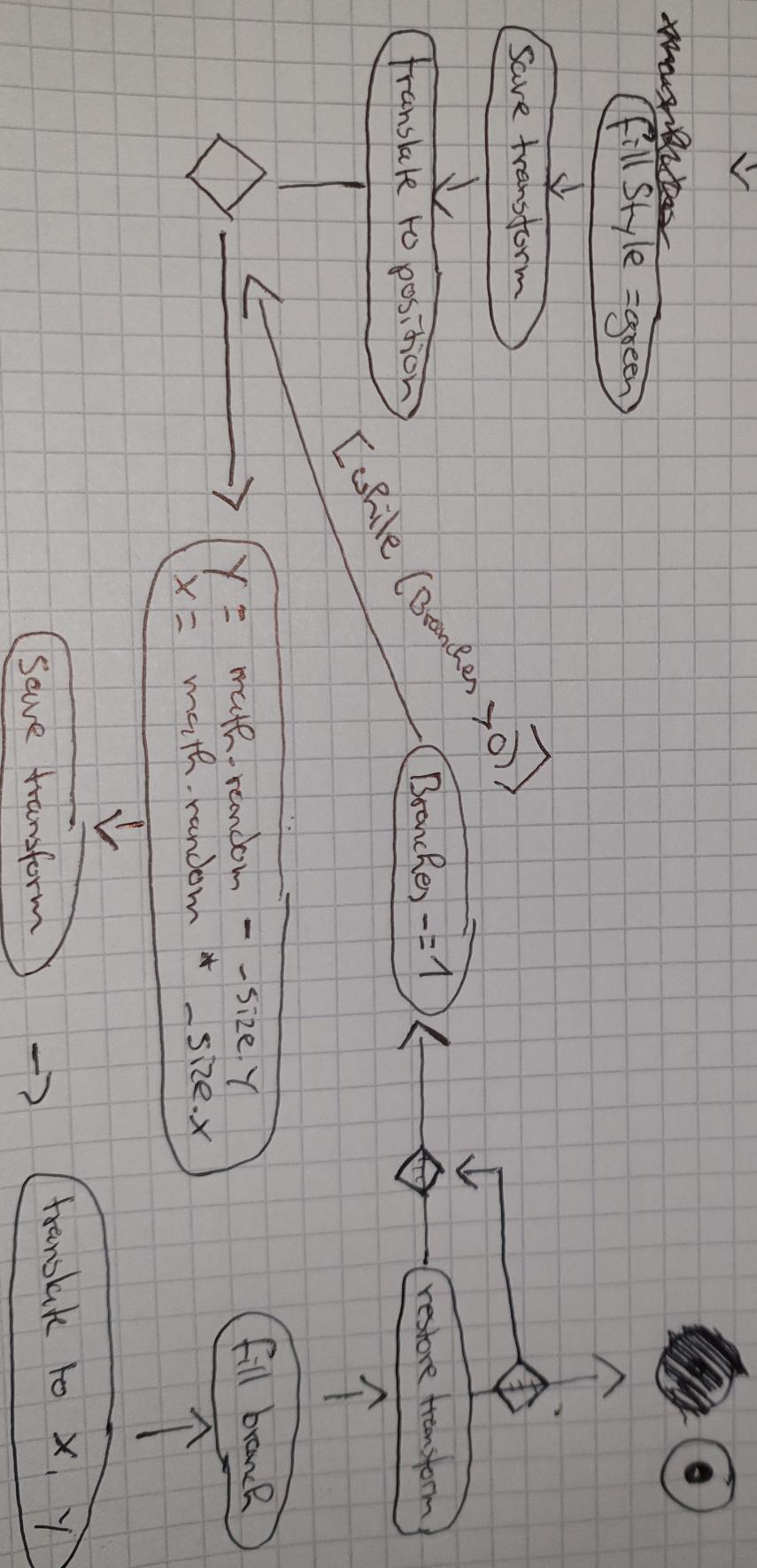
Create gradient



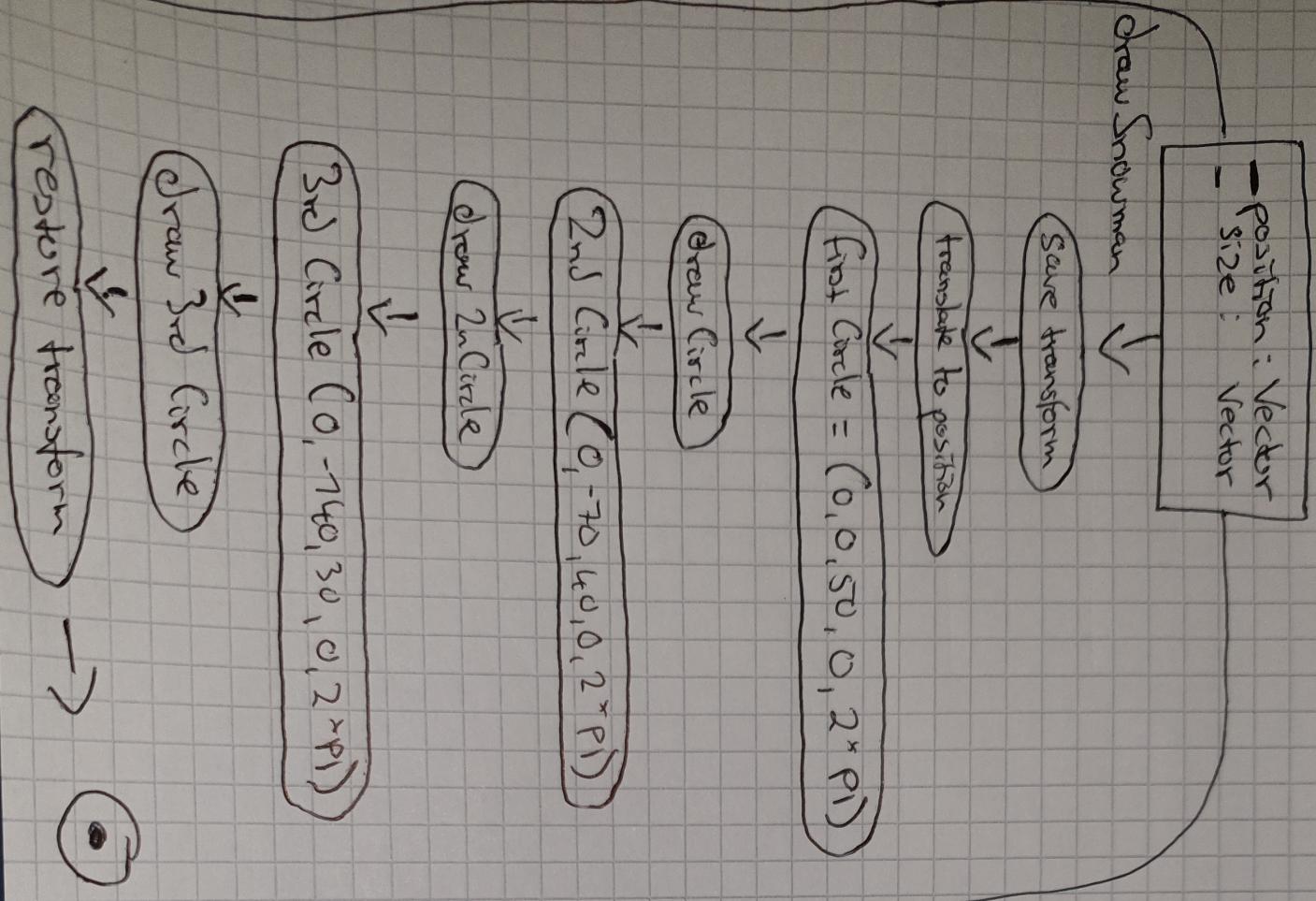


Position: Vector
Size: Vector

```
let nBranches: number = 10  
let maxRadius: number = 60  
let branch = new Path
```



- position: Vector
- size: Vector



- position: Vector
- size: Vector

