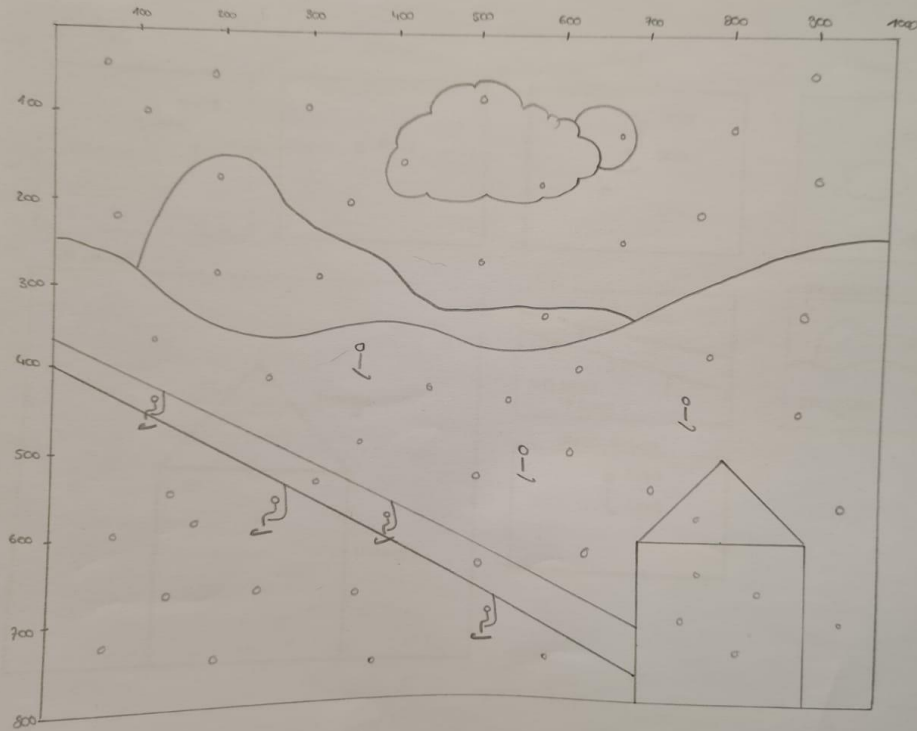
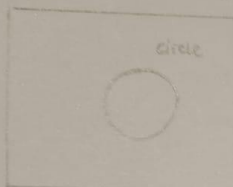


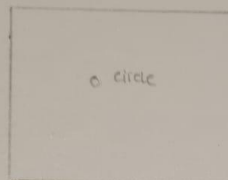
Aufgabe 8 - skipiste - canvas



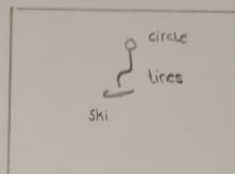
sun



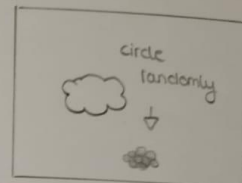
snow



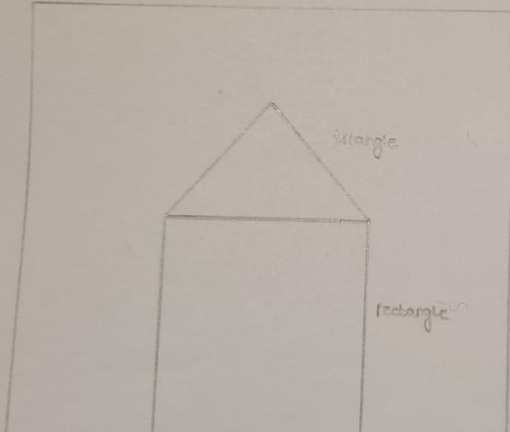
skier



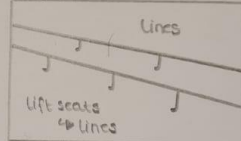
cloud



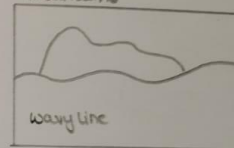
life house



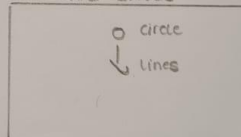
lift



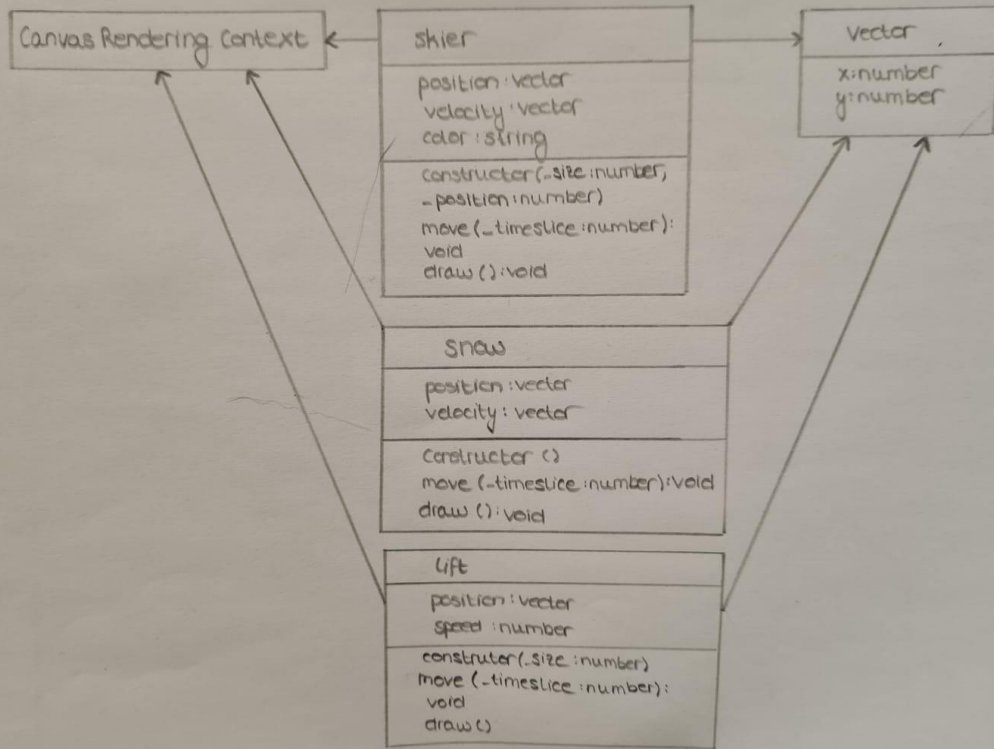
mountains



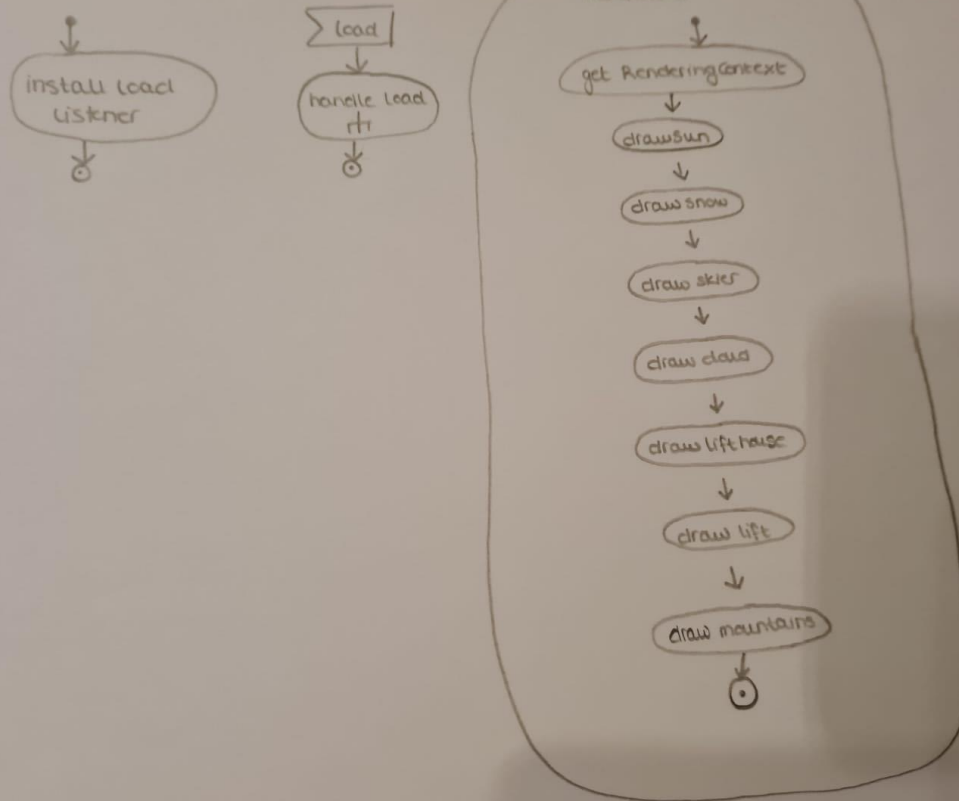
skier drives



class Diagram Skipiste



Activity Diagram



draw
Snow

let radiusSnow:
number = Math.random

save transform ()

translate to position

drawPath ()

restore transform ()



draw Skier

save transform ()

translate to position

drawArc ()

drawLine ()

restore transform ()

