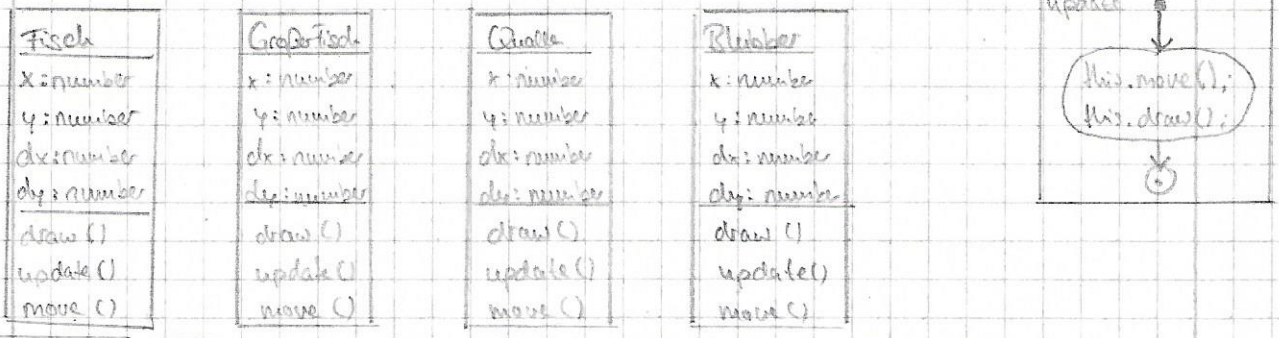
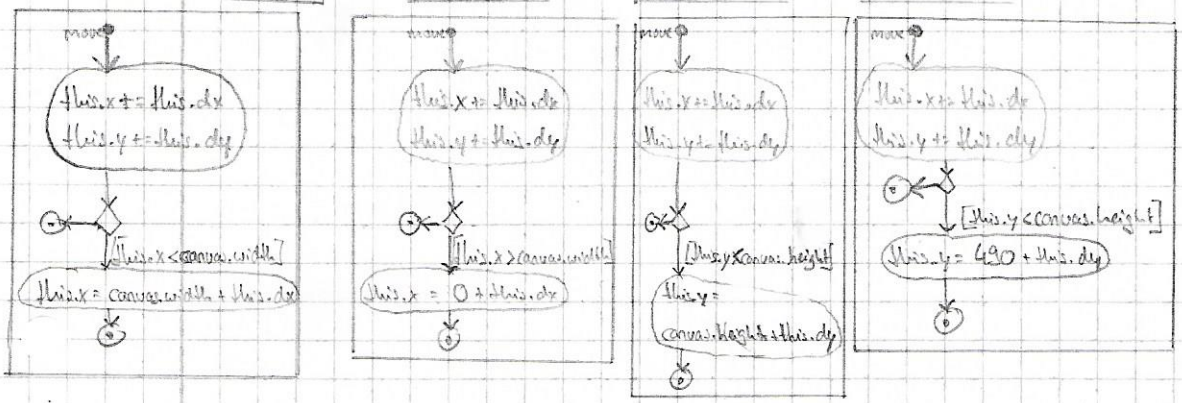
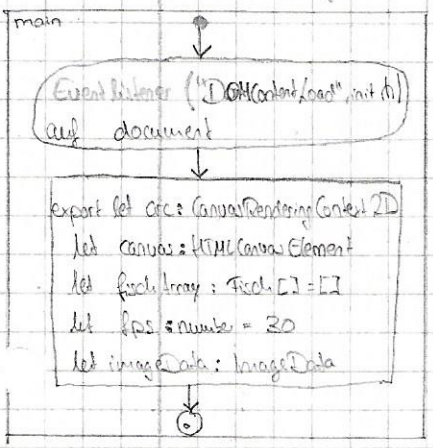
Aufgabe 11

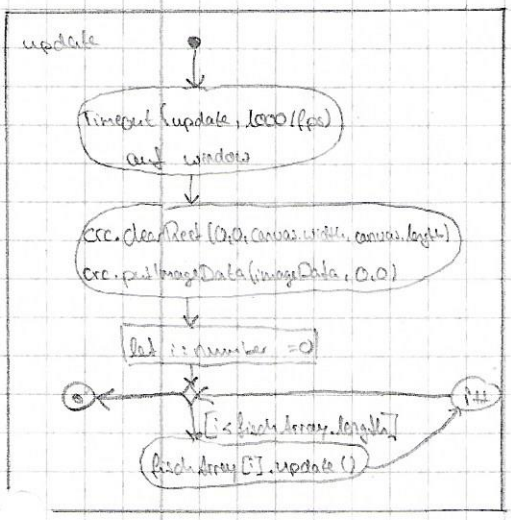
Klassendiagramme



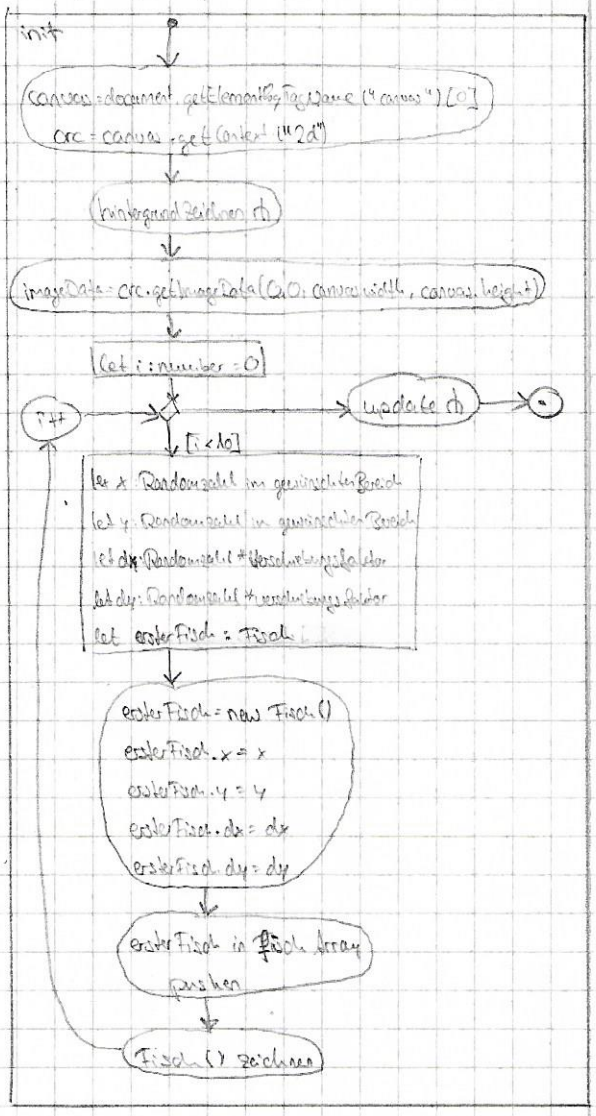


Aktivitätsdiagramme (in main.ts)



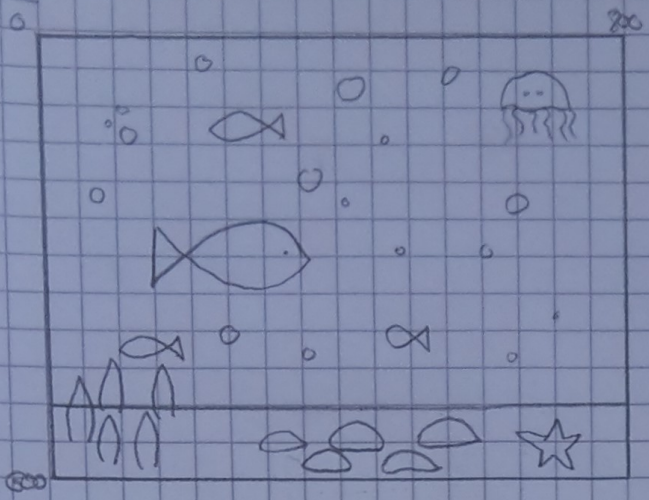


(Schleife beispielhaft an Fisch)

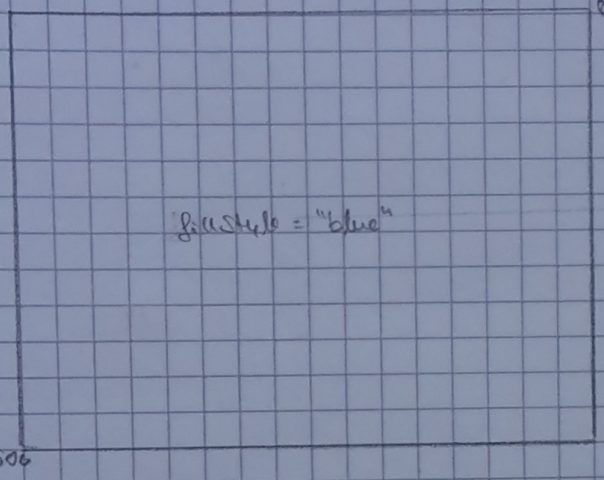


Konzept - Aufgabe 10

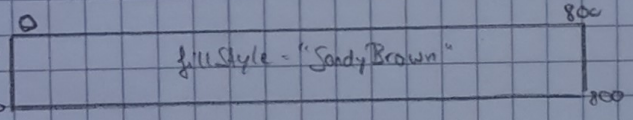
Skizze



Wasser

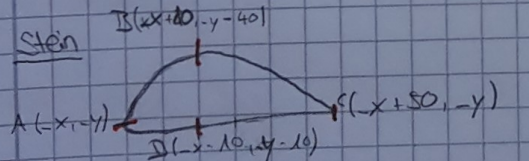


Sand



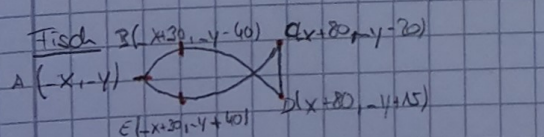
Wasserblase ○ Position: (-x, -y)
Radius: 3 + Math.Random * 10
fillStyle = "lightblue"

Stein



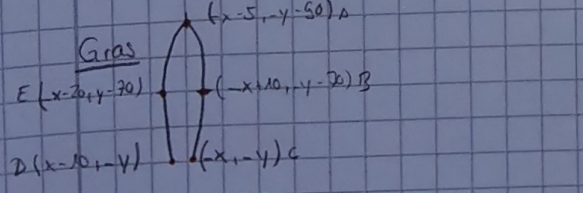
quadraticCurveTO : von A über B zu C
quadraticCurveTo : von C über D zu A
fillStyle = "brown"

Fisch



quadraticCurveTo : von A über B zu D
lineTO : D zu C
quadraticCurveTo : C über E zu A
fillStyle = "red"

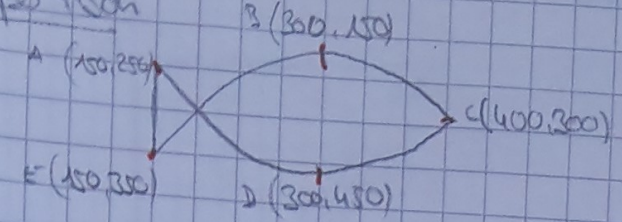
Gras



quadraticCurveTo : von C über B zu A
quadraticCurveTo: von A über E zu D
fillStyle = "green"

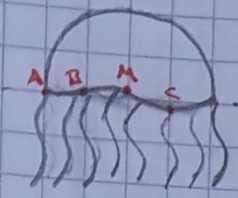
Position wird in init() definiert, -x, -y sind übergebene Parameter

großer Fisch



quadratic CurveTo: von C über B zu E
lineTo: von E zu A
quadratic CurveTo: von A über D zu C
fillStyle = "yellow"

Qualle

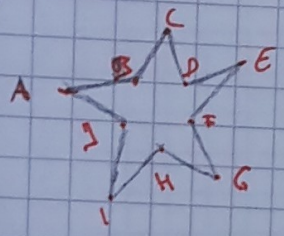


arc: Position (680, 100) M
Radius 60
bezierCurveTo: über C (700, 90) über B (660, 110)
zu A (620, 100)
fillStyle = "purple"

```
function arm(-x, -y) {
  arm.moveTo(-x, -y)
arm.bezierCurveTo(-x+10, -y+30, -x-10, -y+50, -x, -y+70)
  }
```

arm(680, 100); arm(620, 100); arm(740, 97); arm(700, 98); arm(720, 97);
arm(660, 103); arm(640, 103)

Seestern



A(650, 550) zu B(700, 540) zu C(710, 500) zu
D(720, 540) zu E(730, 550) zu F(730, 560) zu
G(750, 550) zu H(710, 570) zu I(670, 550) zu
J(690, 560) zu A

Aktivitätsdiagramm zur zufälligen Generierung am Beispiel Wasserblasen