URSPRUNG

width= 1500

height = 800
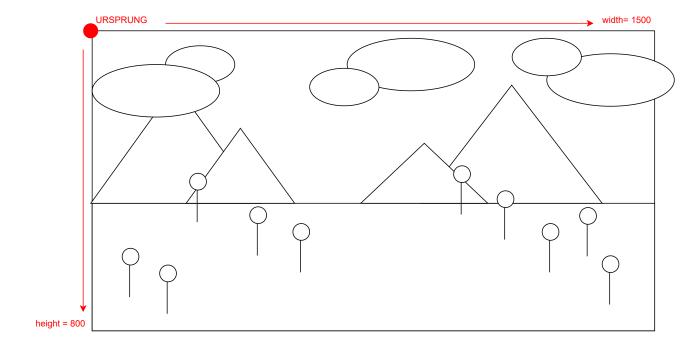
sky:

crc2.rect(0, 0, canvas.width, canvas height)

clouds:

crc2.ellipse 1: (650, 150)
crc2.ellipse 2: (850, 100)

crc2.ellipse 3: (1250, 150)
crc2.ellipse 4: (1450, 200)

crc2.ellipse 5: (300, 150)
crc2.ellipse 6: (150, 200)

mountains:

width: 400, height: 300 (0,450)
width: 300, height: 200 (300, 450)
width: 600, height: 350 (900, 450)
width: 400, height: 200 (800, 450)

grass:

crc2.rect(0, 450, canvas.width, 450)

flower:

stängel:
crc2.rect: width: 6, height: 80 (x,y)

pedale:
crc2.arc 1: (x+3, y-95)
crc2.arc 1: (x+16, y-85)
crc2.arc 1: (x-10, y-85)
crc2.arc 1: (x-6, y-70)
crc2.arc 1: (x+12, y-70)

yello:
crc2.arc: (x+3, y-80)

flower 1: (100, 700)
flower 2: (200, 790)
flower 3: (300, 500)
flower 4: (400, 650)
flower 5: (500, 700)
flower 6: (1000, 550)
flower 7: (1100, 600)
flower 8: (1200, 700)
flower 9: (1300, 650)
flower 10: (1400, 750)

●

```
let canvas: HTMLCanvasElement = document.querySelector("canvas")
let crc: CanvasRenderingContext2D = canvas.getContext
```

```
sky:
crc.beginPath();
crc.rect.(0, 0, canvas.width, canvas.height);
crc.fillStyle();
```

```
mountains:
crc.beginPath();
crc.moveTo();
crc.lineTo();
crc.lineTo();
crc.fillStyle();
```

```
clouds:
crc.beginPath();
crc.ellipse();
crc2.fillStyle
```

```
grass:
crc.beginPath();
crc.rect.(0, 450, canvas.width, 450);
crc2.fillStyle
```

◉

```
let flowerColor: string [ ] = [" "]
flower(__, __, flowerColor[ ]);
flower(__, __, flowerColor[ ]);
flower(__, __, flowerColor[ ]);
...
```

●

```
x: number, y: number, color: string)
```

```
flower
//stängel

crc.beginPath();
crc.rect.(width: 6, height: 80);
crc.fillStyle();

//pedale
crc.beginPath();
crc.arc();
crc.arc();
crc.arc();
crc.arc();
crc.arc();
crc.fillStyle();

//yello
crc.beginPath();
crc.arc();
crc.fillStyle();
```

◉