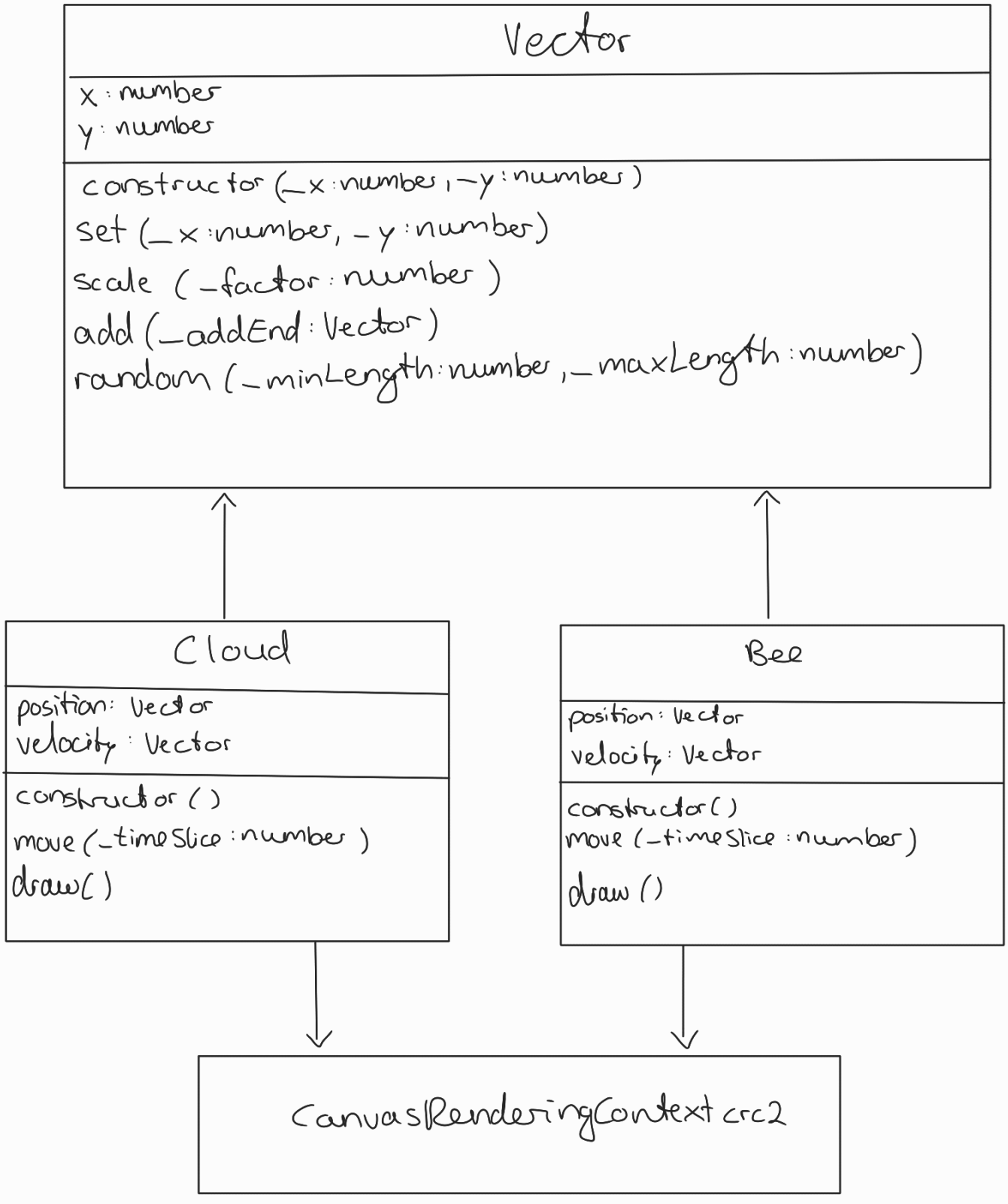
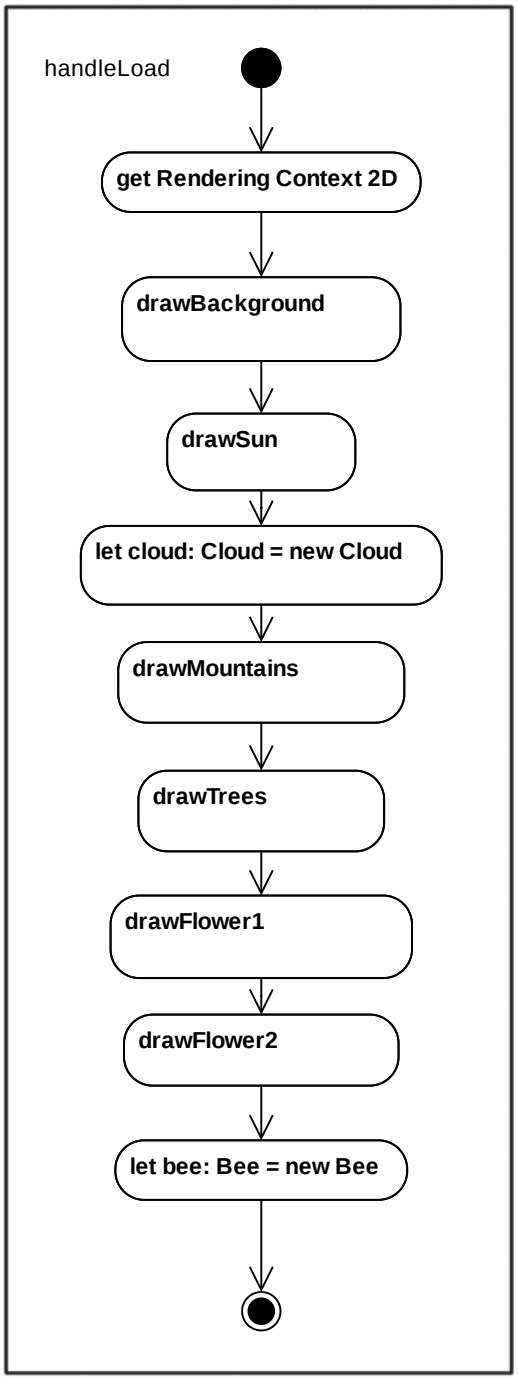
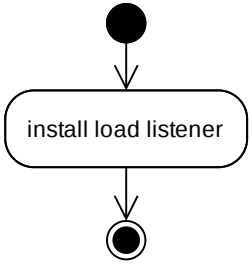
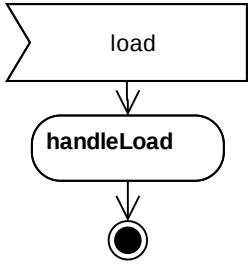
Class Diagram : Blumenwiese L09.2



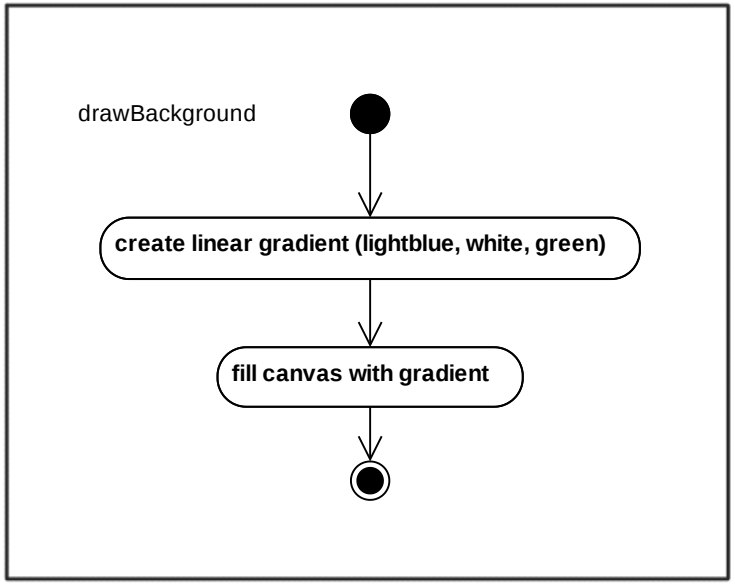
Blumenwiese: Activity Diagram - main

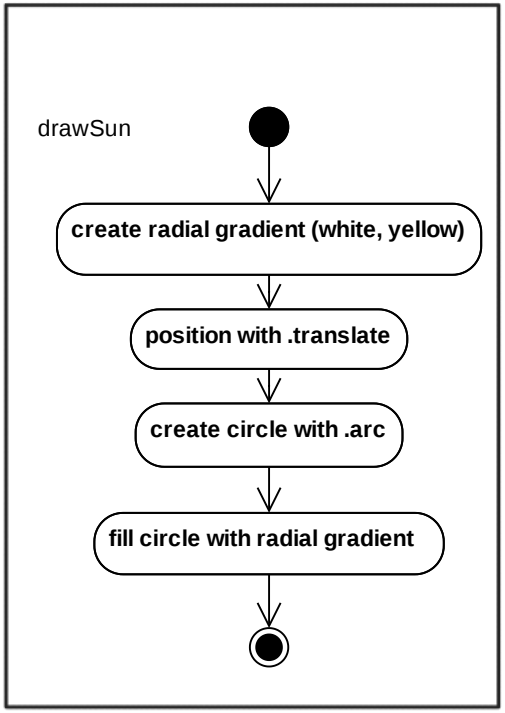


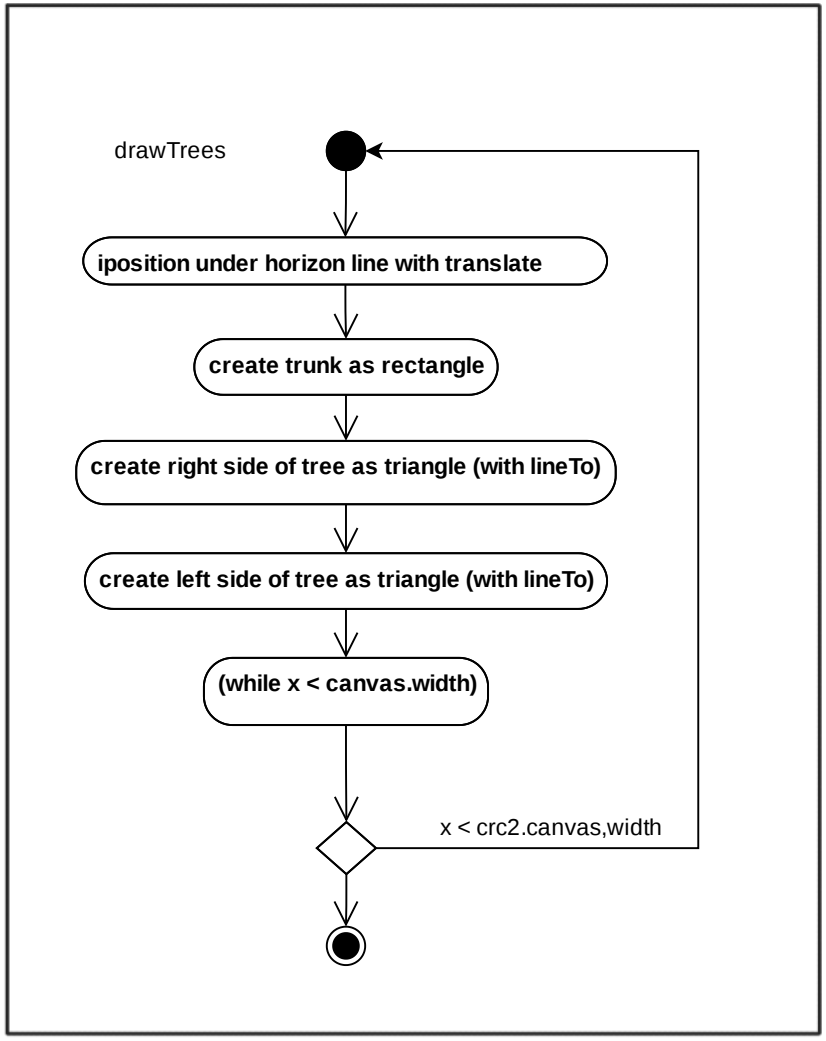


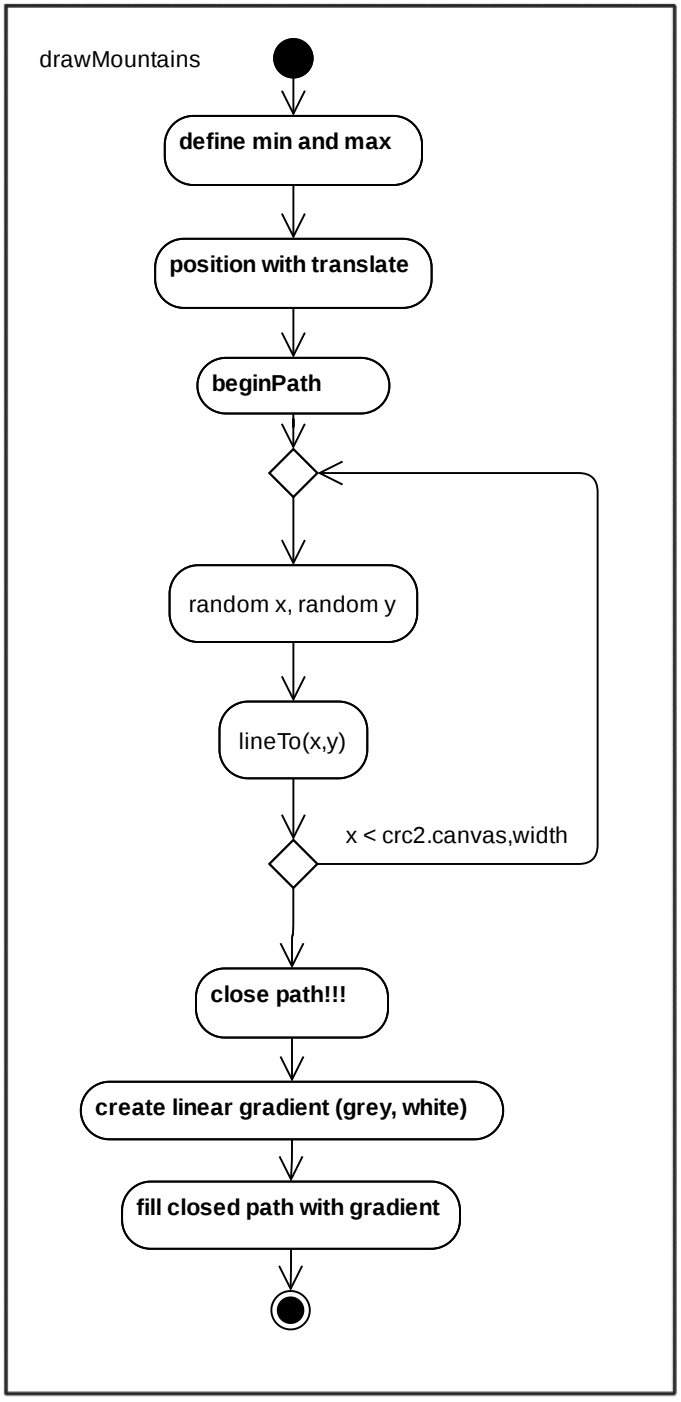


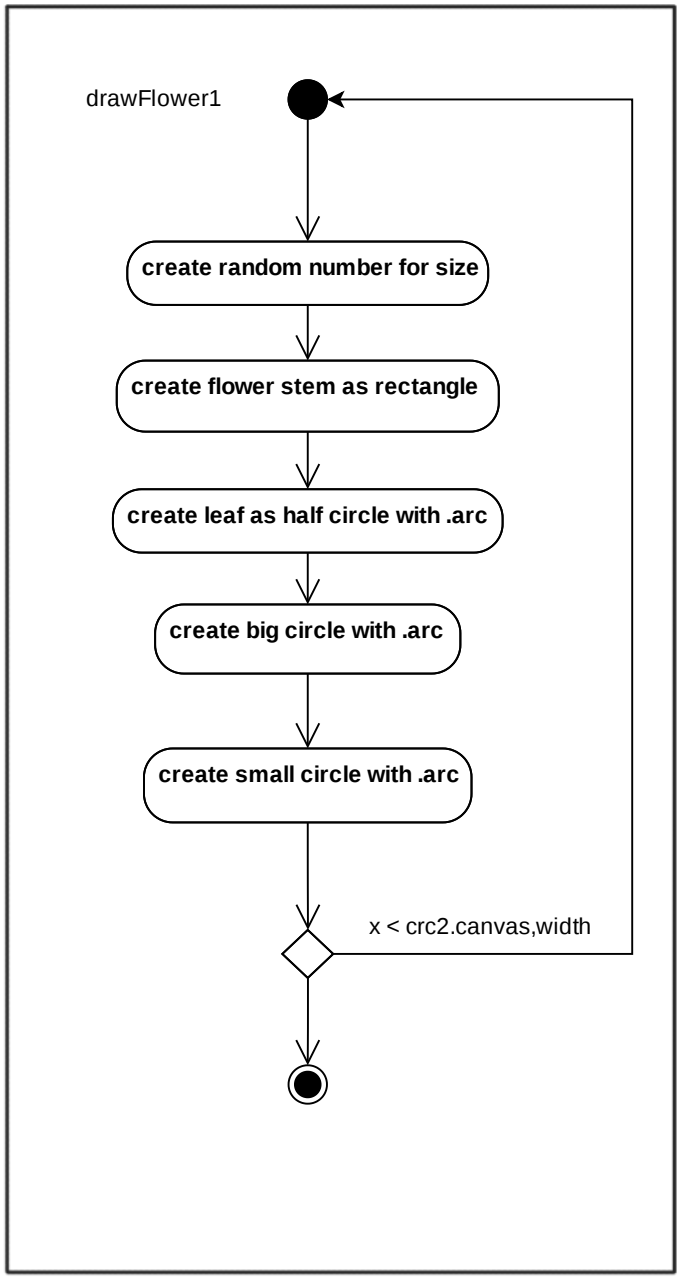
Rendering Context: crc2 (2D)

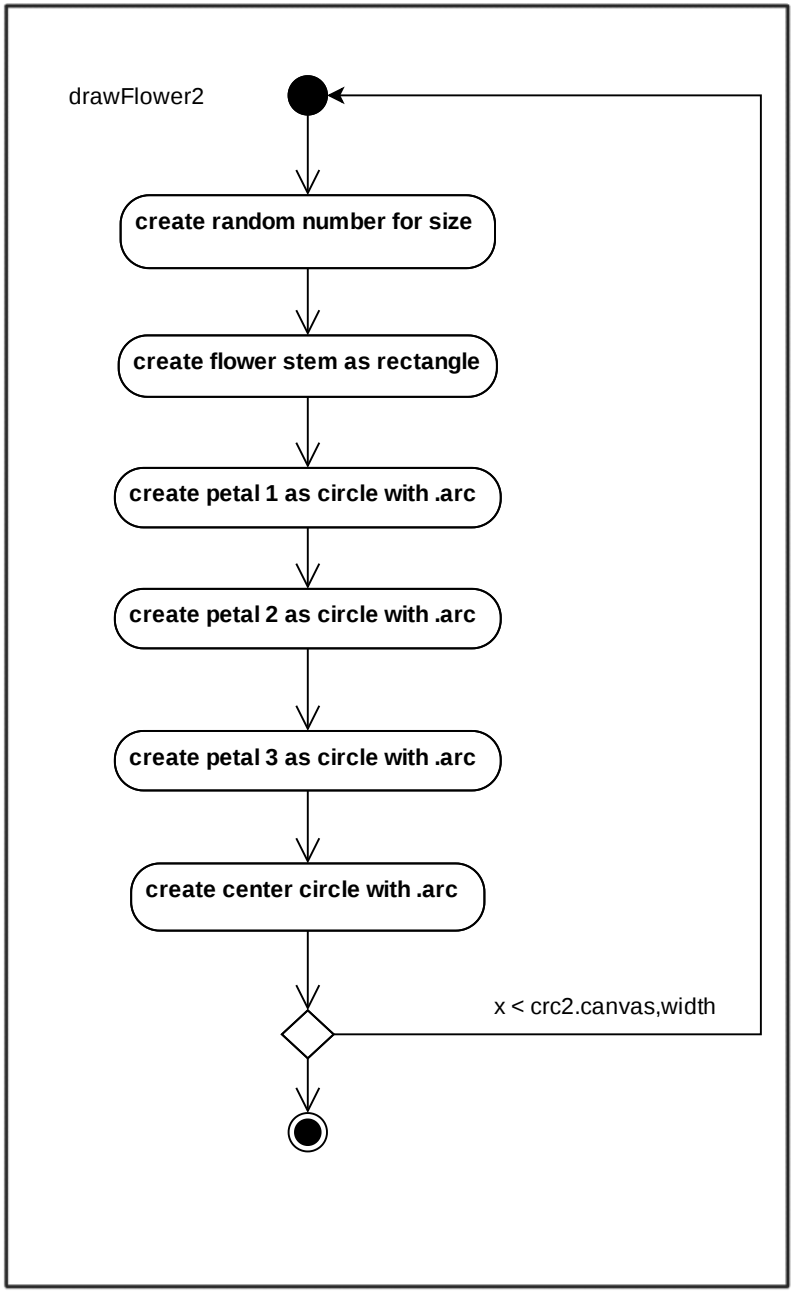




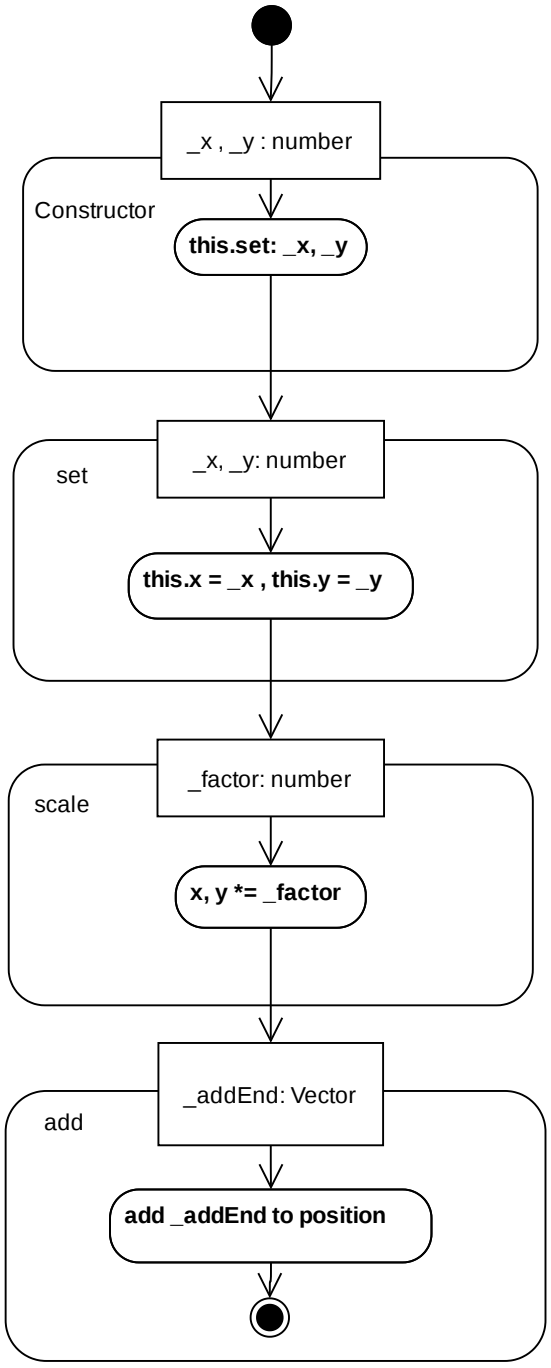

drawTrees
iposition under horizon line with translate
create trunk as rectangle
create right side of tree as triangle (with lineTo)
create left side of tree as triangle (with lineTo)
(while x < canvas.width)
x < crc2.canvas,width

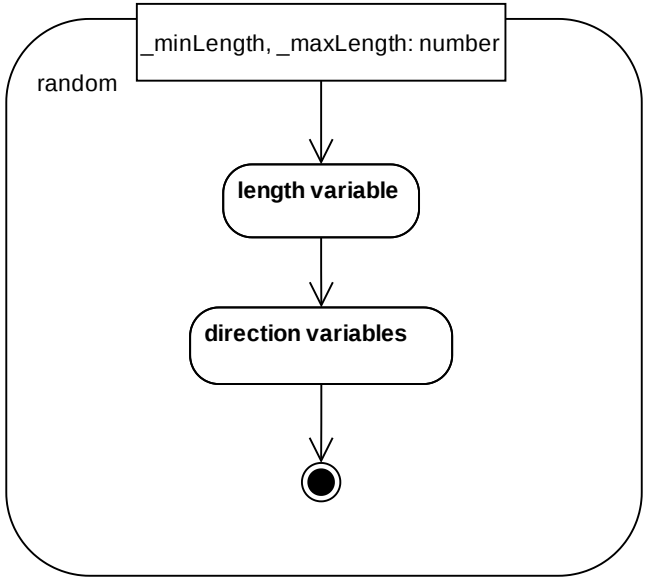

drawMountains
define min and max
position with translate
beginPath
random x, random y
lineTo(x,y)
x < crc2.canvas,width
close path!!!
create linear gradient (grey, white)
fill closed path with gradient


drawFlower1
create random number for size
create flower stem as rectangle
create leaf as half circle with .arc
create big circle with .arc
create small circle with .arc
x < crc2.canvas,width

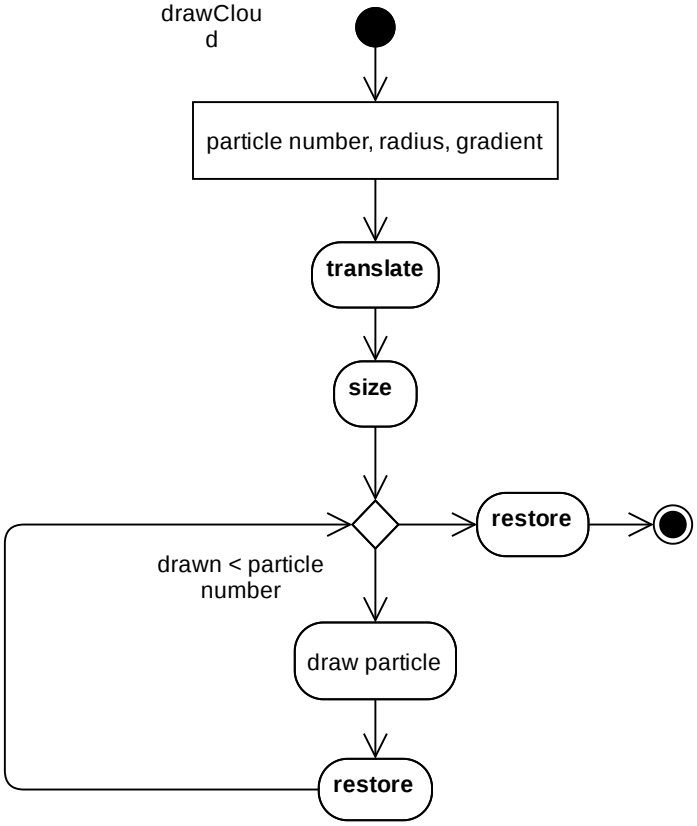

drawFlower2
create random number for size
create flower stem as rectangle
create petal 1 as circle with .arc
create petal 2 as circle with .arc
create petal 3 as circle with .arc
create center circle with .arc
x < crc2.canvas,width

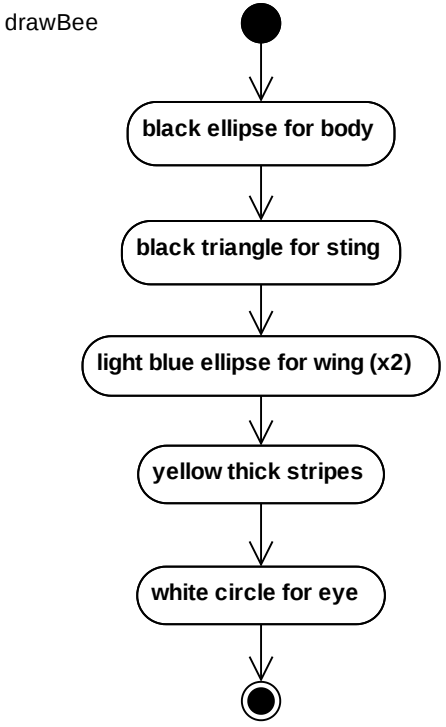
Vector


_x , _y : number
Constructor
this.set: _x, _y
_x, _y: number
set
this.x = _x , this.y = _y
_factor: number
scale
x, y *= _factor
_addEnd: Vector
add
add _addEnd to position

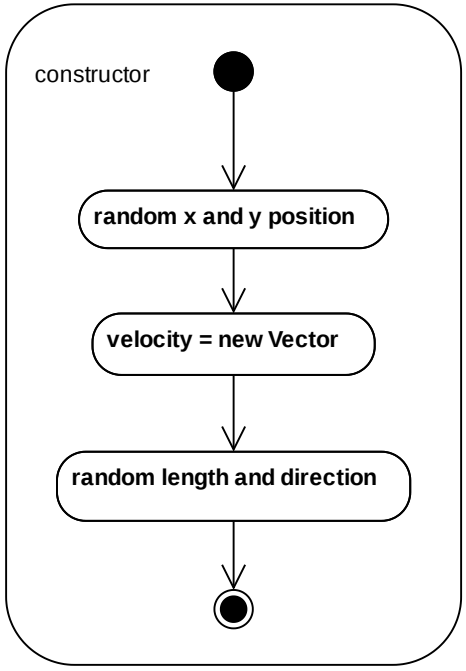

_minLength, _maxLength: number
random
length variable
direction variables

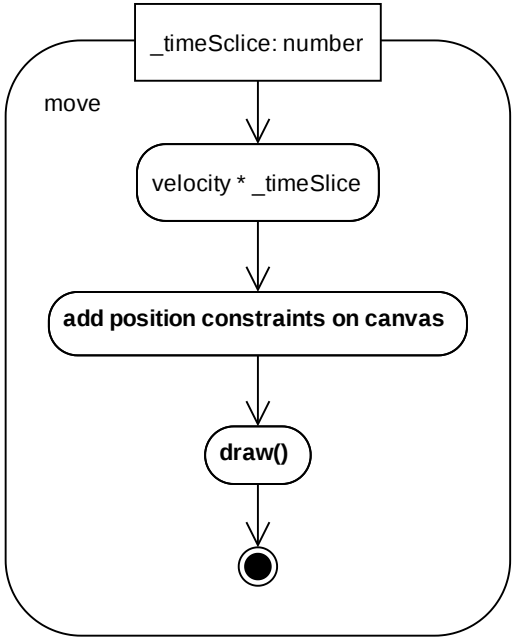
Blumenwiese - Activity Diagram - Paths



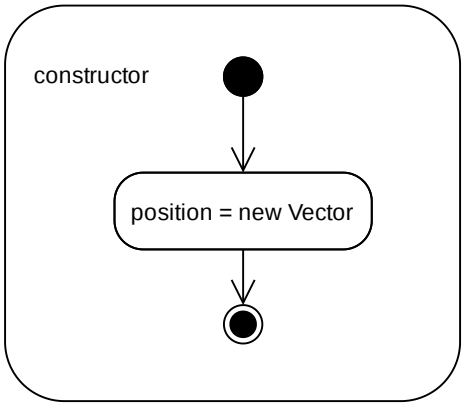


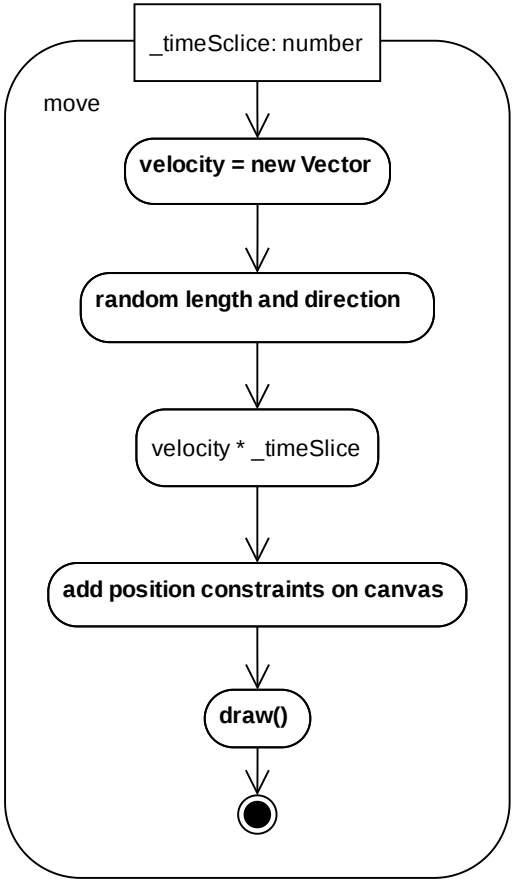
Cloud


constructor
random x and y position
velocity = new Vector
random length and direction


_timeSclice: number
move
velocity * _timeSlice
add position constraints on canvas
draw()

Bee


constructor
position = new Vector


_timeSclice: number
move
velocity = new Vector
random length and direction
velocity * _timeSlice
add position constraints on canvas
draw()