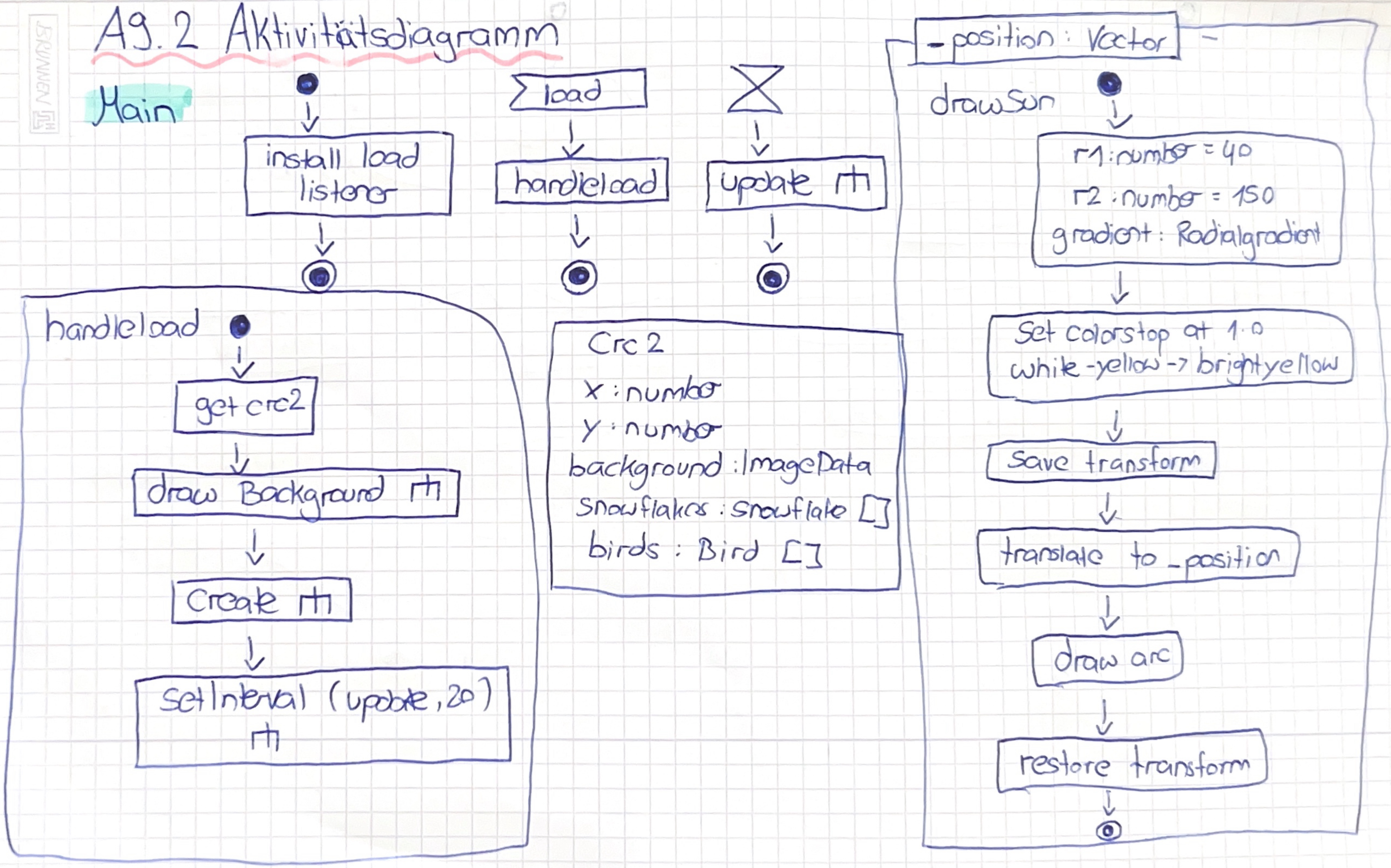
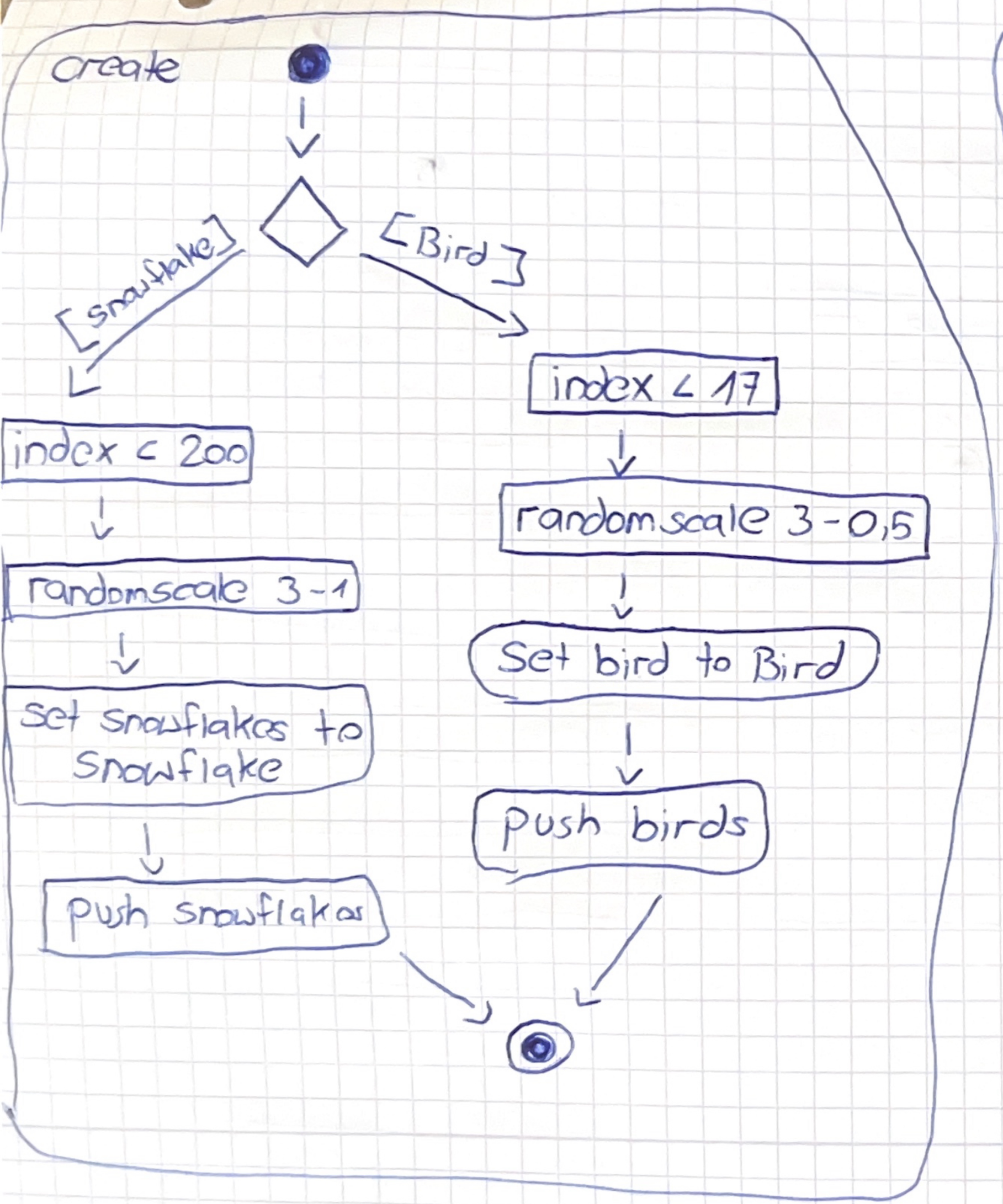
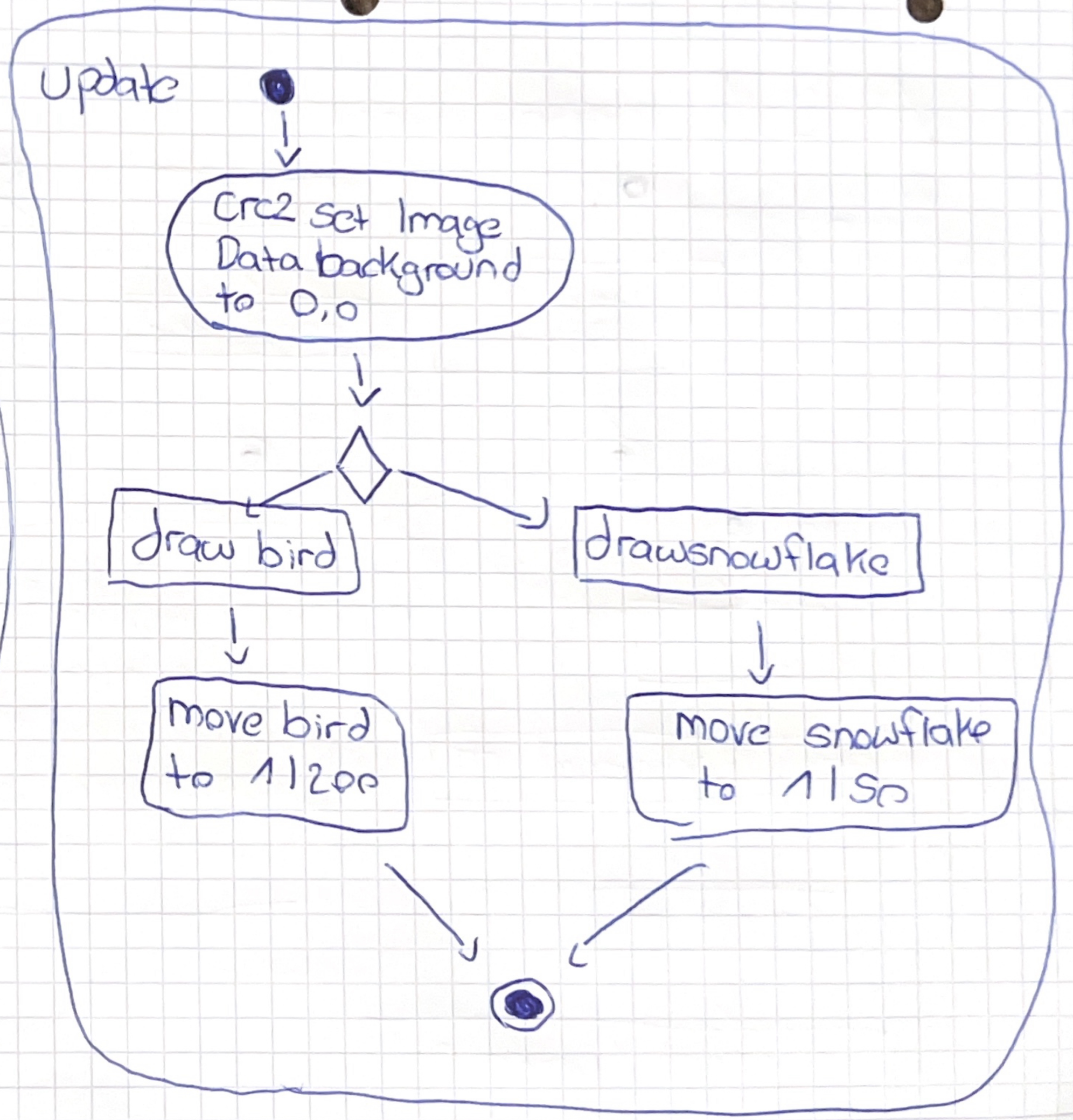
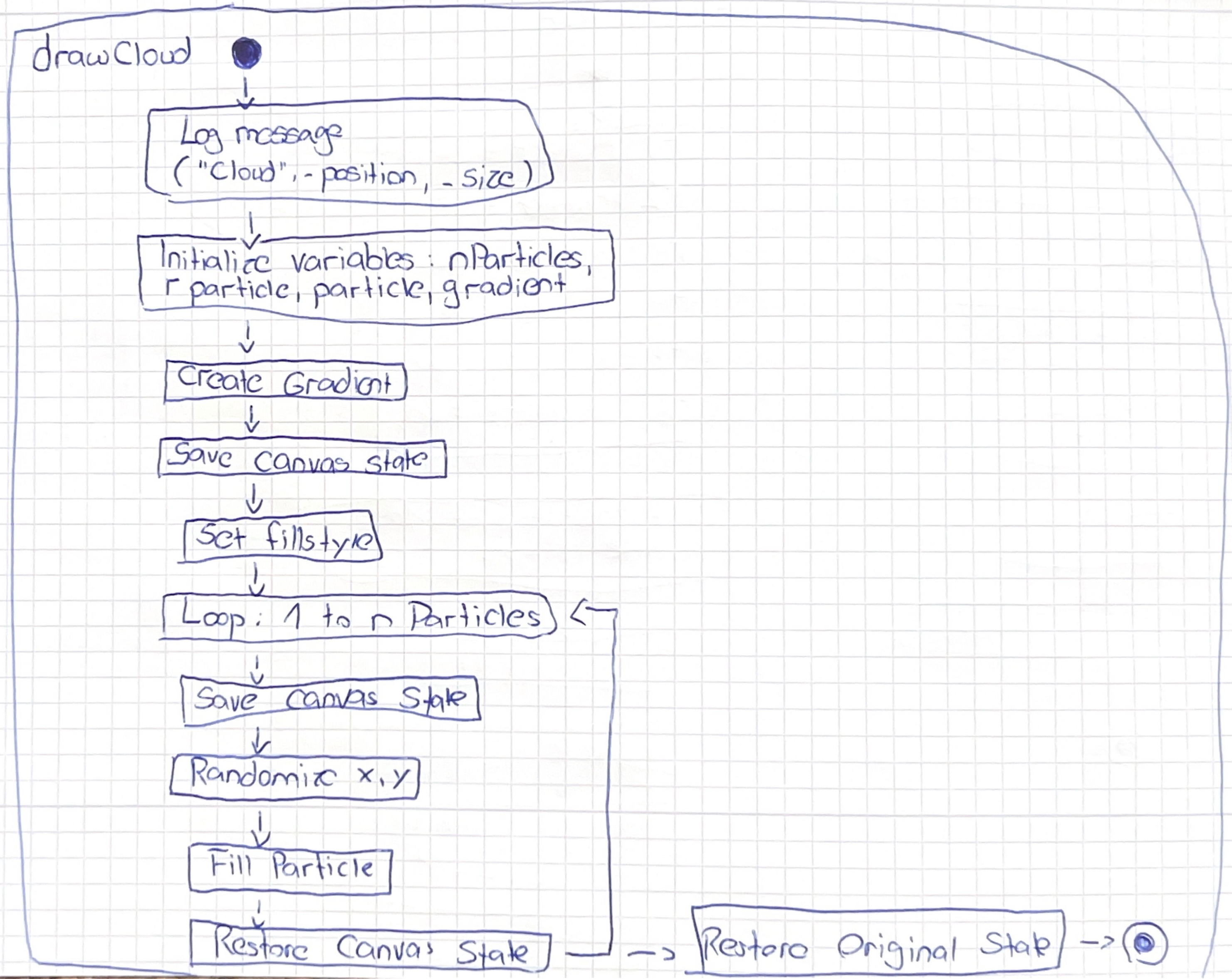
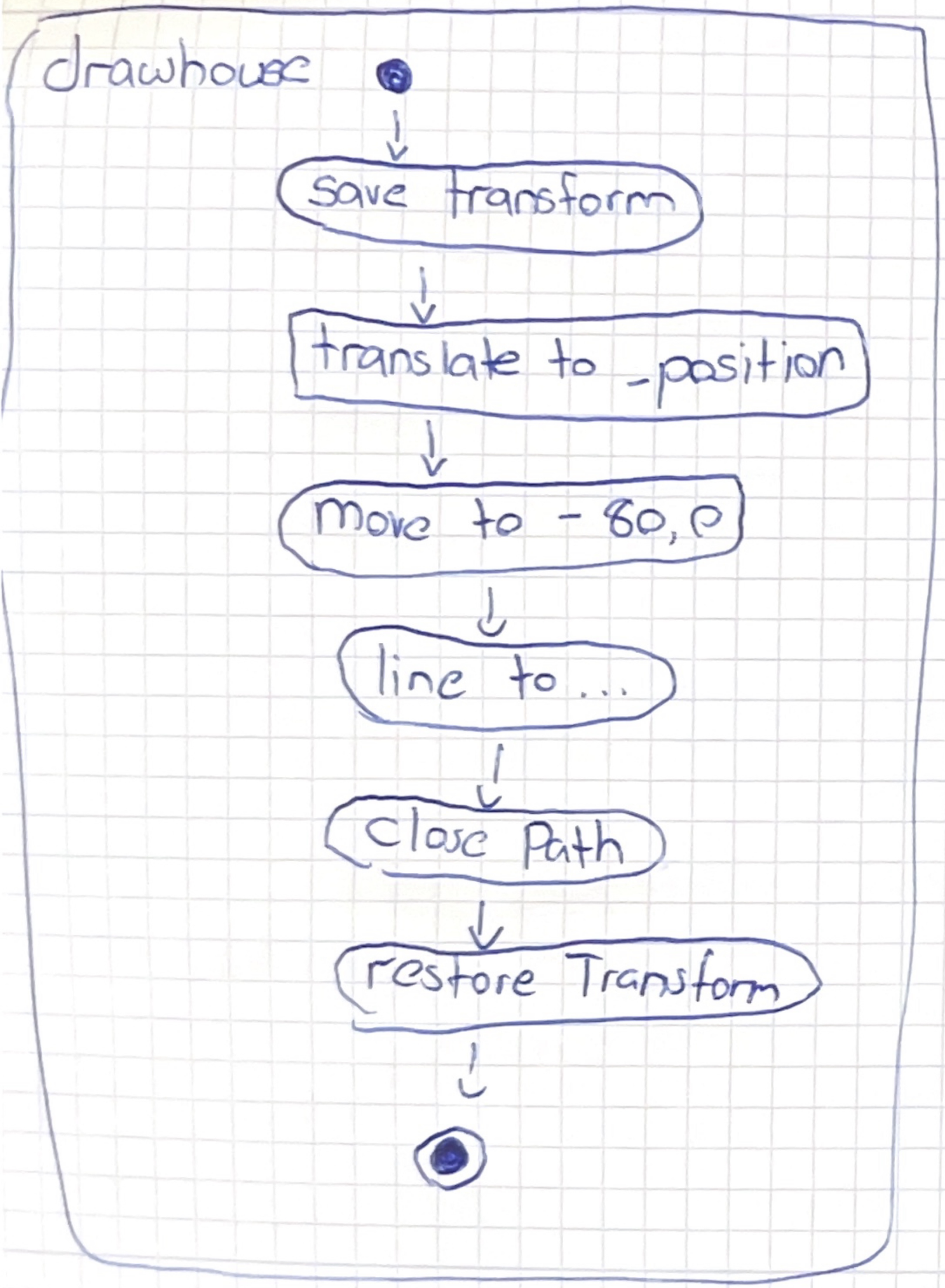
A9.2 Aktivitätsdiagramm

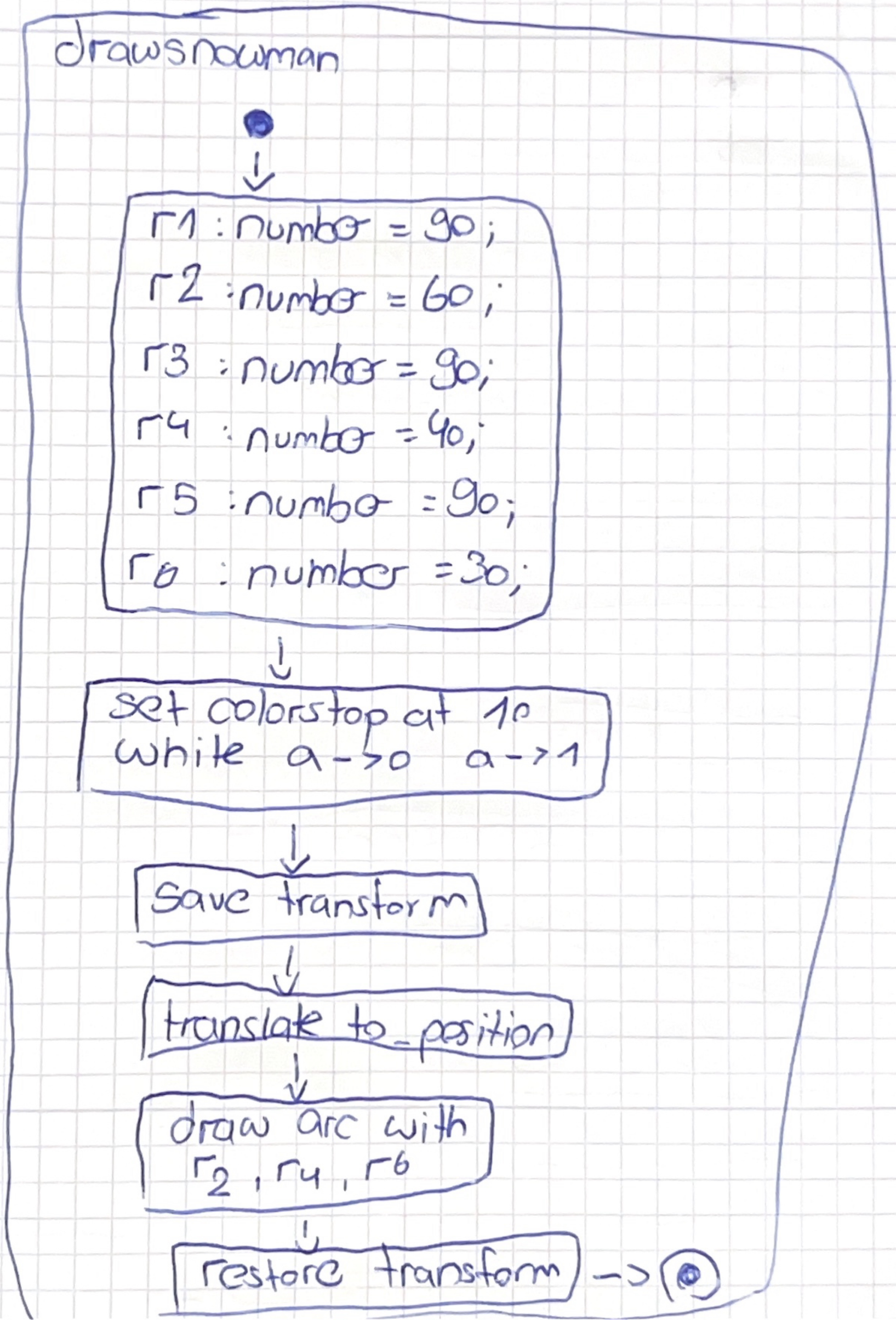



create
[snowflake]
[Bird]
index < 200
randomscale 3-1
set snowflakes to Snowflake
push snowflakes
index < 17
randomscale 3-0,5
Set bird to Bird
push birds


Update
Crc2 set Image Data background to 0,0
draw bird
drawsnowflake
move bird to 1|200
move snowflake to 1|50

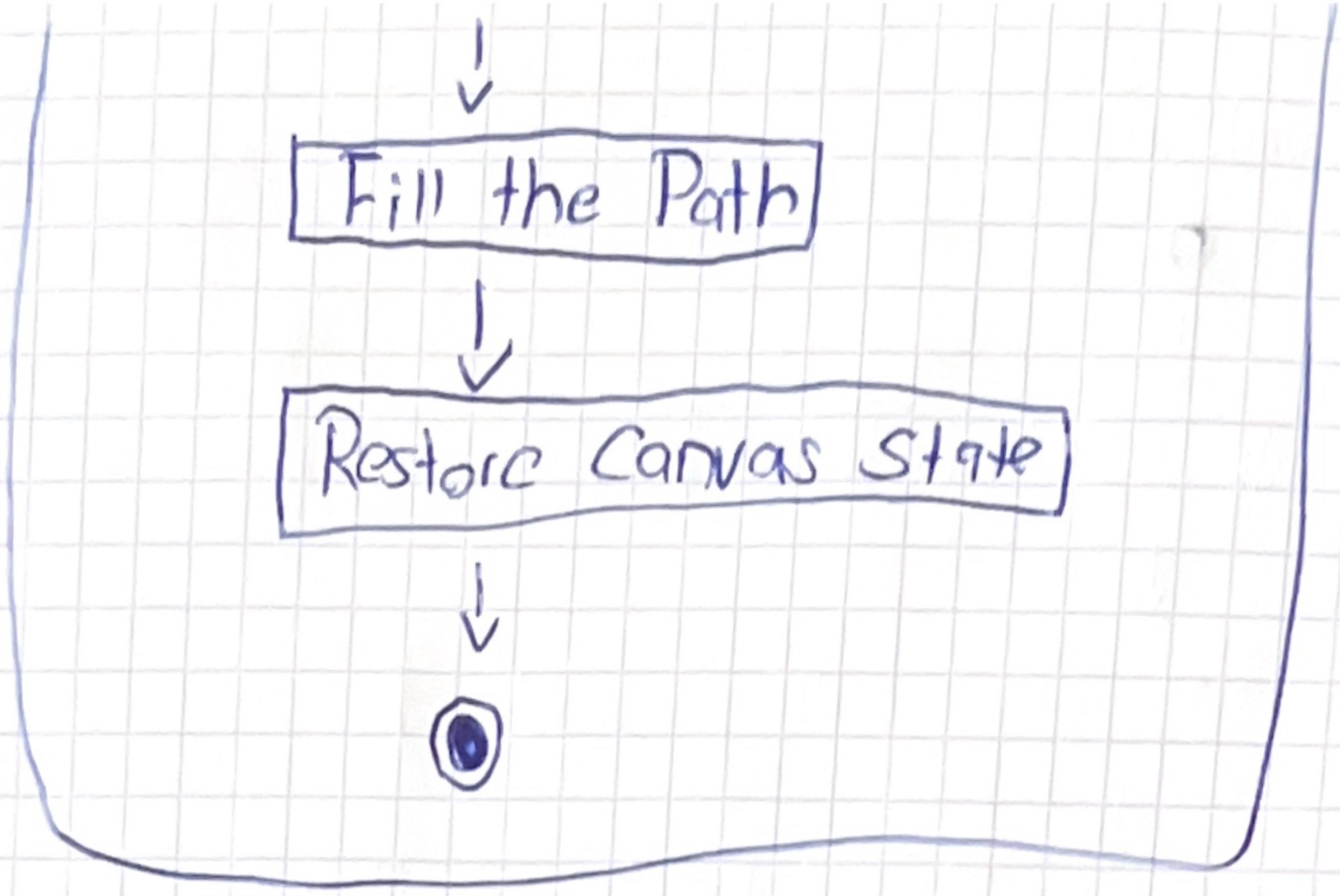

drawCloud
Log message ("Cloud", - position, - size)
Initialize variables: nParticles, r particle, particle, gradient
Create Gradient
Save canvas state
Set fillstyle
Loop: 1 to n Particles
Save canvas State
Randomize x, y
Fill Particle
Restore Canvas State
Restore Original State


drawhouse
save transform
translate to _position
move to -80,0
line to ...
close Path
restore Transform


drawsnowman
r1 : number = 90;
r2 : number = 60;
r3 : number = 90;
r4 : number = 40;
r5 : number = 90;
r6 : number = 30;
set colorstop at 10
while a->0 a->1
Save transform
translate to_position
draw arc with
r2, r4, r6
restore transform

drawMountains

- Call drawMountains
- Log "Mountains" with parameters
- Initialize Variables: stepMin, stepMax, x = 0
- Save Canvas State
- Translate Canvas to -position
- Begin Path
- Move to (0,0)
- Draw Line to (0, -_max)
- Loop: Generate Mountain Peaks
  - Increment x by random step size
  - Calculate y within _min to _max
  - Draw Line to (x, y)
- Close Path to Baseline
- Create Gradient
- Set Gradient as FillStyle


Fill the Path
Restore Canvas State