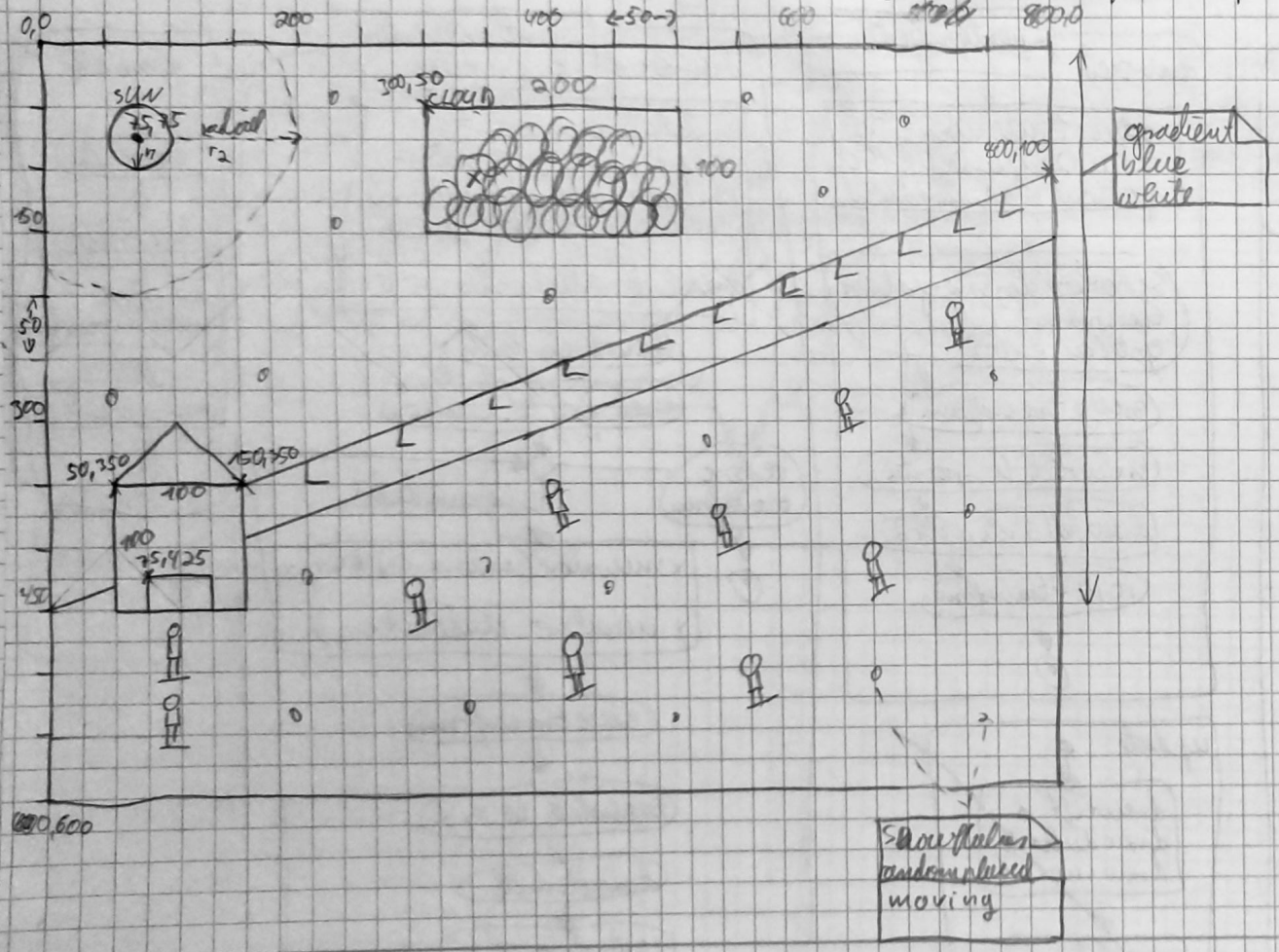
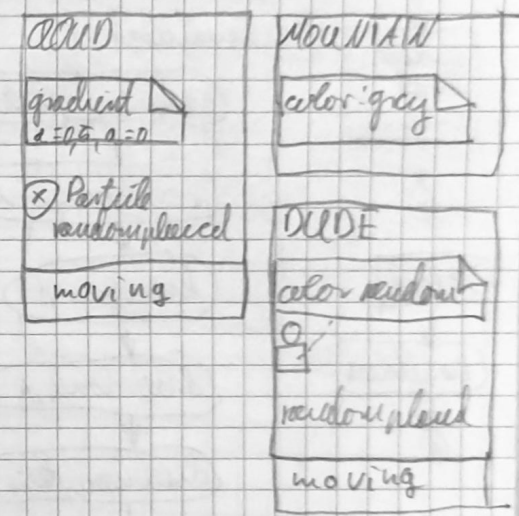
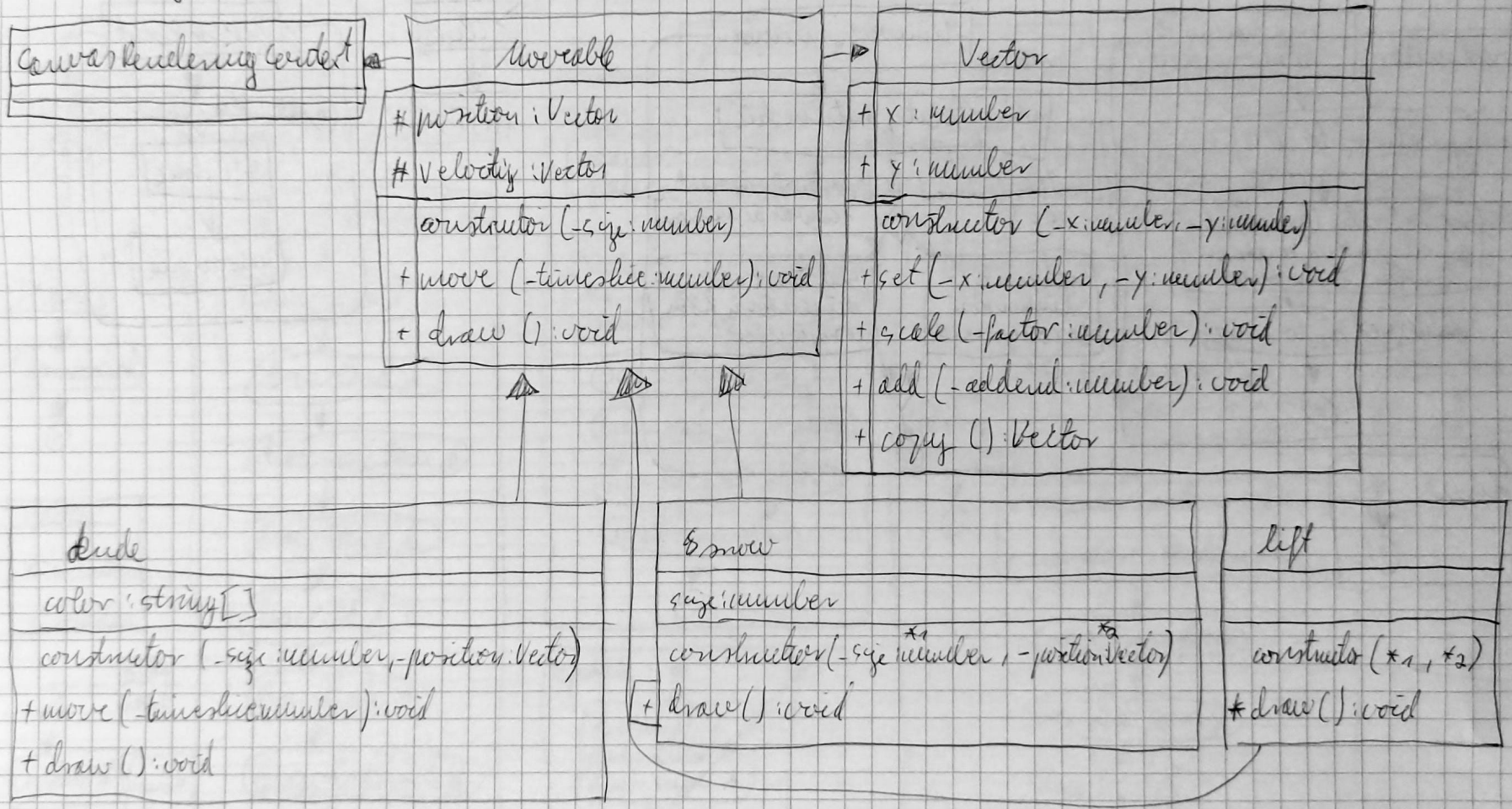
Canvas

Himmel, Wolken, Sonne, Skipiste, Skifahrer in bunter Kleidung, Lifthäuschen, Lift, Schneeflocken

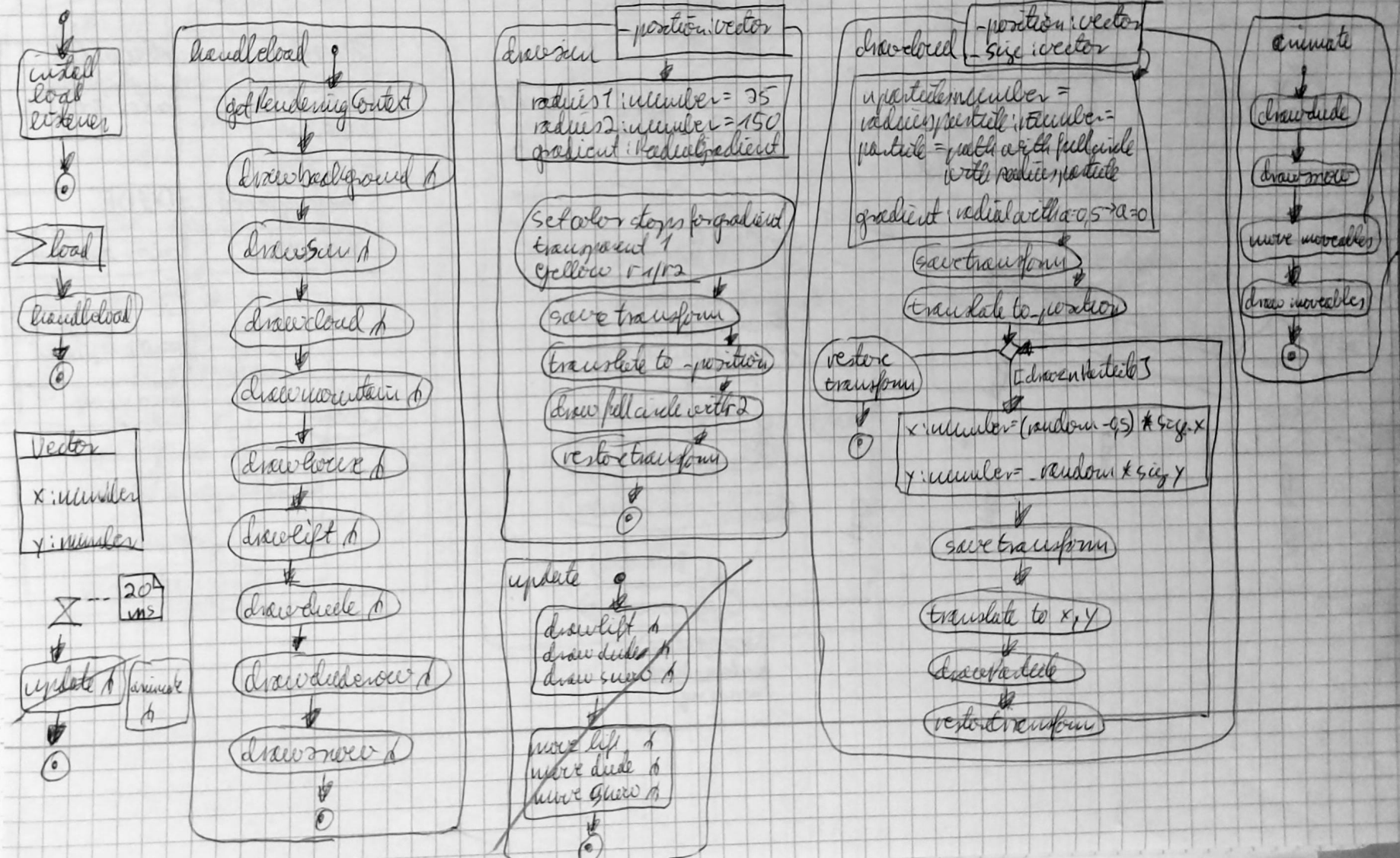




Klassendiagramm

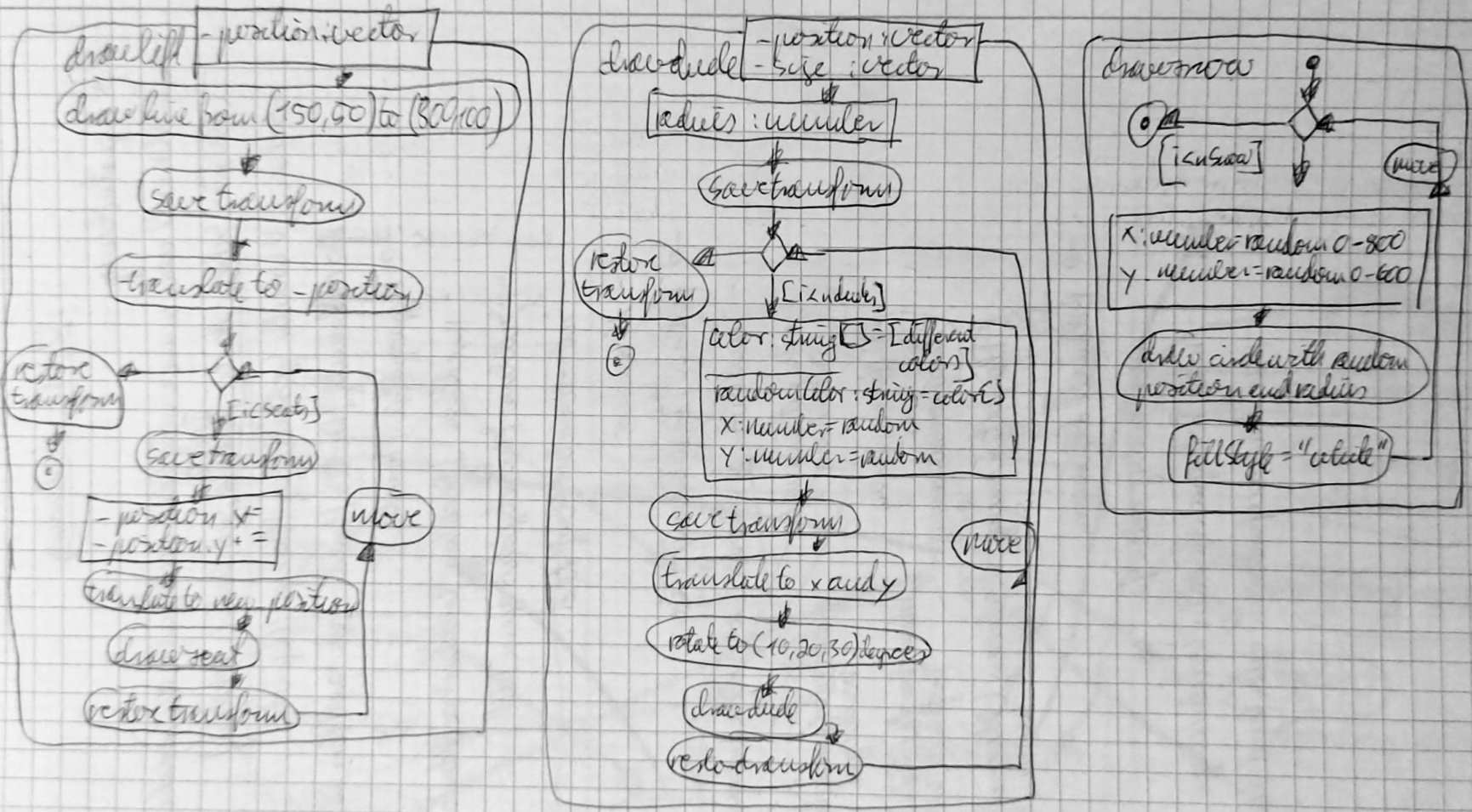


Canvas AD_1



install load listener
load
handleload
Vector
x: number
y: number
20 ms
update
animate
handleload
getRenderingContext
drawbackground
drawsun
drawcloud
drawmountain
drawhouse
drawlift
drawdude
drawdudenow
drawsnow
drawsun
-position: vector
radius1: number = 75
radius2: number = 150
gradient: RadialGradient
set color stops for gradient
transparent 1
yellow r1/r2
save transform
translate to -position
draw full circle with r2
restore transform
update
drawlift
draw dude
draw snow
move lift
move dude
move snow
drawcloud
-position: vector
-size: vector
n particles: number =
radius particle: number =
particle = path with full circle
with radius particle
gradient: radial with a=0,5 → a=0
save transform
translate to -position
restore transform
[drawnParticle]
x: number = (random -0,5) * size.x
y: number = _random * size.y
save transform
translate to x, y
drawParticle
restore transform
animate
drawdude
drawsnow
move moveables
draw moveables

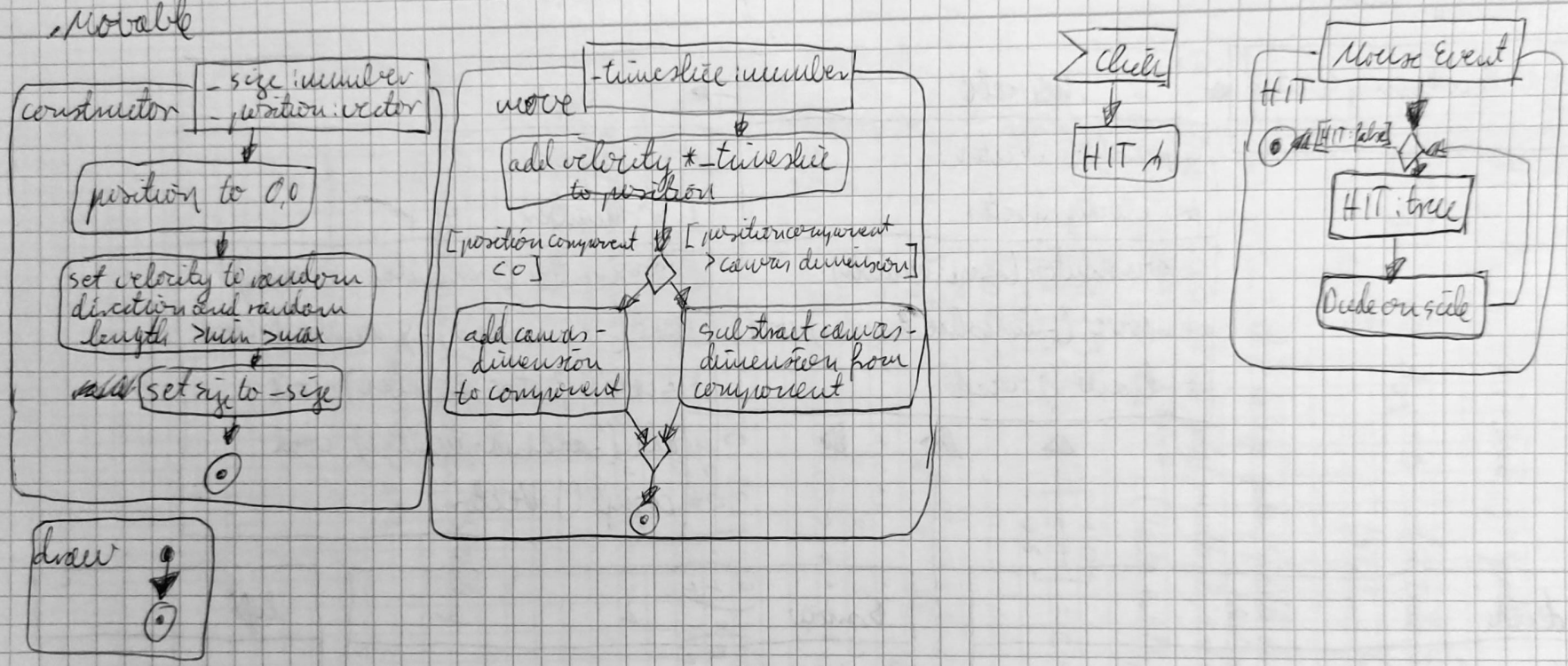
Canvas AD_2



drawlift
-position:vector
draw line from (150,50) to (300,100)
save transform
translate to -position
restore transform
[i<seats]
save transform
-position.x+=
-position.y+=
translate to new position
draw seat
restore transform
move
drawdude
-position:vector
-size:vector
radius:number
save transform
restore transform
[i<ndudes]
color:string[]=[different colors]
randomColor:string=color[]
X:number=random
Y:number=random
save transform
translate to x and y
rotate to (10,20,30) degrees
drawdude
restore transform
move
drawsnow
[i<nsnow]
move
X:number=random 0-800
Y:number=random 0-600
draw circle with random position and radius
fillStyle="white"

AD _ #3

Movable


constructor
_size : number
_position : vector
position to 0,0
set velocity to random direction and random length >min >max
set size to _size
move
_timeslice : number
add velocity * _timeslice to position
[position component < 0]
[position component > canvas dimension]
add canvas-dimension to component
substract canvas-dimension from component
draw
Click
HIT
Mouse Event
HIT
[HIT : false]
HIT : true
Dude on scale