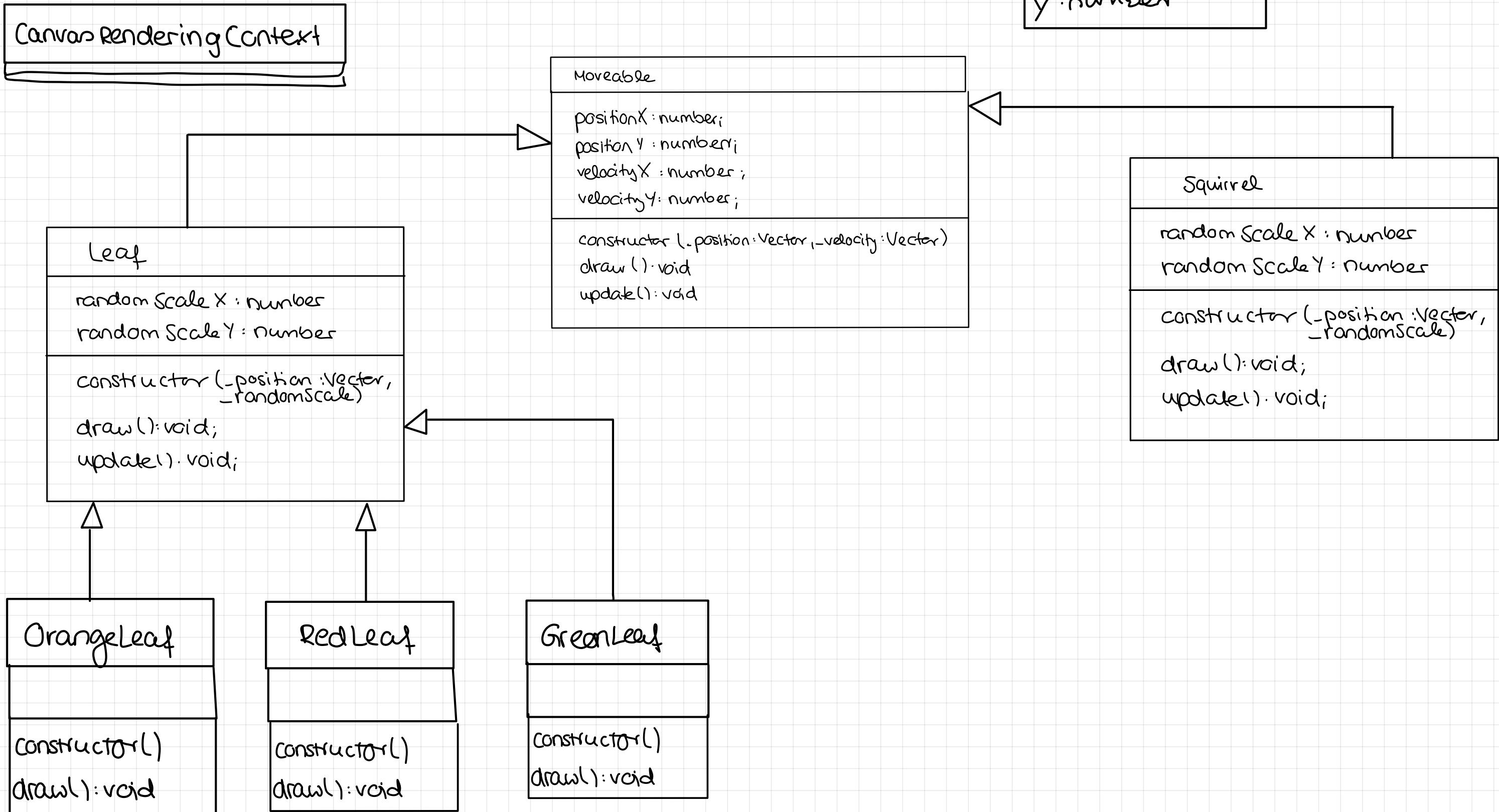


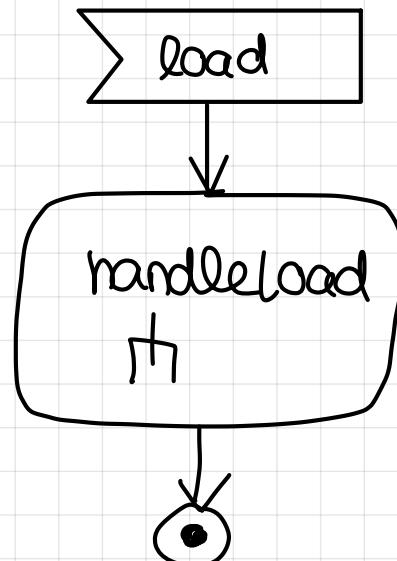
# Aufgabe 10.2 : Goldener Herbst - Polymorphie

## Klassendiagramm



# Aktivitätsdiagramm - Main

```
let crc2 : CanvasRenderingContext2D;
let goldenCut: number = 0.62;
let squirrel: Squirrel[] = []
let leafs: Leaf[] = []
let imageData: ImageData;
```



handleLoad

↓

install load listener



handleLoad

↓

let canvas = document.querySelector,

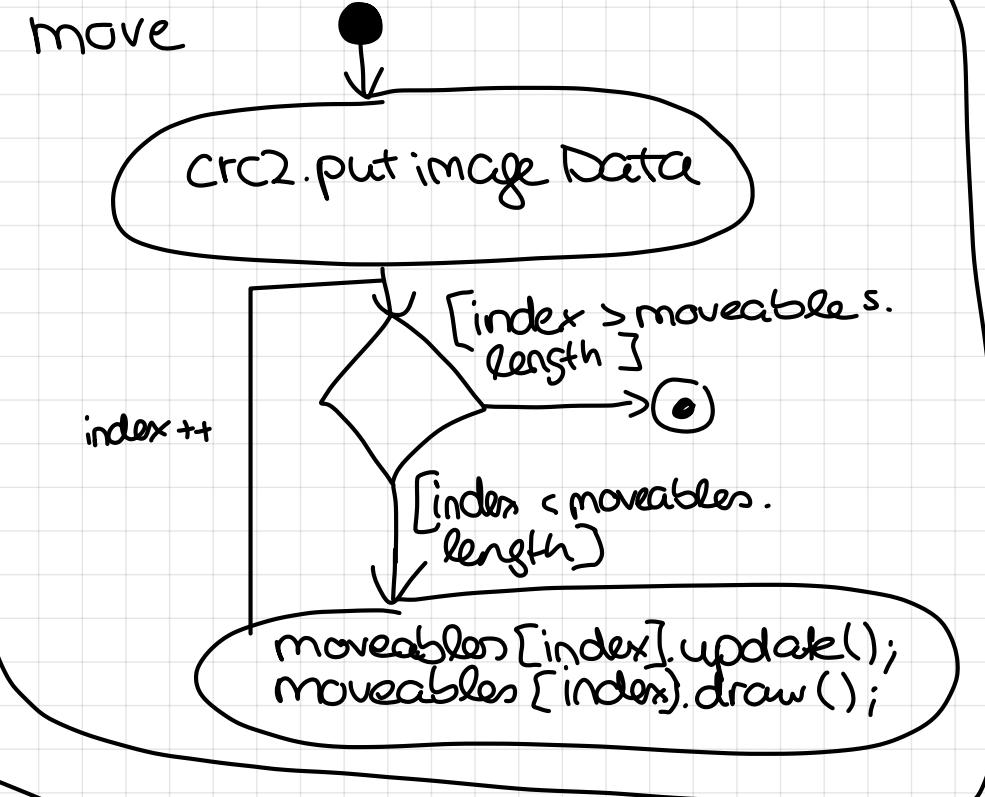
create Background();  
create Squirrels(5);  
create Leaf(15);  
create Cloud;  
move();

CreateBackground

```
let horizon: crc2.canvas.height * goldenCut;
let posmountain = {x: 0, y: horizon}
```

drawBackground();  
drawSun();  
drawMountain(); 2x with  
different coordinates  
drawEvergreen();

↓



crc2.putImageData

[index > moveables.length]

index++

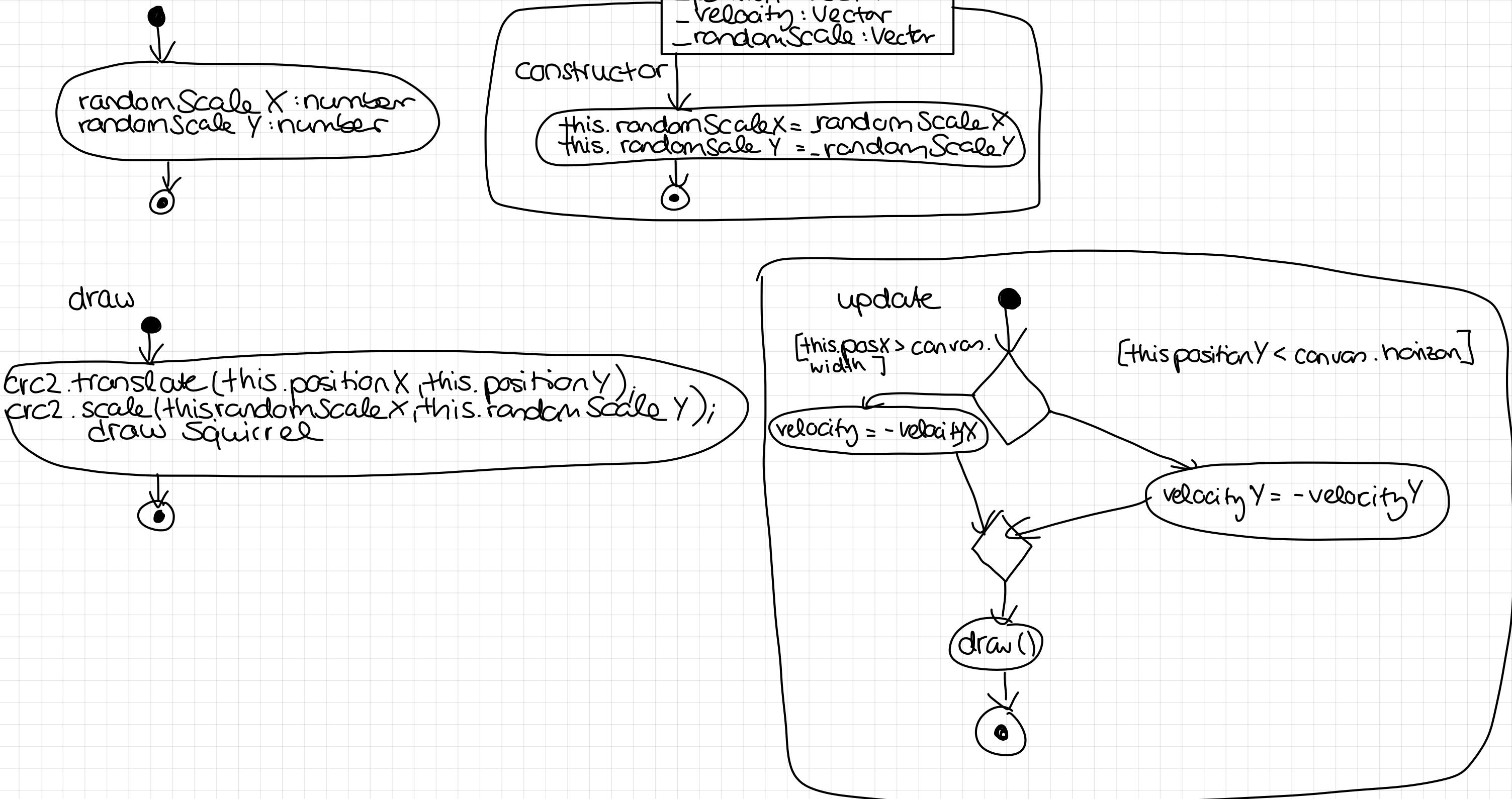
[index < moveables.length]

moveables[index].update();  
moveables[index].draw();

createCloud

moveables.push newCloud  
→ repeat 2 times

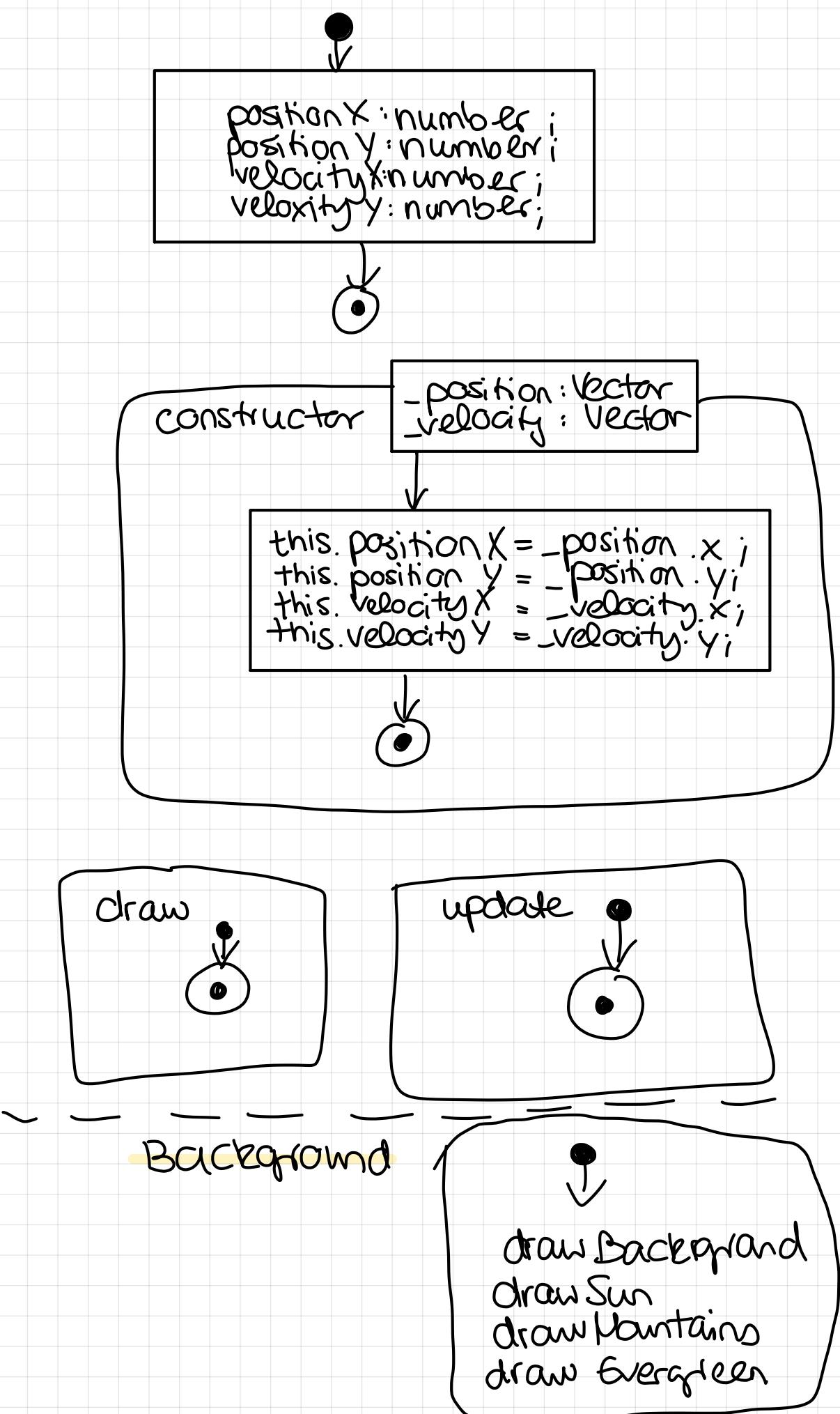
## Activity Diagram - Squirrel



Leads

ähnliches Prinzip wie Squirrel

# Activity Diagram : Moveable



# CLOUDS

