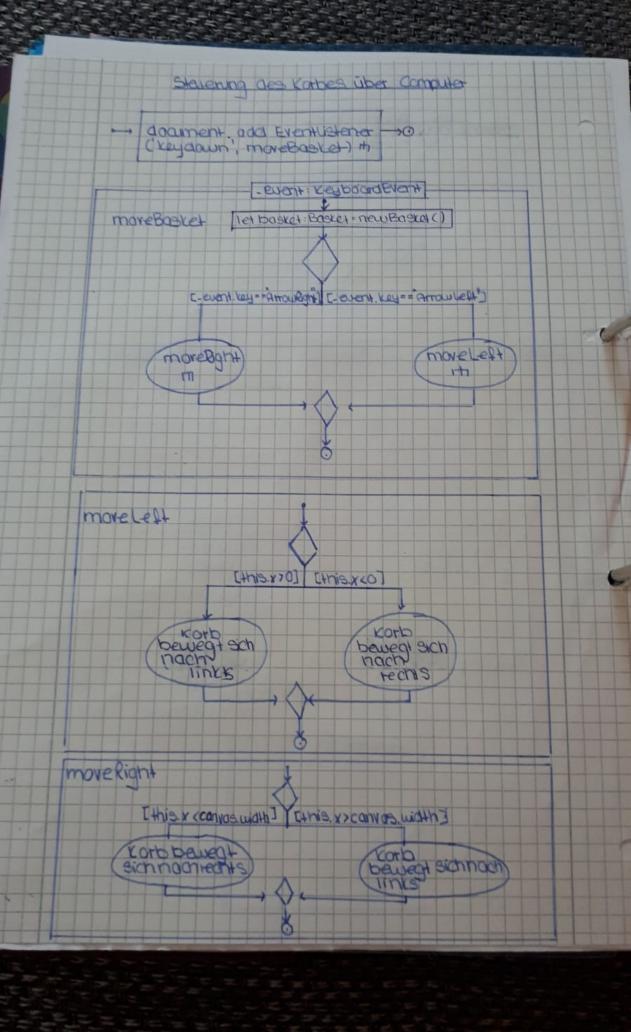
Starting are known was smarthy the Tolland dogment gadevanustava (tayonnove , move BasketTourn) - event: Tayarevent moveBaskettouch 1et basker Basker - man Basker) Levent chargetouchesto) client x < convos widh 12] [4] movelest Right m Hintergrund ramon Background - new Bockground tet ha AUTHUR MOTHODE POINC) let impoata: Image bata Speignerung des canvas Hintergrund als Bild unter der Variable irrappha amimate crc2 put inagetate (imatata, a, a) -o

Eradung de Pubbles 1Dit (CHOILBUILDES) 30 creak Bubbles (melet e Hosmit tet p: number = nath floor(noth random (1 * 3) [case o] Ecq3e 1) cose2] Erstelling Fruiberia Erstaung Butteds pinke prongenz Buddles Bubbles In mains inmaina In mound Antay Pushan Array pushen Objects-AFTON pushen



- Levent Event timit Eugriff and Tagname convas crc2 - canvas getcontext (2a) Speicherung des Carivas Bildes Uniter der Variable implicata againment additistener ('keydaun', move Basia) document. additionalistana (touchmore, Touch Balinne teichnen Vassen anmorte chear Buildle Position 巾 CHECKE BUBBLES

Hore function move dojeds Bewege die Drawfunktion craw Objects Reichne aie Baume teichne Clie Bubbles teidne den korb teichne den punktestance

计算是现在分词 Position Korb und Burbles checken tich check Buttle >0 check Bubble Position Time out installieten let bubble = moung objects [i] let maide = basket anequi linstae (bubblex, bubbley) **Linside** Nehme ene Bubble aus den Array Ethone den th Puritiestand -x: humber check I fin Side r wern Butthe inn) wenn Bubble night] Kap 1st im roth iet rctum return Palse

THE RESERVE OF THE PERSON NAMED IN Klaspendiagramme Houng Ogect x number radius: humber coints humber color. String set Random Reition () Graw () Move () extends BudgeRed Buddle Pink evade Orange Tree Bosket X: humber Y: humber 4 number y number Edmin How tolerd basket Height number araw() movelett() move Right() ched Illinsicle Back ground POINT ()

Ahimation + (drinnate it) +0 animate Briddolen aut teichen Häche regen Objette bewegen objekte antegen Timeout installieren 8 Allgemeines Event Array Nariable init h mound objects onlegen 11000 mantegen PUT ANEED CHET BUTCHES Variable + Variable Array tree für den anteren thich score Christen anitoen Betten oral Variable Voviable Variable zum zeichnen **BUTKOND** imgDala cinlegen 0 anlegen anlegen und reignmen lossen

Punktestand fooints number updately h Score lel highscore : number - 0 (highecore + - Points) [higherore >= 200] Y[higherore < 200] alent Box Weiter erschant) spicien Higherote witd au O gesetet