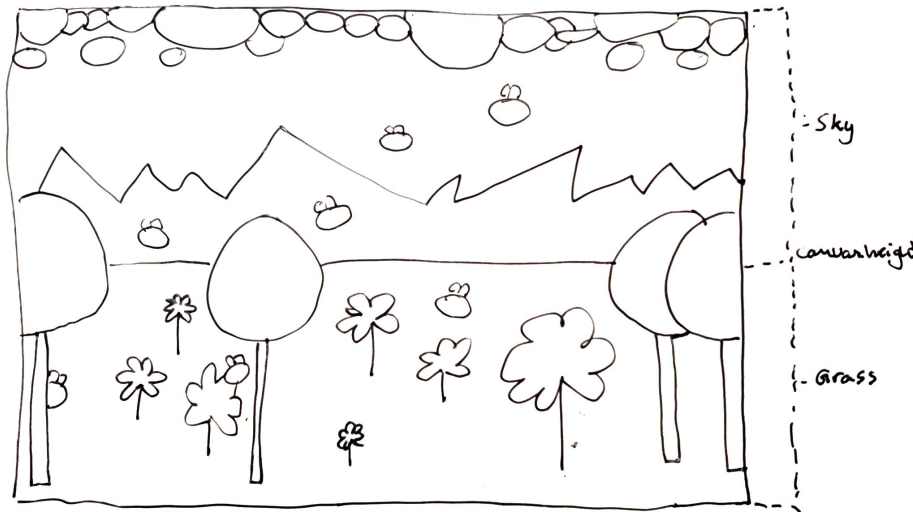


# U1- Scribble

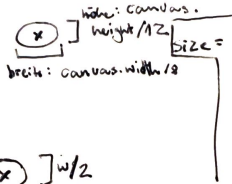




Wolken

speed:

0 bis 5



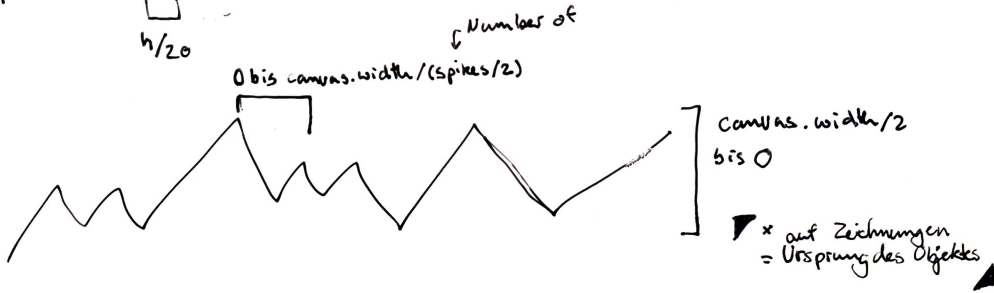
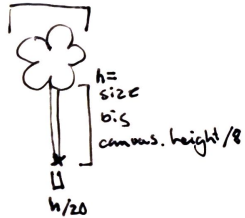
size:

$w = 10 \text{ bis } 50$

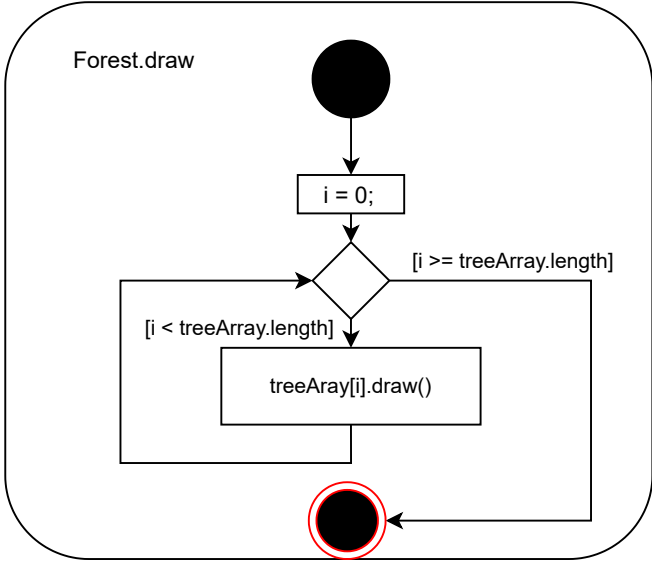
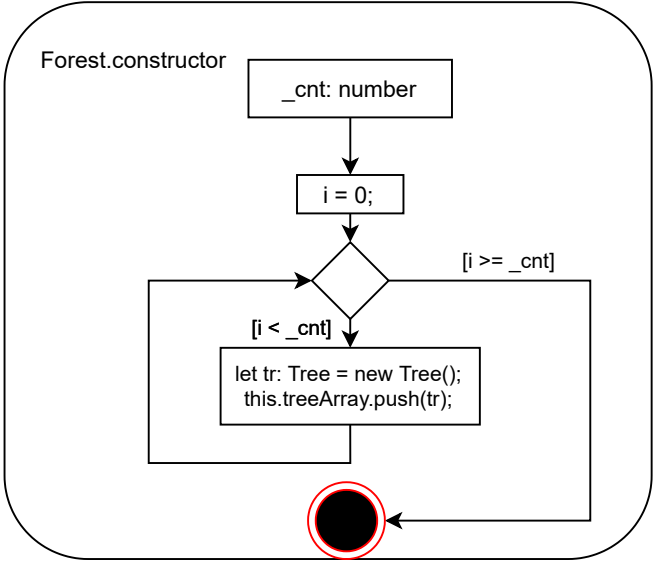
speed = 0 bis 10

Color  $\rightarrow$  random

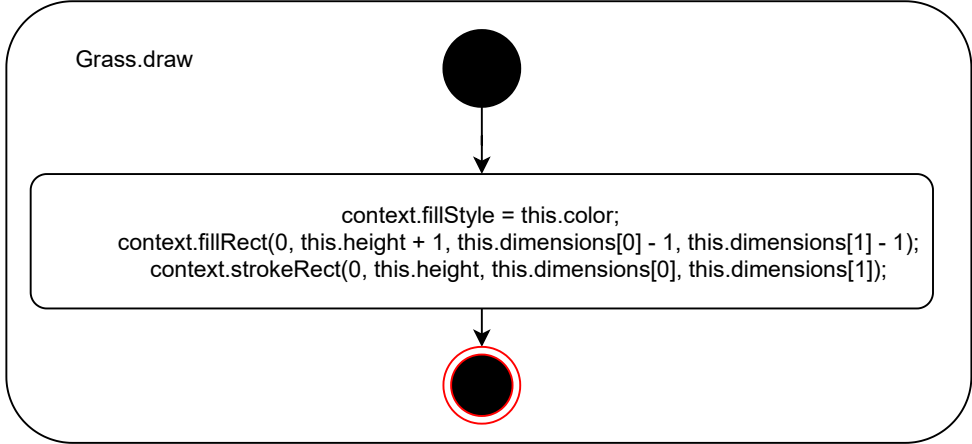
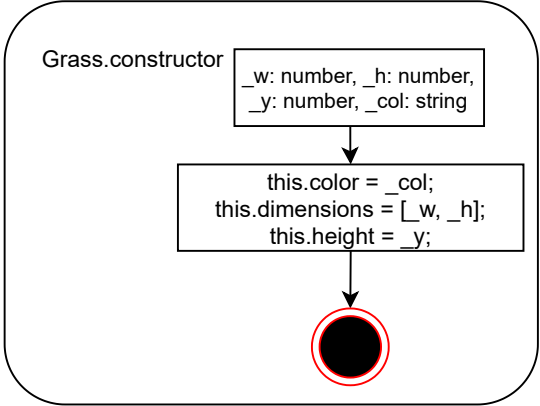
$\text{Canvas.width}/18$   
 $\text{bis } \text{Canvas.width}/90$



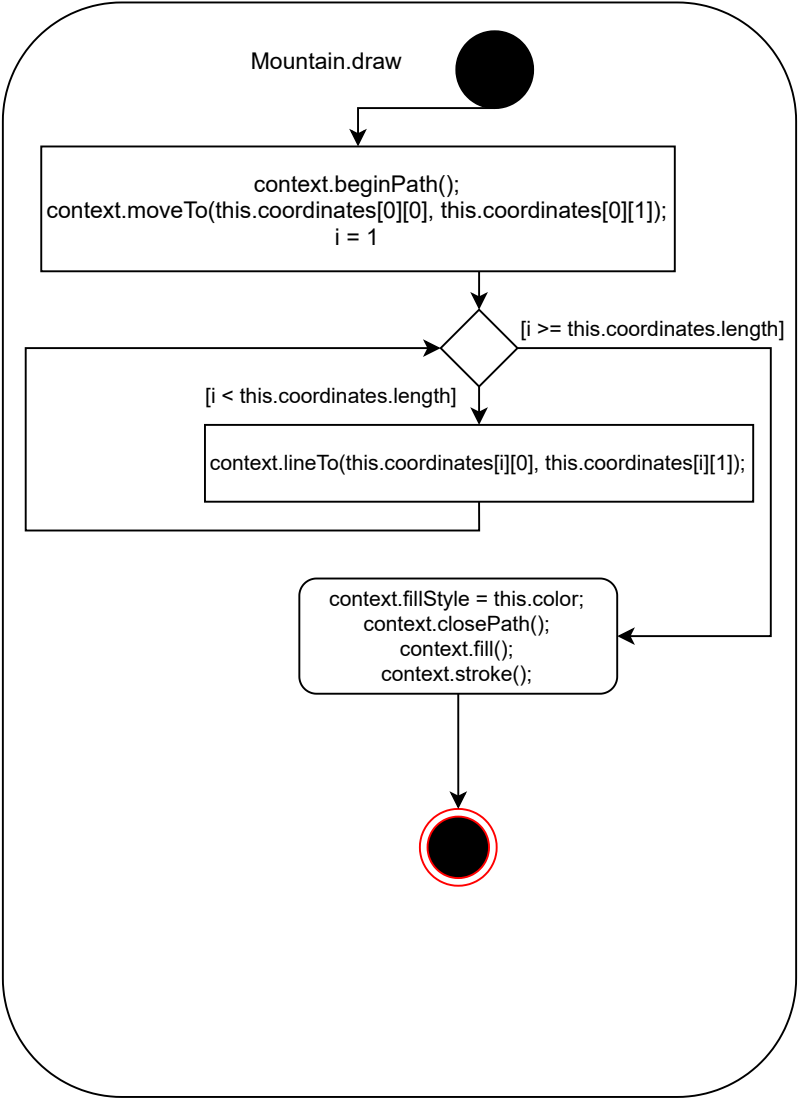
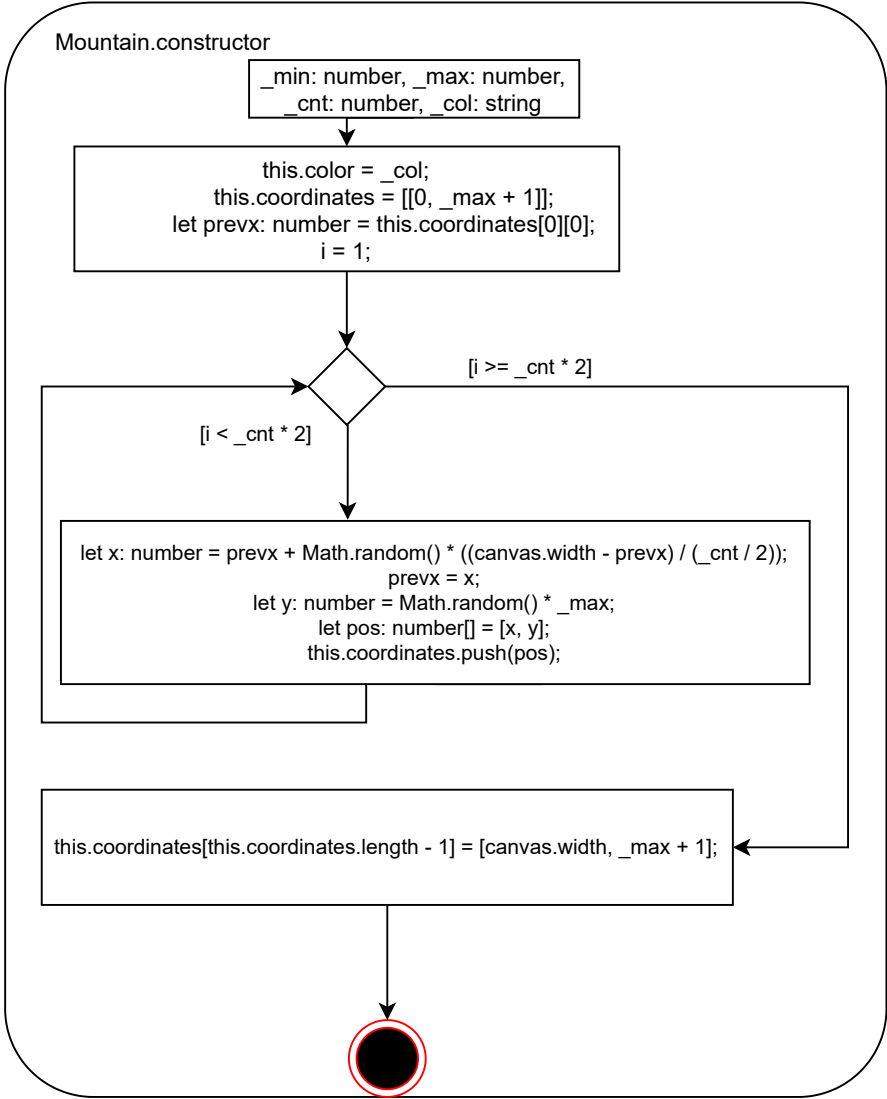
Forest
treeArray: Tree[] = [];
constructor: void draw: void



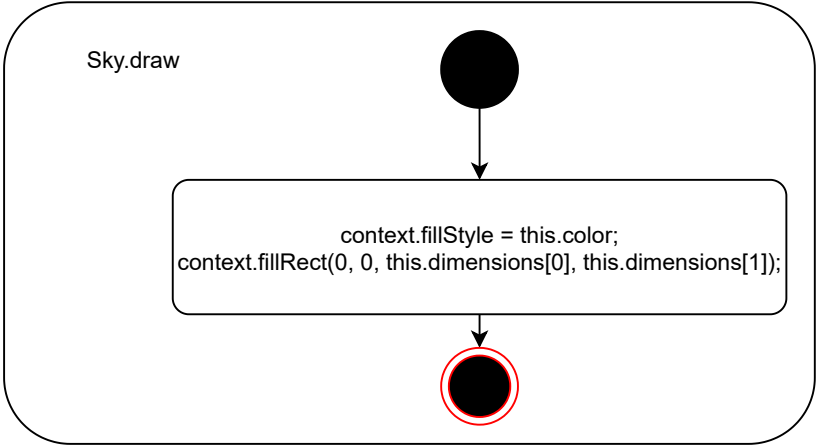
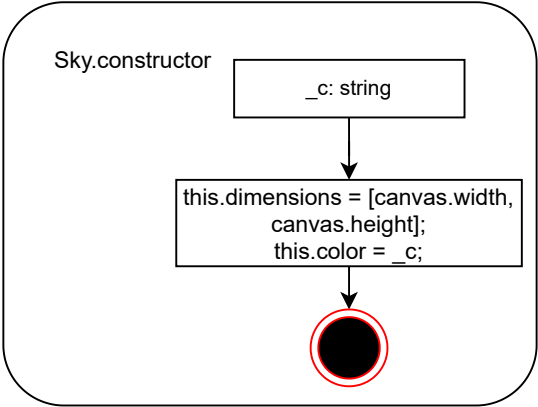
Grass
color: string; dimensions: number[]; height: number;
constructor: void draw: void



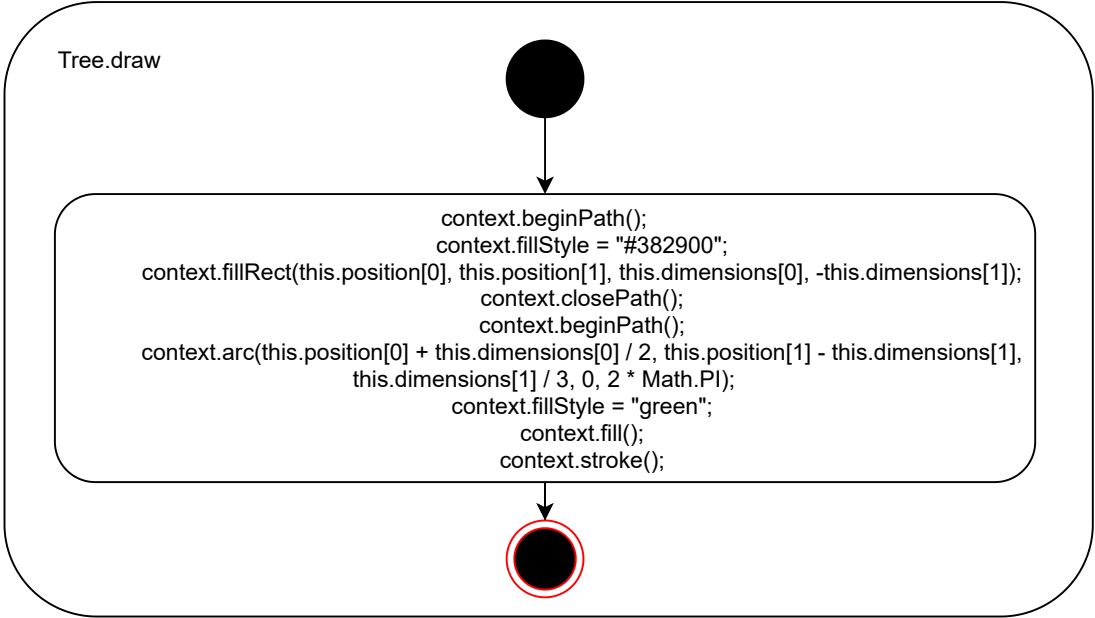
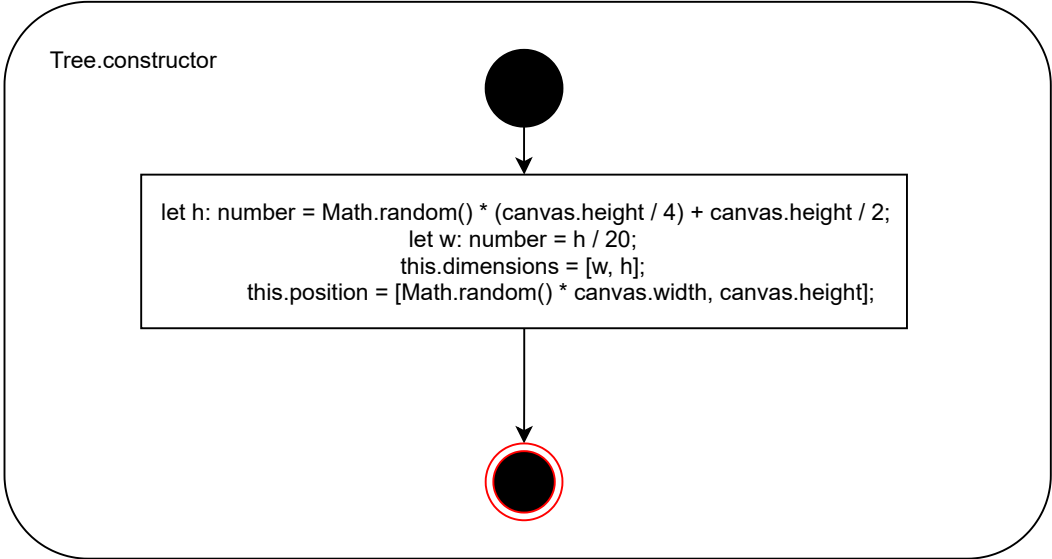
Mountain
<pre>coordinates: number[][]; color: string;</pre>
<pre>constructor: void draw: void</pre>



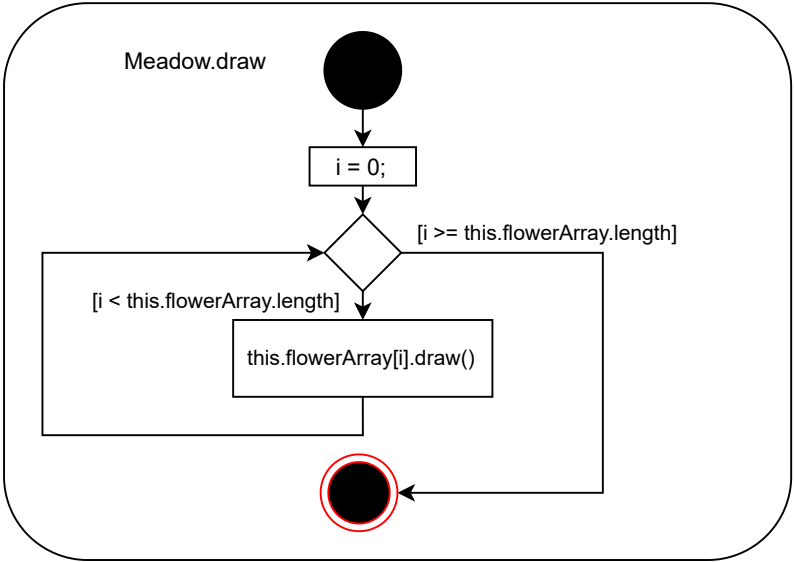
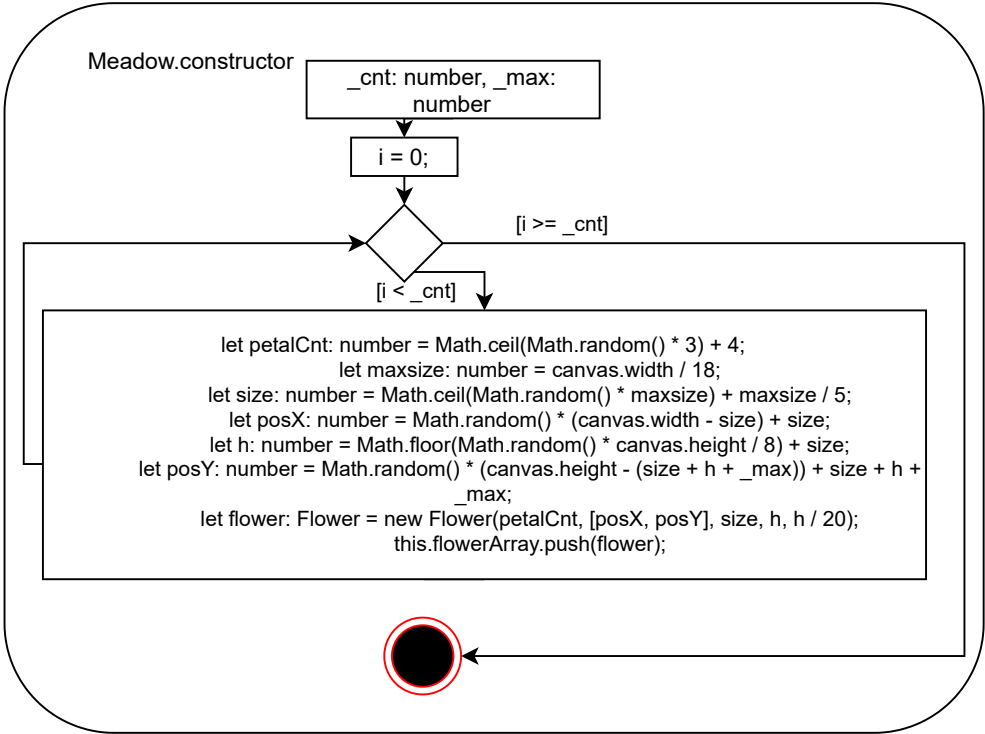
Sky
dimensions: number[]; color: string;
constructor: void draw: void



Tree
dimensions: number[]; position: number[];
constructor: void draw: void

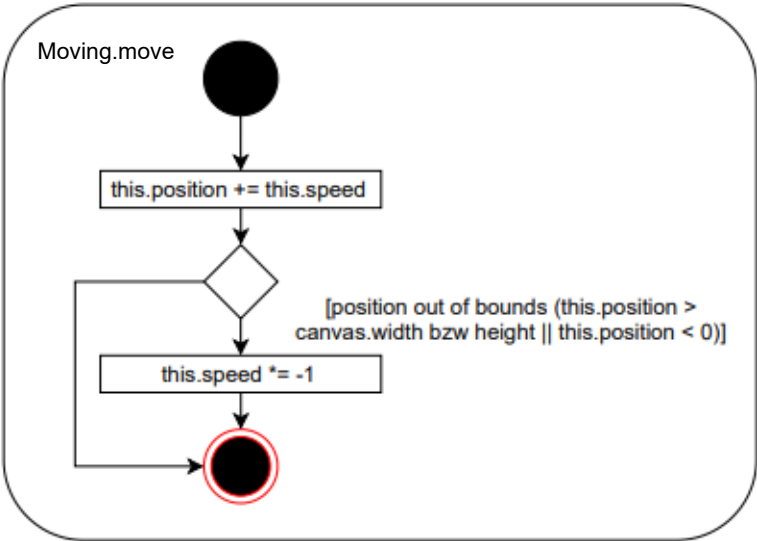
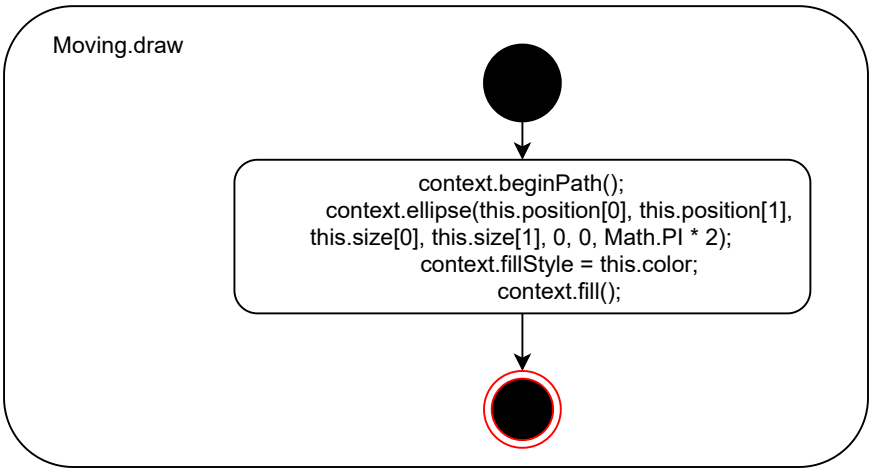
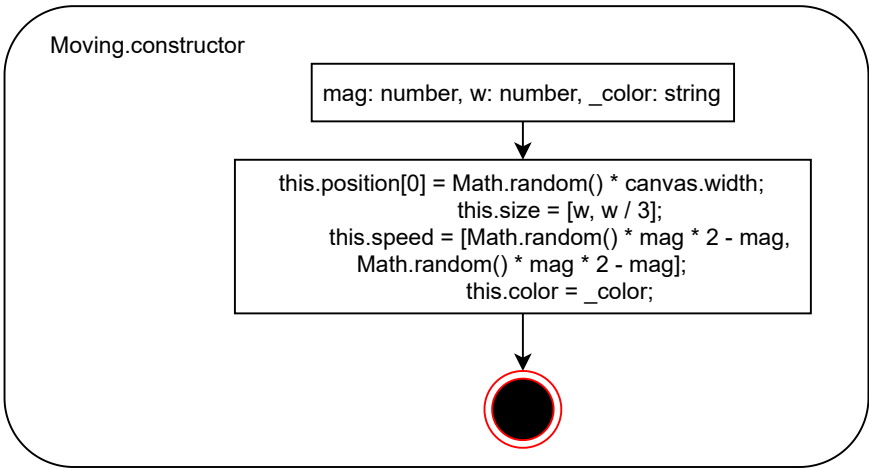


Meadow
flowerArray: Flower[] = [];
constructor: void draw: void

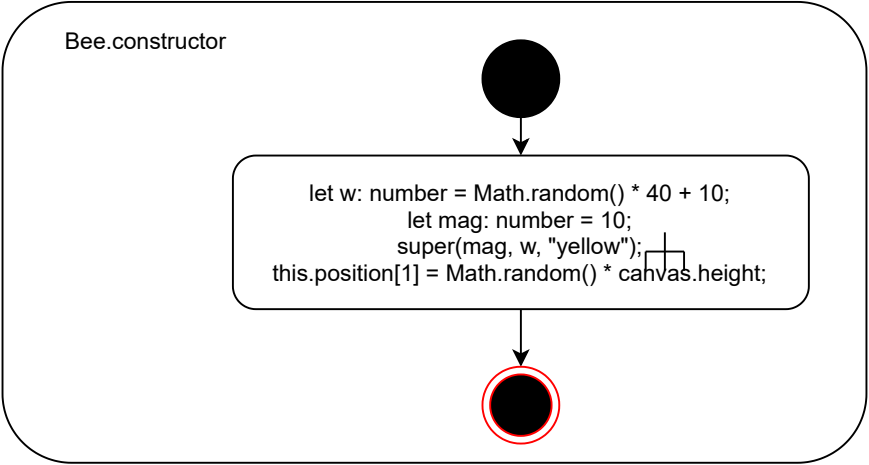




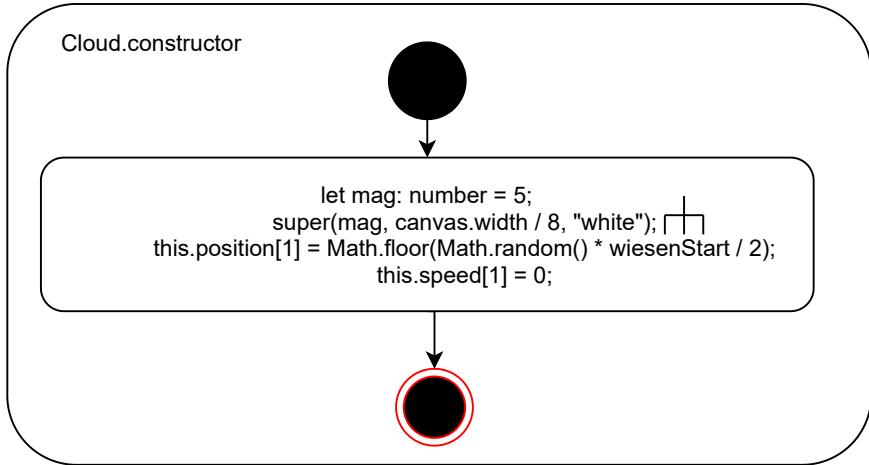
Moving
position: number[] = []; size: number[]; speed: number[]; color: string;
constructor: void draw: void move: void



Bee extends Moving
position: number[] = []; size: number[]; speed: number[]; color: string;
constructor: void draw: void move: void



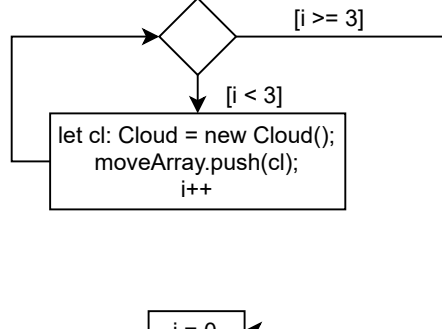
Cloud extends Moving
position: number[] = []; size: number[]; speed: number[]; color: string;
constructor: void draw: void move: void



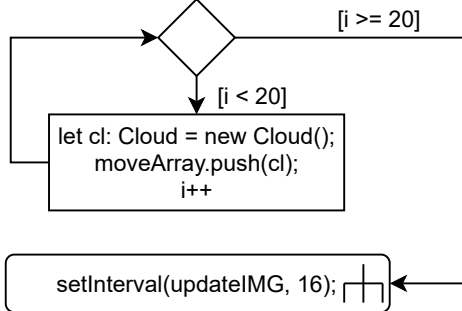


```
export let canvas: HTMLCanvasElement = document.querySelector("canvas");  
export let context: CanvasRenderingContext2D = canvas.getContext("2d");  
export let wiesenStart: number = canvas.height / 2;  
let sky: Sky = new Sky("lightblue");  
let mountains: Mountain = new Mountain(0, wiesenStart, 5, "lightgrey");  
let grass: Grass = new Grass(canvas.width, canvas.height / 2, wiesenStart,  
    "darkgreen");  
let meadow: Meadow = new Meadow(50, wiesenStart);  
let forest: Forest = new Forest(3);  
let moveArray: Moving[] = [];
```

i = 0



i = 0

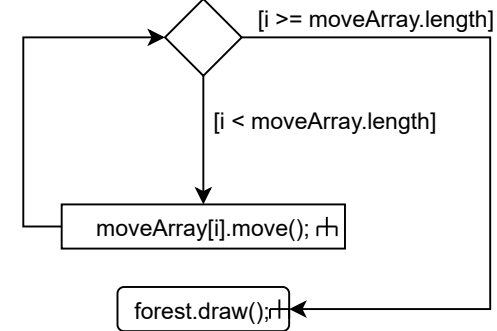


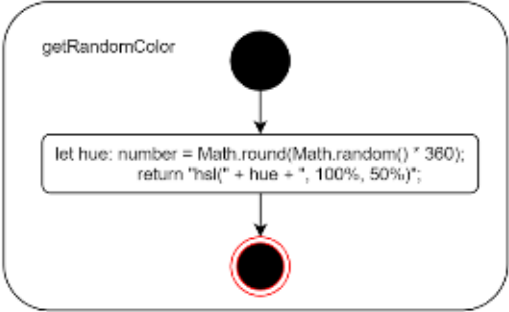
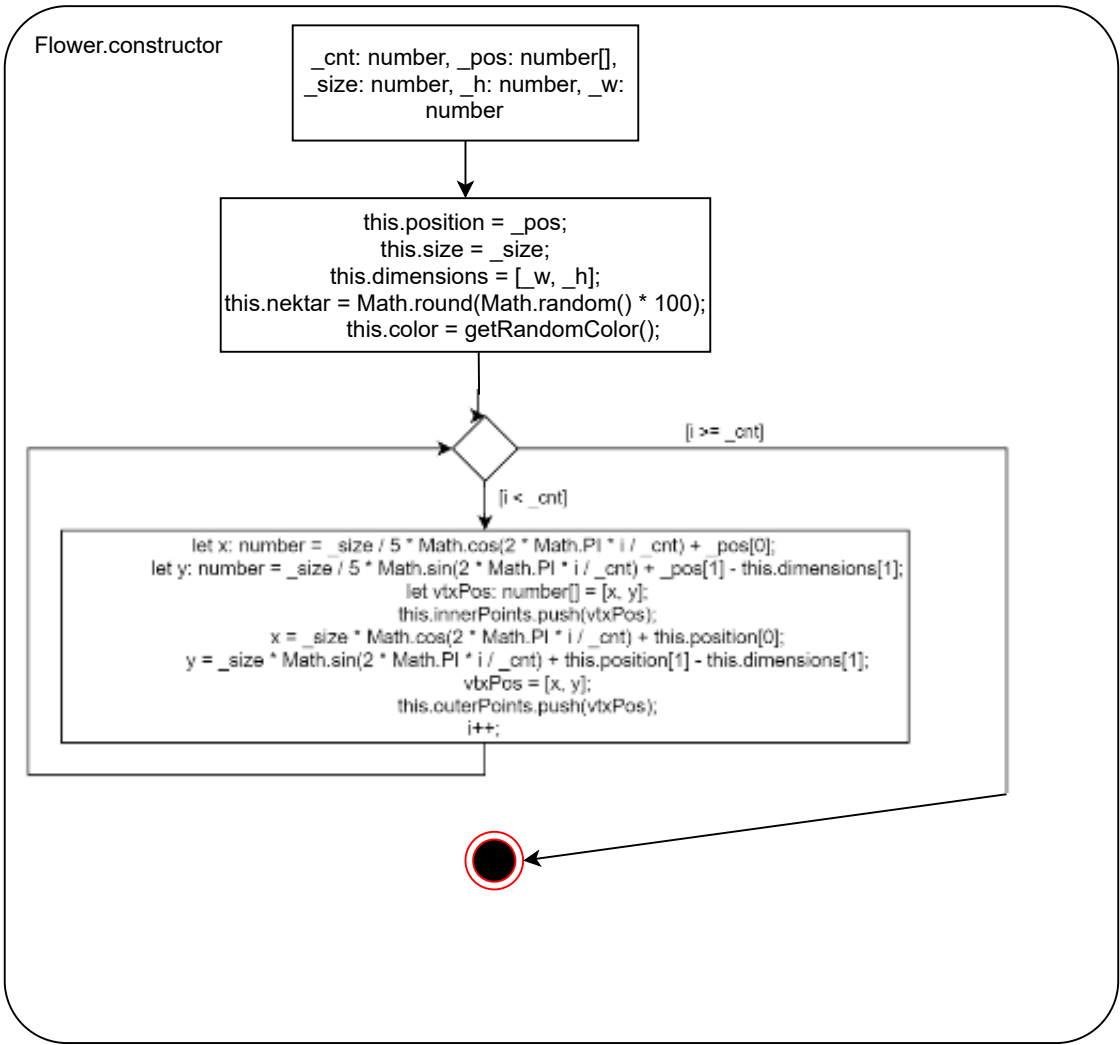
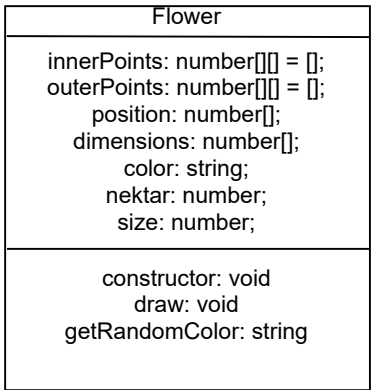
updateIMG



```
sky.draw(); r1  
mountains.draw(); r1  
grass.draw(); r1  
meadow.draw(); r1
```

i = 0





Flower.draw

