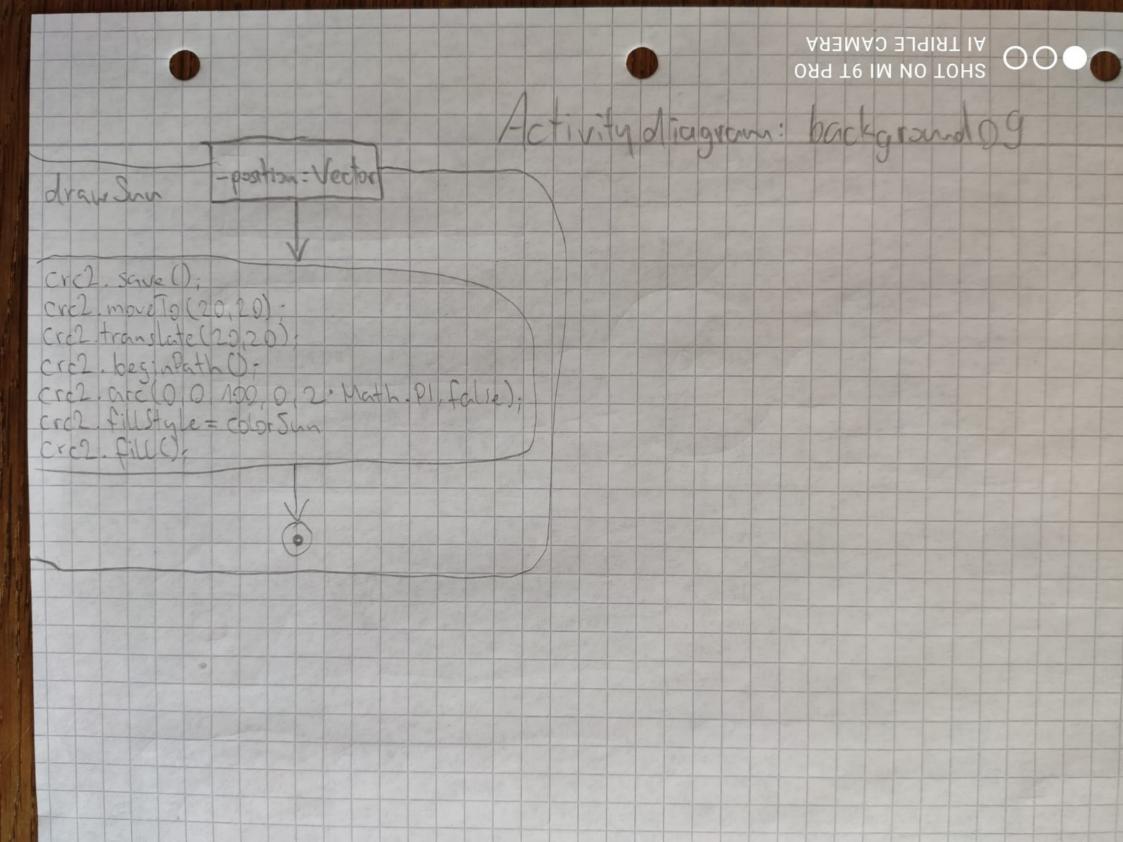


AI TRIPLE CAMERA SHOT ON MI 9T PRO mah 09 Activity dingram: - Mr. Beenwood CreateBees - Ocarl Let cred: Canvay Repotering Context Do let index number = 0 hardelocal let golden: = 94; et Gees: Bees [] = [] ([1> nboBee] et florgers: Florgers[] = []; let clarat: Clouds [] = [] VEIX - nbrBee] et image Data : Image Data; random Scale: Mumber = DI + Math. Tardam ()- (4-5-118 Let randon Velocity : nymbo = (Mathy random () - 0.8) · 8); intall load listener let random Velocity Y: mymber = (Math - random O- 0.8) 5) beeg push (her Bees ({x: crc2 canyon vidth 12, v: crc2 - cannon house · golden 3, Ex: random Velocity X; y: random Velocity 3. random Scale ); handlebad let annas: HIM Campastlement = document query Selector Index ++ Crc2 = comes, getContext ("2)" create Background Courses width = window inverselly; (anka) height = lindow, inner height; (drewbacks, and (); 1 Crecte Bees (20); draw Sun (Ex: crc2. convas. width /2, y: crc2. comas. height. 0.153); 4 Crestebroky (sund (); draw Mantain (Ex: 0, y: cro2 comes height solders, 200 300 "grey"); createFlowers(); th dray Nountains! Create Cland C: Image Reta = Cx(2, get man Data O.D. windth height); BeesHome (); the againstin);

Fetythydiagram: backgrand 09 draw Mountains - min: number - max: whomber - coloristring interface Vector let StepMin : number = So; et Step Max mumber = 110 let x : munker = 9; drew Background (crc2 soure U; Crc 2. Create Linear Gradient cre? translate (position x - position y) crc2 begin Path ( gradient Eigenschiften Cre2 line To(); Crc2 Mustyle = gradient Crc2 fillect() (x += StepMin + Math. random) - (tepMax); let y number = - height - Math- random) - (-yidth- height); Vine to (x y) [x < comes widthen) Linto (x.0): close Path (): crez fillstyle = colori ->0 crc2 restore ); SHOT ON MI 9T PRO AI TRIPLE CAMERA



Activity diagram: cloud 29 update public posX: number-\* [This.posX > crc2. canvas. width 11 this. posX (D] public posy: number; mblic velocity X: munder = 0,3; public relatify Y: mumber = DA; this velocity X = - this velocity This posytore2 convas height - 0,2 1 this posy < 10] position = Vector constructor this velocity = - this. this poix = position X; This pox X+= this velocity X; this pay Y+= this velocity Y - K this draw O; drew This dear OF SHOT ON MI 9T PRO AI TRIPLE CAMERA

Activity diagram: bees 08 update X Ethis posx > crc2 . canvas width 11this . posx < 0] Public posX: number; public pas Y: number: This velocity X = public Velocity X: prypoli X [this past > crc2 convos height II this past < crc2 convos height - 0.4] -this relocity X public velocity Y: mumber; public youdown Scale: mumber 1 withing random Winnber; himber this valority = - this velocity = (Moth Floor (Moth Tarolon () - 200) + 1000); counter = 0; Ahis relocity X = this. velocity X; Hhis. velaity = + his. -position: Vector velocity: Vector relocity Y: Constructor Hhis counter = 0; - vandoinScale: number Outline - roundlan Mundal =himber = (Math. floor (North toucham this posX = position X; this posy = position 4? ()-2000)+1000); his tandom Jeale = random Jeale this velocity = velocity x; this posX += this velocityX? this velocity Y = - velocity y; This post += this velocity / this draw (); draw crc2. translate (this pox , this posy)-crc2. scale (this random scale, this random scale); Crc2 restor SHOT ON MI 9T PRO OO ÁI TRIPLE CAMERA

