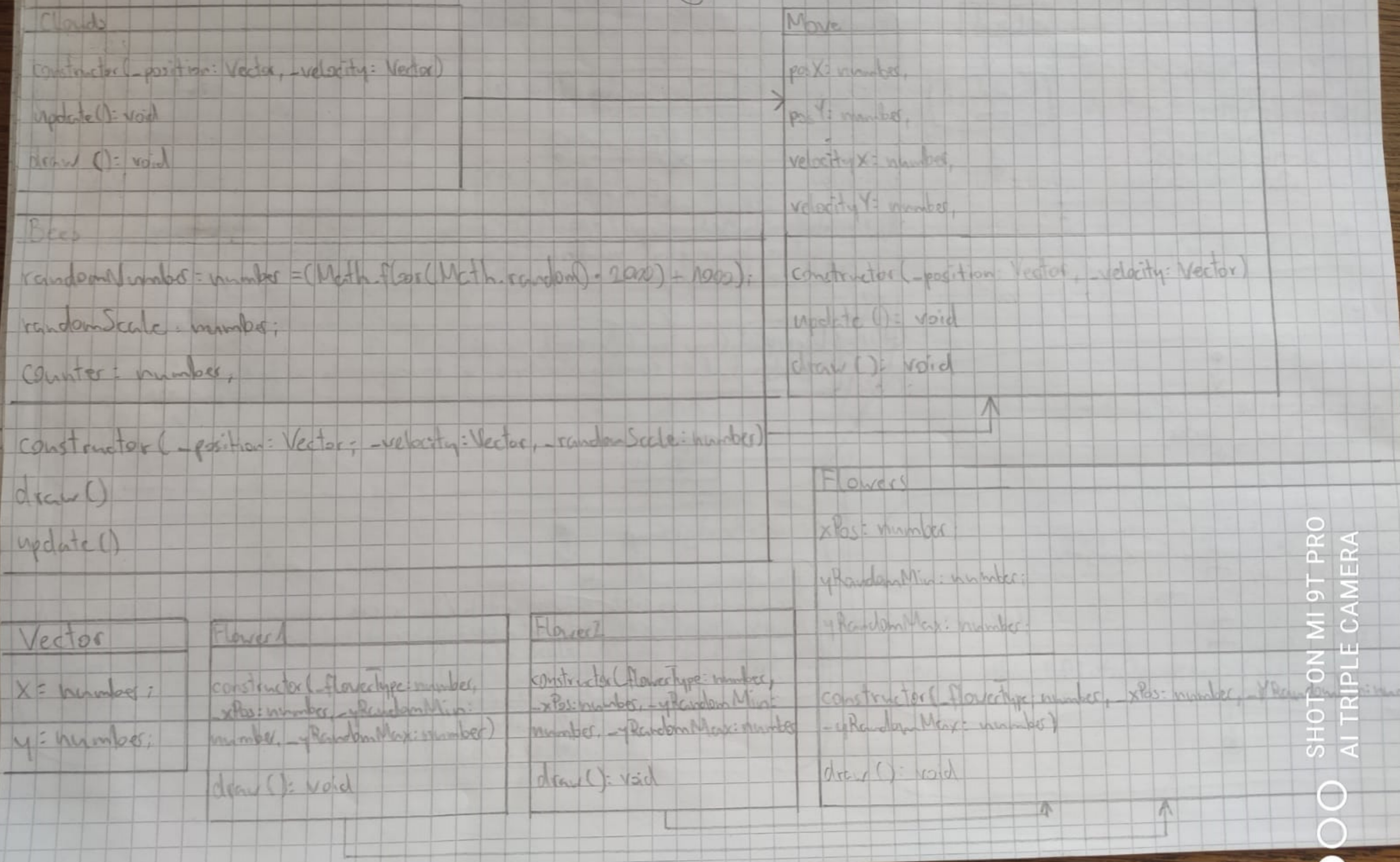
Class Diagramms



Clouds

constructor(_position: Vector, _velocity: Vector)
update(): void
draw (): void

Move

posX: number,
posY: number,
velocityX: number,
velocityY: number,

constructor(_position: Vector, _velocity: Vector)
update (): void
draw (): void

Bees

randomNumber: number =(Math.floor(Math.random() * 2000) + 1000);
randomScale: number;
counter: number,

constructor(_position: Vector; _velocity: Vector, _randomScale: number)
draw()
update()

Flowers

xPos: number
yRandomMin: number;
yRandomMax: number;

constructor(_flowerType: number, _xPos: number, _yRandom
_yRandomMax: number)
draw (): void

Vector

x: number;
y: number;

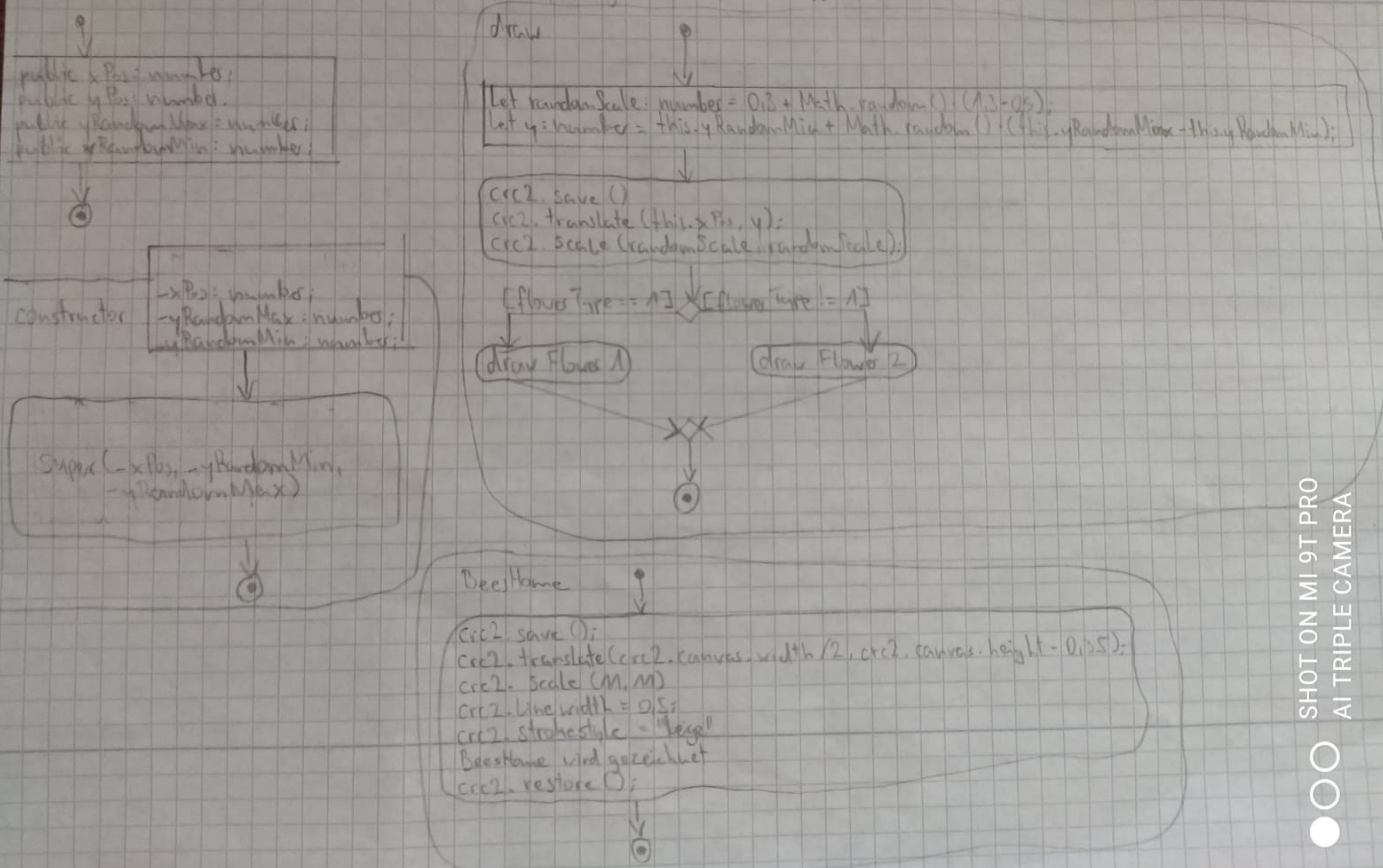
Flower1

constructor(_flowerType: number,
_xPos: number, _yRandomMin:
number, _yRandomMax: number)
draw (): void

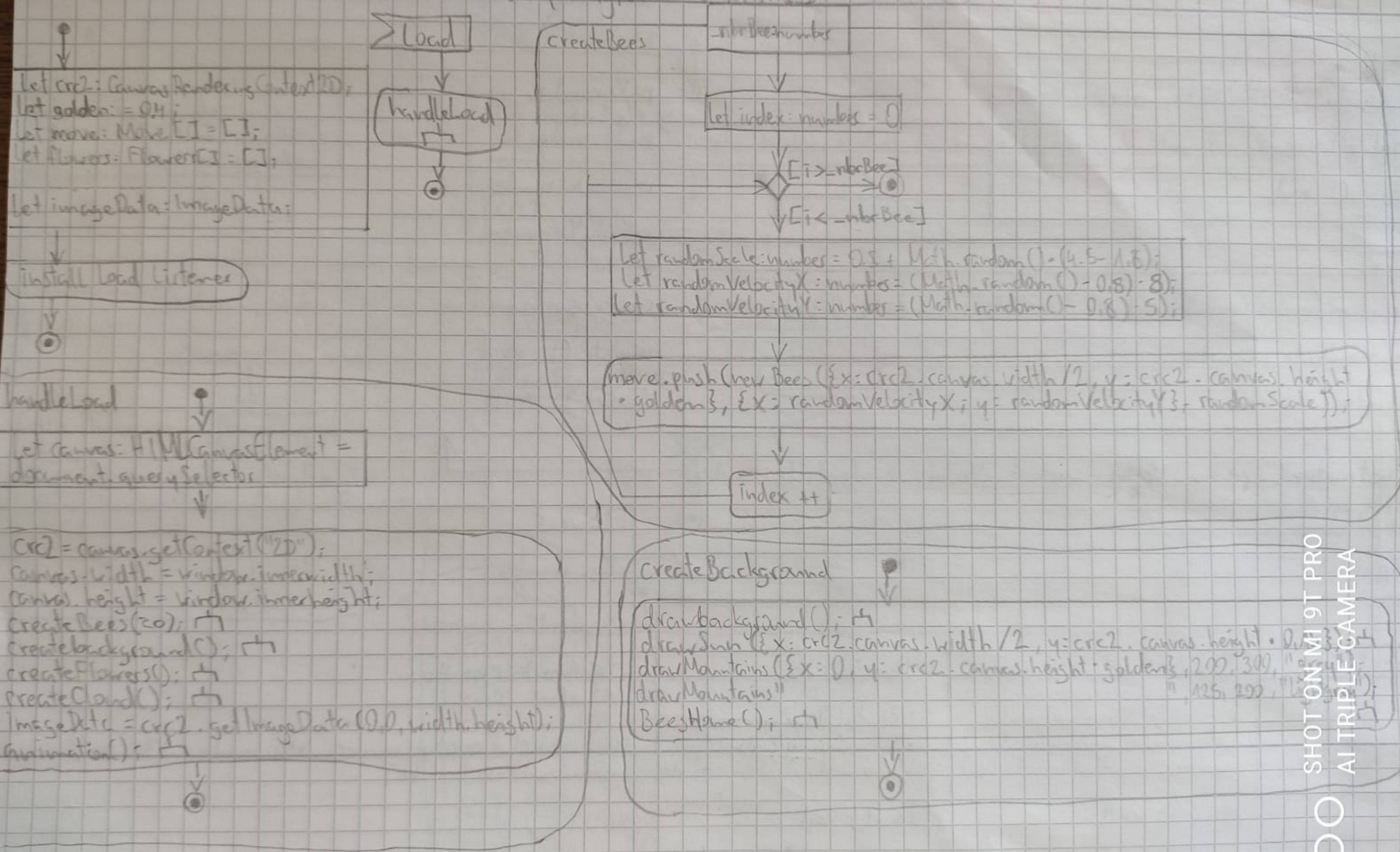
Flower2

constructor(_flowerType: number,
_xPos: number, _yRandomMin:
number, _yRandomMax: number
draw(): void

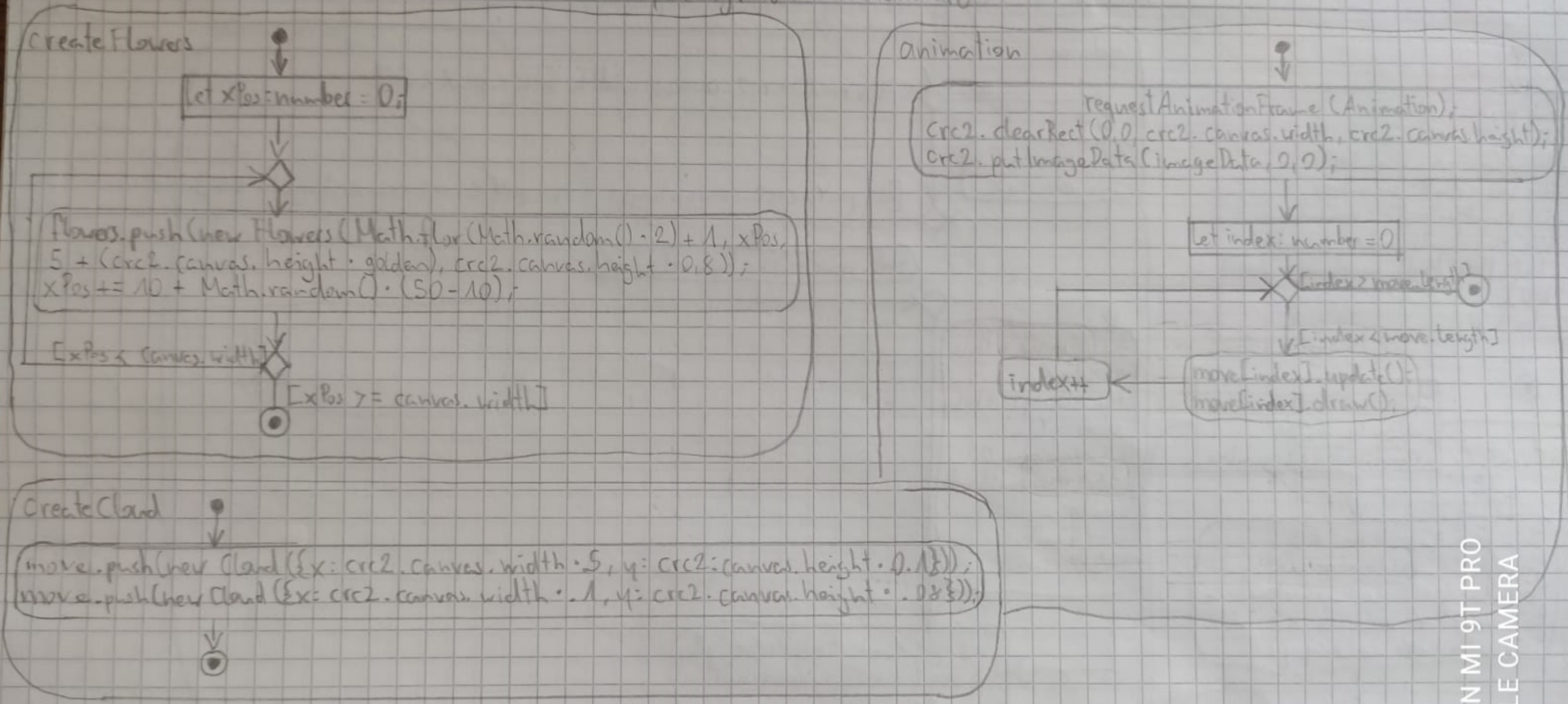
Activitydiagram: flowers10



Activitydiagram: main10



Activitydiagram: main10



```
let xPos: number = 0;
```

```
flowers.push(new Flowers(Math.flor(Math.random() · 2) + 1, xPos,
5 + (crc2.canvas.height · golden), crc2.canvas.height · 0,8));
xPos += 10 + Math.random() · (50 - 10);
```

```
requestAnimationFrame(Animation);
crc2.clearRect(0, 0, crc2.canvas.width, crc2.canvas.height);
crc2.putImageData(imageData, 0, 0);
```

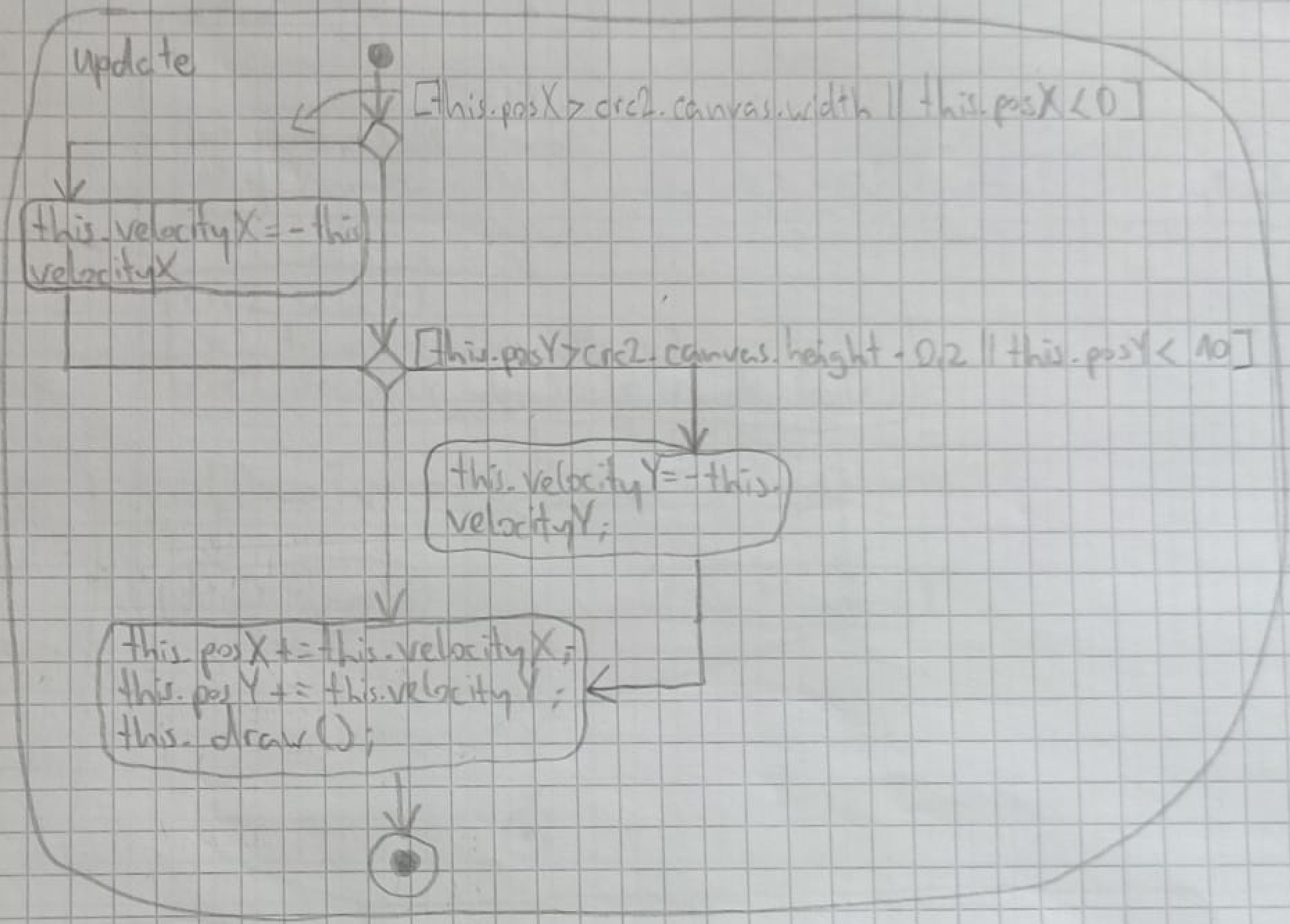
```
let index: number = 0
```

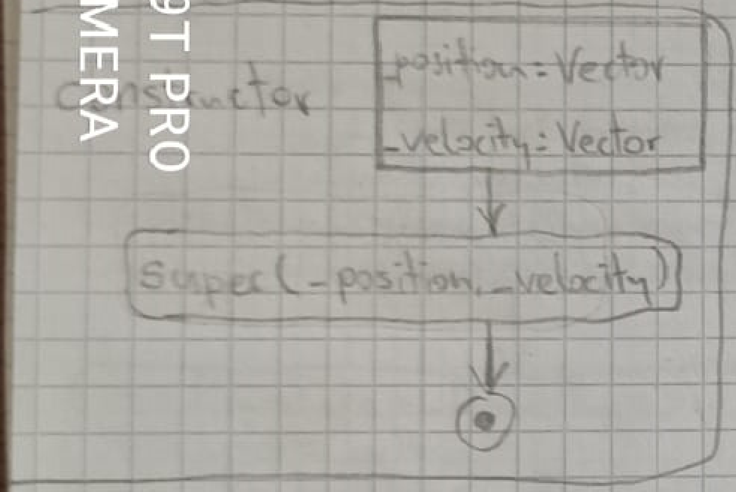
```
move[index].update();
move[index].draw();
```

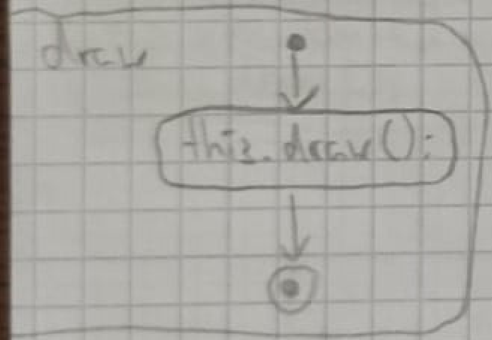
```
index++
```

```
move.push(new Cloud({x: crc2.canvas.width · .5, y: crc2:canvas.height · 0.1}));
move.push(new Cloud({x: crc2.canvas.width · .1, y: crc2.canvas.height · .08}));
```

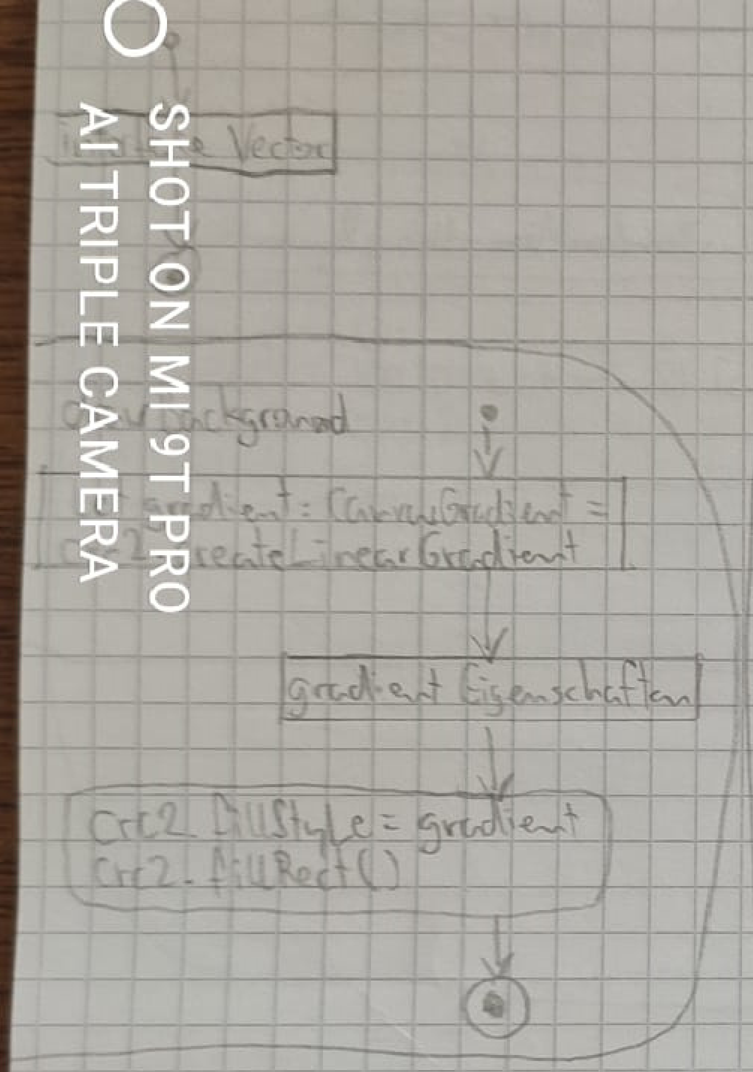
Activity diagram: cloud10





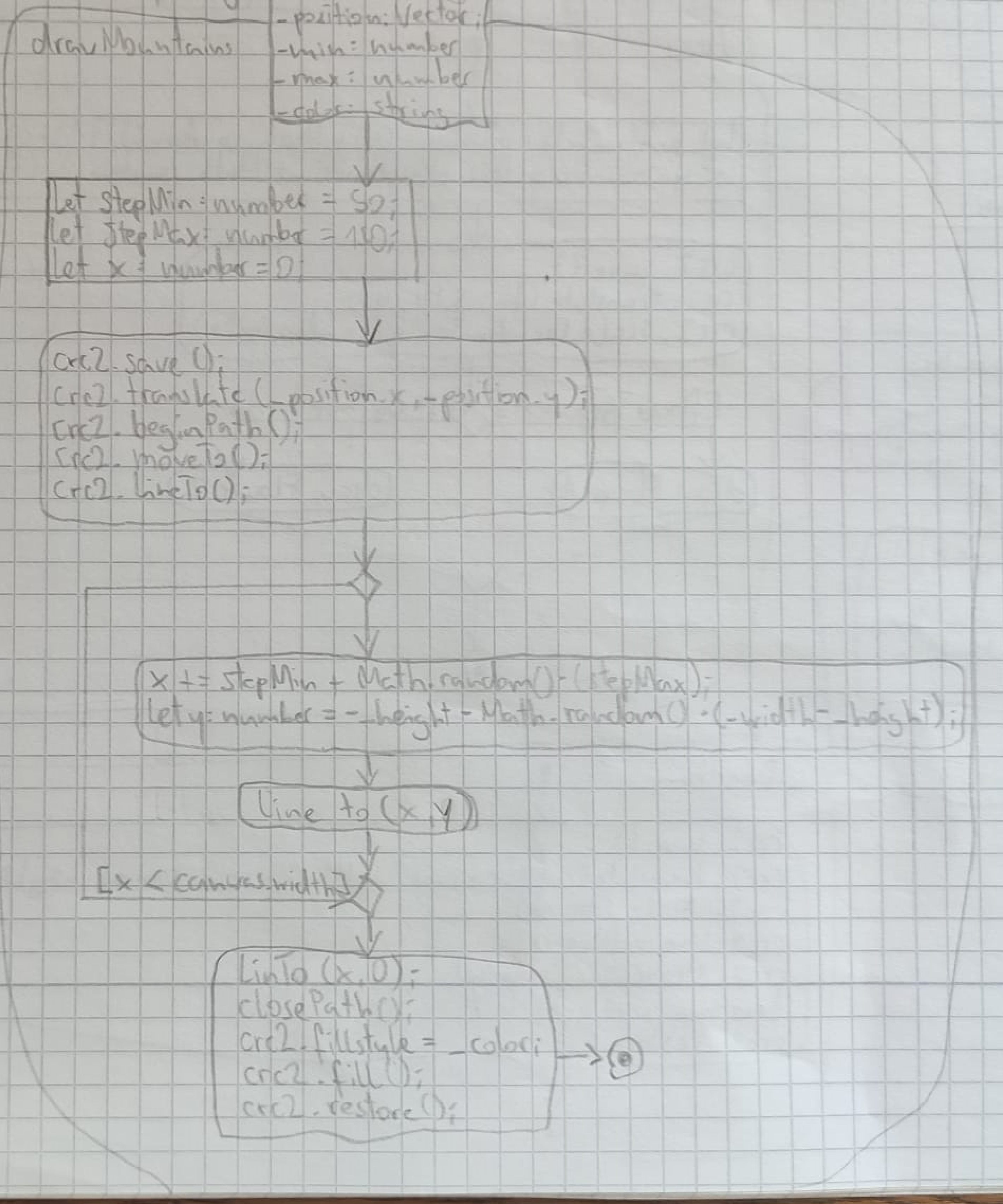


Activitydiagram: background10



```
gradient: CanvasGradient =
createLinearGradient
```

```
Crc2.fillStyle = gradient
Crc2.fillRect()
```



```
-position: Vector;
-min: number
-max: number
-color: string
```

```
let stepMin: number = 50;
let stepMax: number = 110;
let x: number = 0;
```

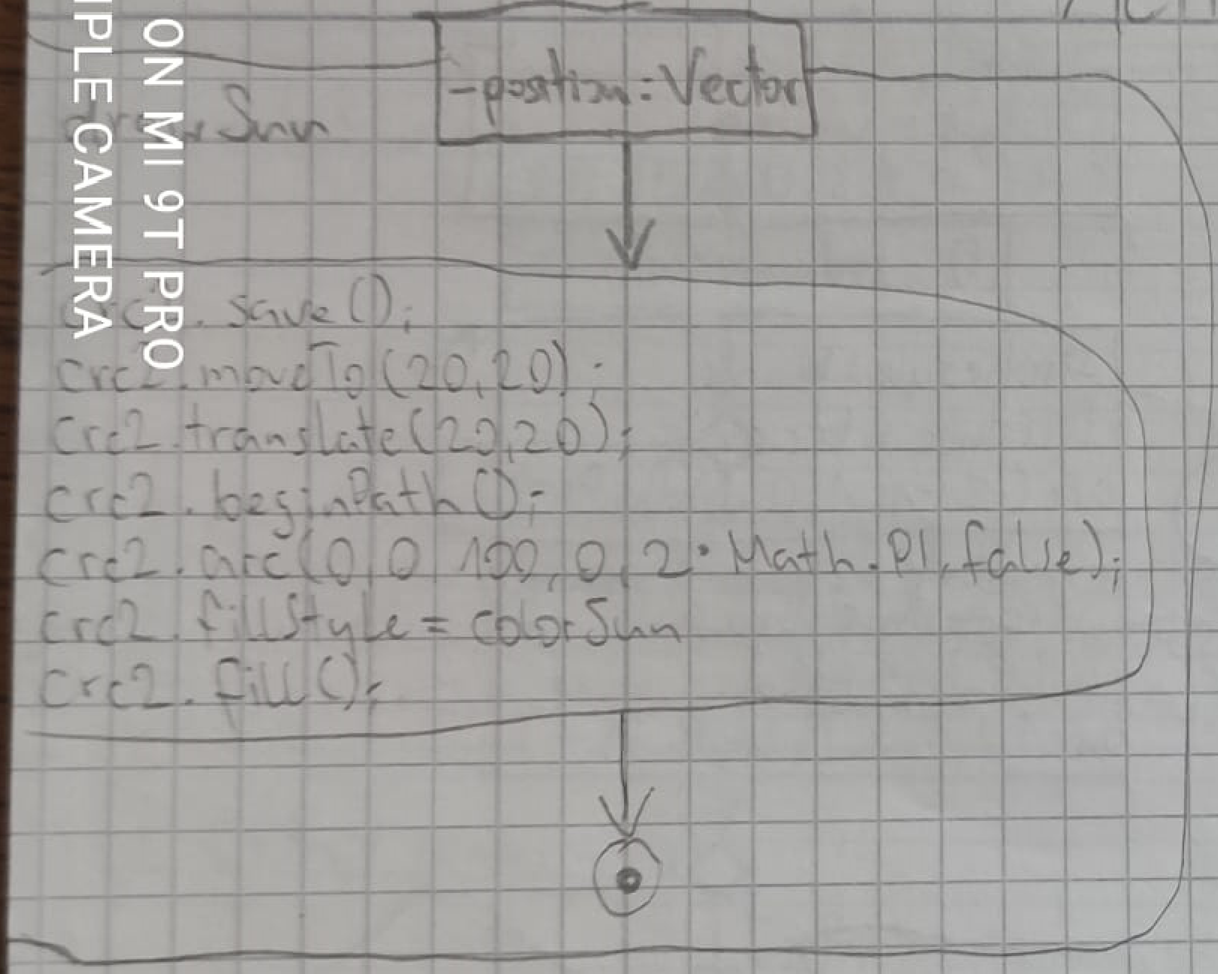
```
crc2.save ();
crc2.translate (_position.x, _position.y);
crc2.beginPath();
crc2.moveTo();
crc2.lineTo();
```

```
x += stepMin + Math.random() * (stepMax);
let y: number = -_height - Math.random() * (_width - _height);
```

```
line to (x, y)
```

```
LinTo (x, 0);
closePath();
crc2.fillstyle = _color;
crc2.fill();
crc2.restore();
```

Activity diagram: background10



```
crc2.save();
crc2.moveTo(20,20);
crc2.translate(20,20);
crc2.beginPath();
crc2.arc(0,0 100,0,2·Math.PI,false);
crc2.fillStyle=colorSun
crc2.fill();
```

Activitydiagram: bees10