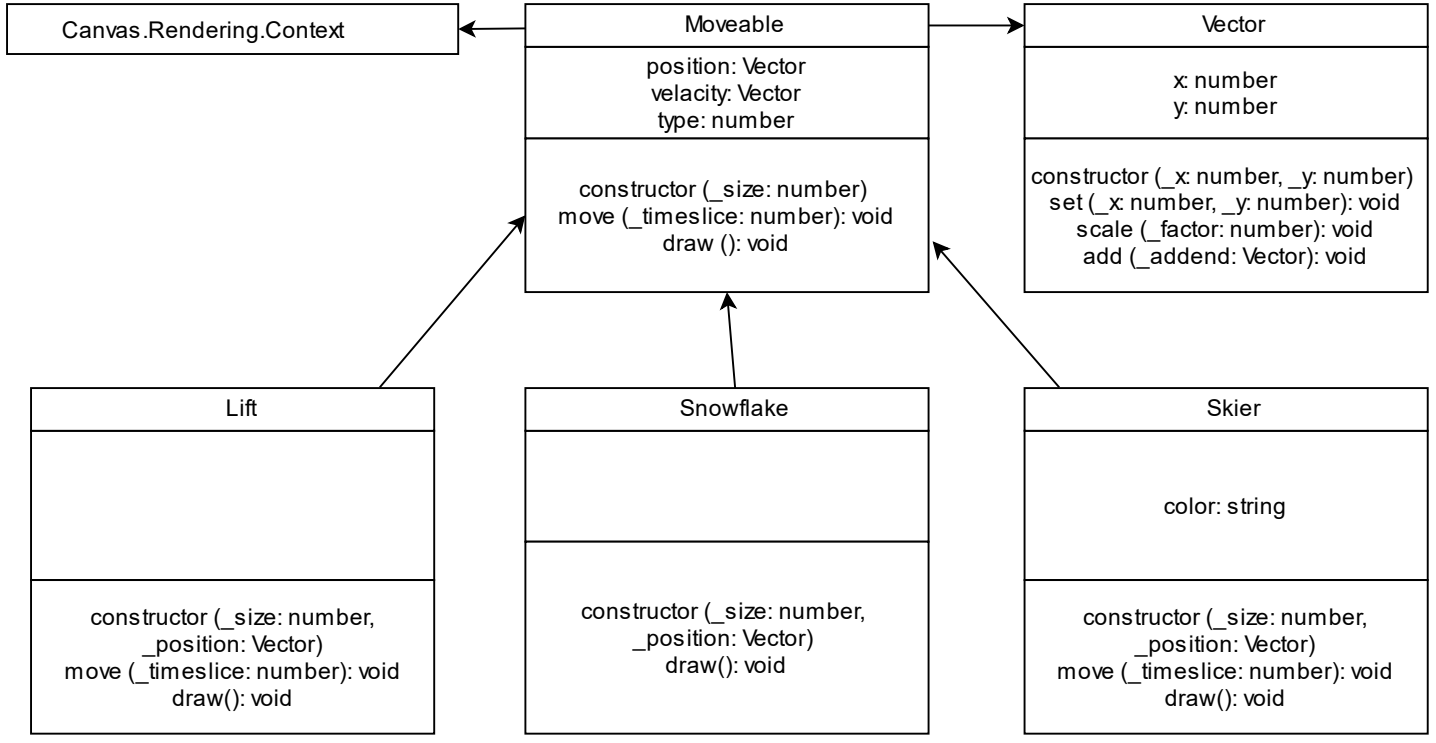
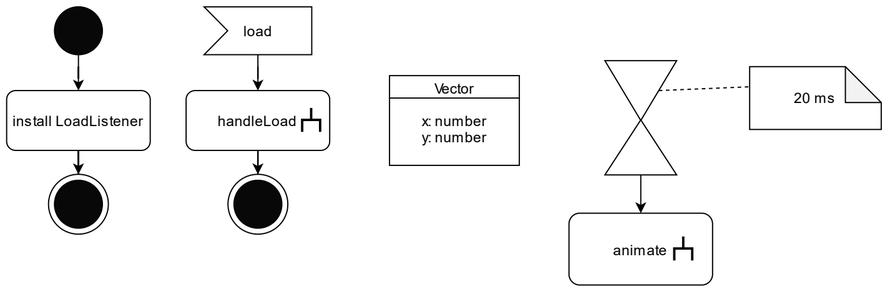
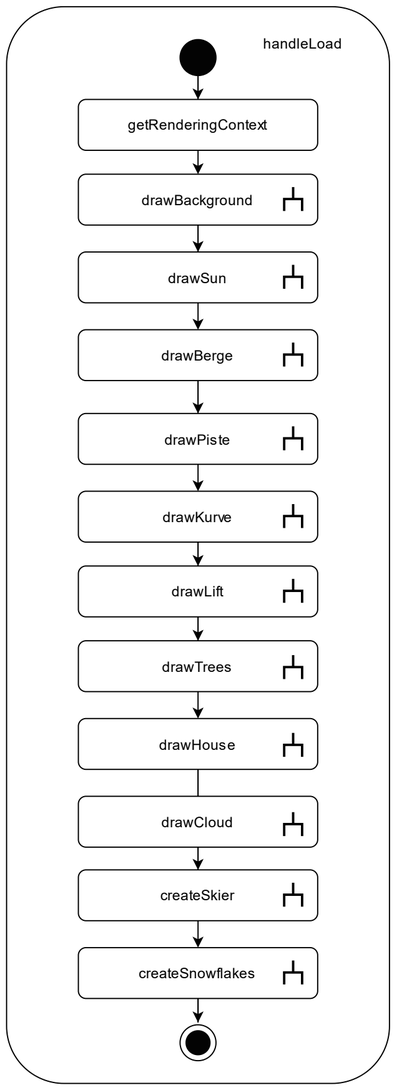
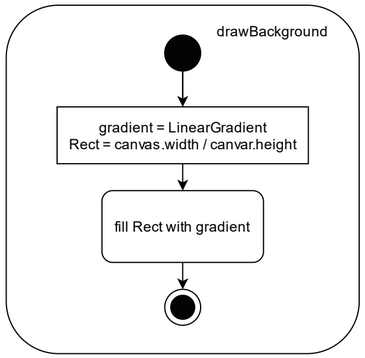
L10_Inheritance

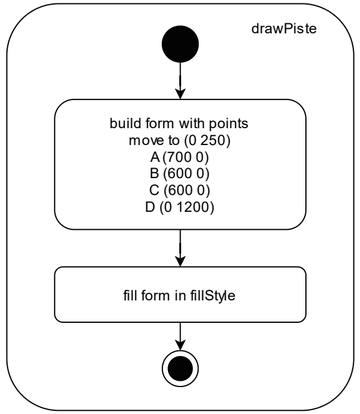
Class Diagram

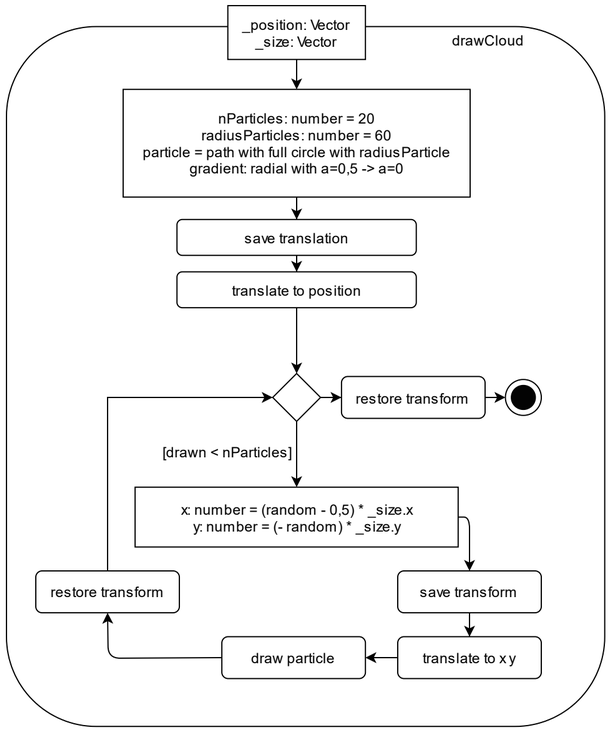


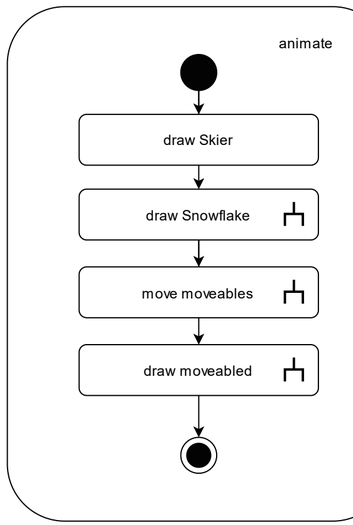

install LoadListener
load
handleLoad
Vector
x: number
y: number
20 ms
animate

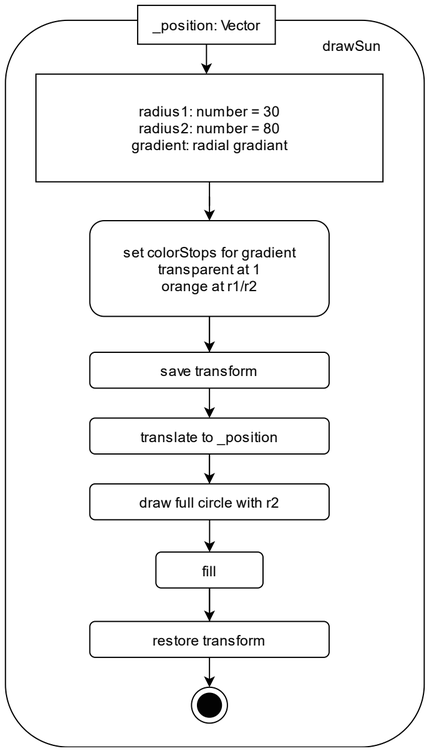

handleLoad
getRenderingContext
drawBackground
drawSun
drawBerge
drawPiste
drawKurve
drawLift
drawTrees
drawHouse
drawCloud
createSkier
createSnowflakes

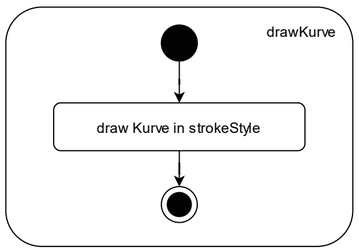

drawBackground
gradient = LinearGradient
Rect = canvas.width / canvar.height
fill Rect with gradient

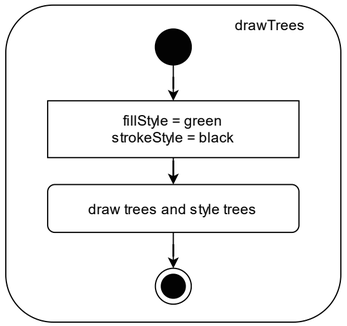

drawPiste
build form with points
move to (0 250)
A (700 0)
B (600 0)
C (600 0)
D (0 1200)
fill form in fillStyle

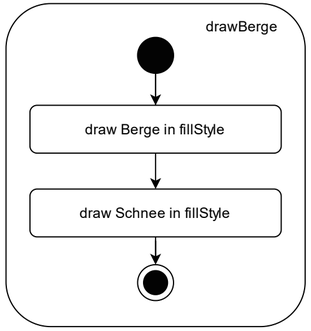

_position: Vector
_size: Vector
drawCloud
nParticles: number = 20
radiusParticles: number = 60
particle = path with full circle with radiusParticle
gradient: radial with a=0,5 -> a=0
save translation
translate to position
restore transform
[drawn < nParticles]
x: number = (random - 0,5) * _size.x
y: number = (- random) * _size.y
restore transform
save transform
draw particle
translate to x y

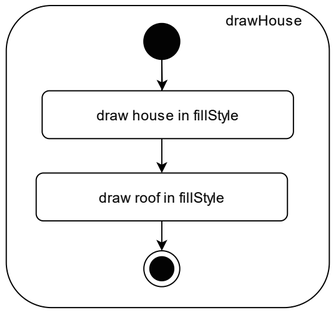

animate
draw Skier
draw Snowflake
move moveables
draw moveabled


_position: Vector
drawSun
radius1: number = 30
radius2: number = 80
gradient: radial gradiant
set colorStops for gradient
transparent at 1
orange at r1/r2
save transform
translate to _position
draw full circle with r2
fill
restore transform


drawKurve
draw Kurve in strokeStyle


drawTrees
fillStyle = green
strokeStyle = black
draw trees and style trees


drawBerge
draw Berge in fillStyle
draw Schnee in fillStyle


drawHouse
draw house in fillStyle
draw roof in fillStyle

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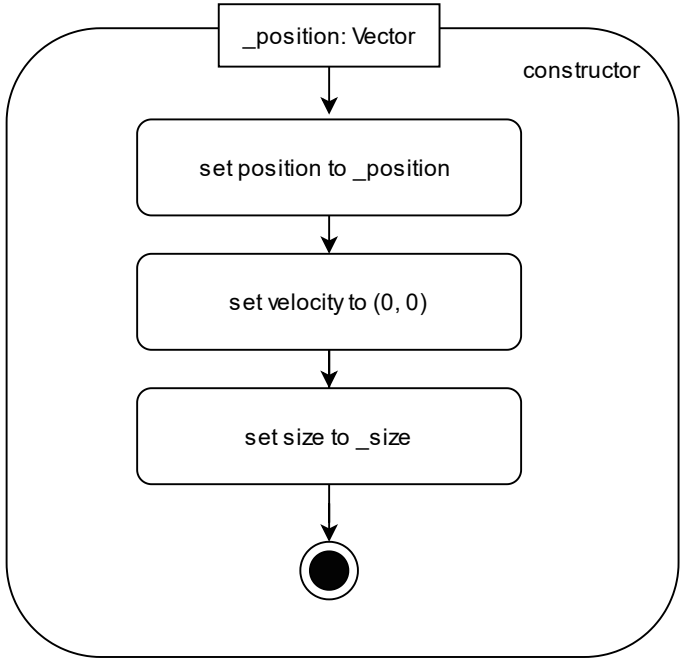
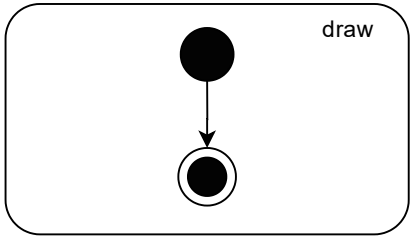
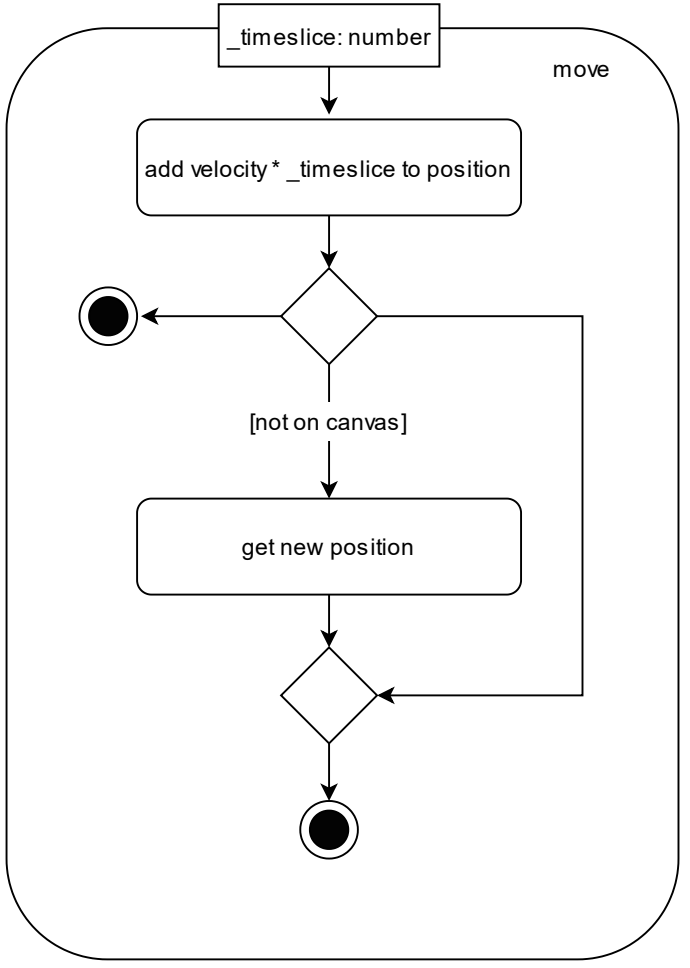
Moveables







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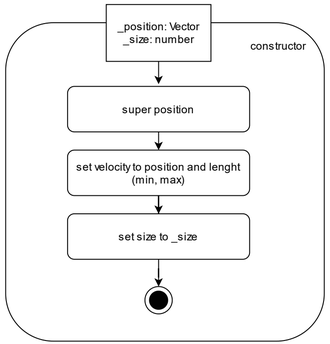
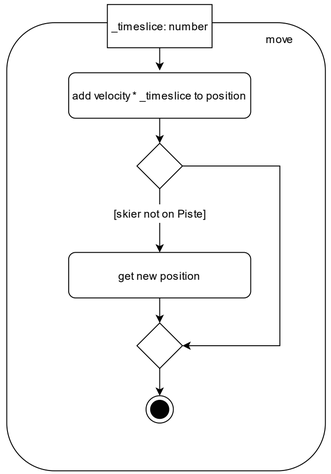
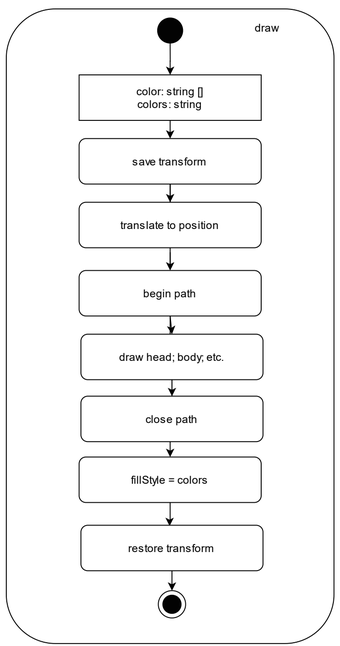
Skier







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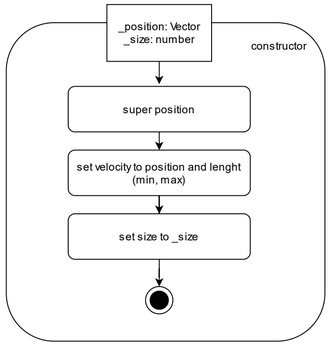
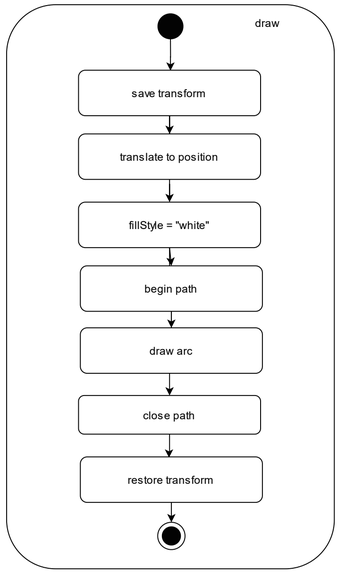
Snowflake





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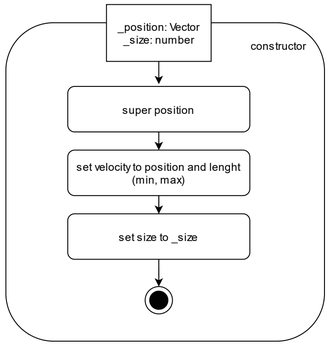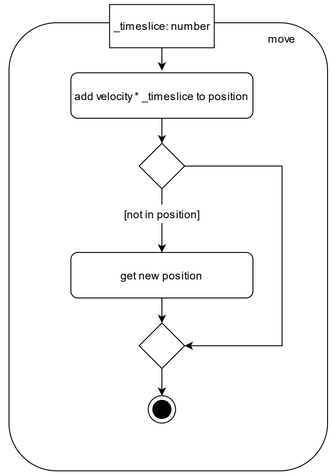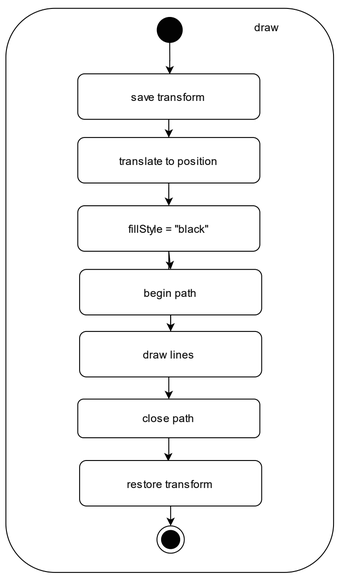
Lift