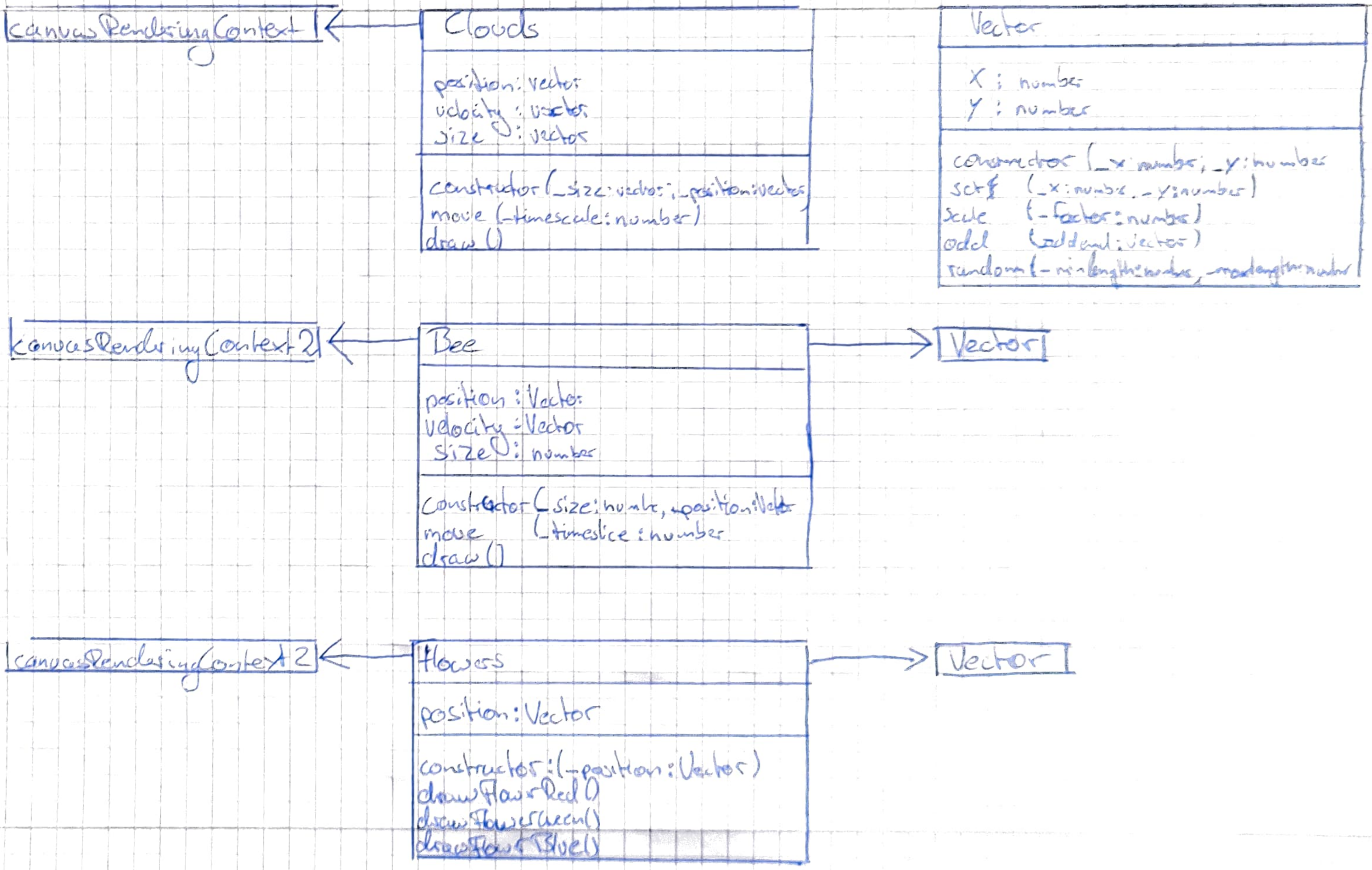
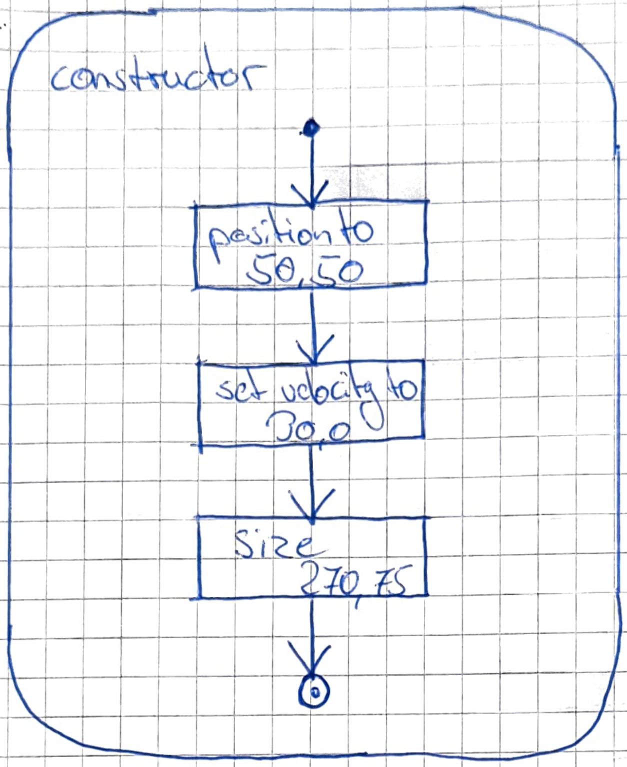
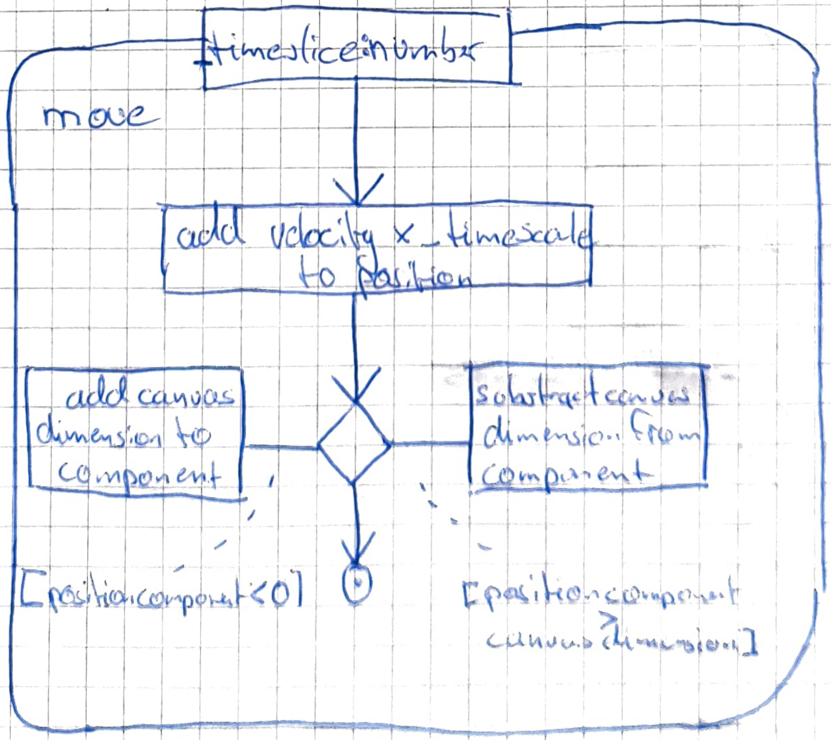
Blumenwiese : Class Diagramm

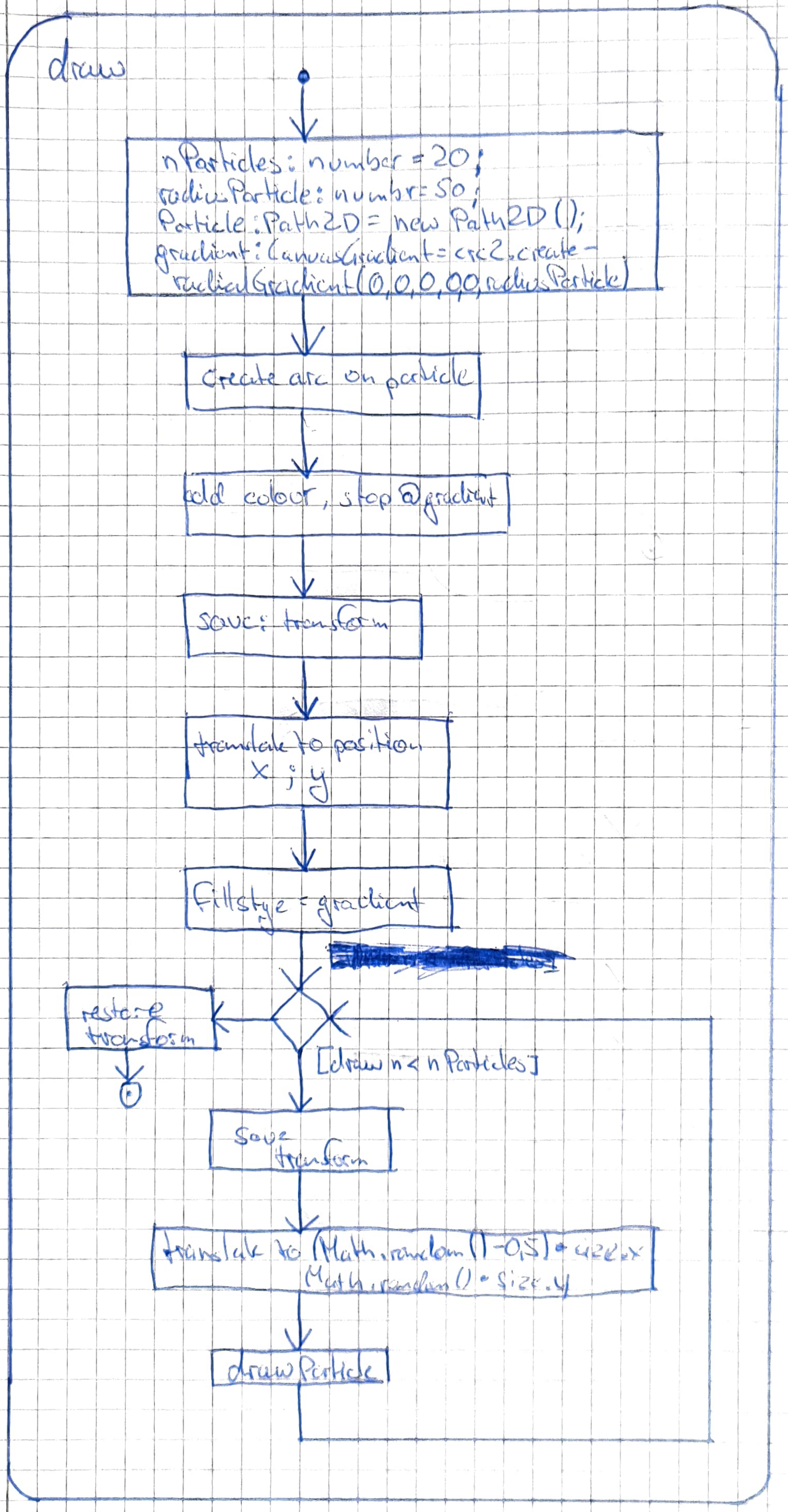

canvasRenderingContext
Clouds
position: vector
velocity : vector
size : vector
constructor (_size: vector; _position: vector
move (_timescale: number)
draw ()
Vector
X : number
Y : number
constructor (_x: number; _y: number
set (_x: number, _y: number)
scale (_factor: number)
add (_addend: vector)
random (_minLength: number, _maxLength: number
canvasRenderingContext2
Bee
position : Vector
velocity : Vector
size : number
constructor (_size: number, _position: Vector
move (_timeslice : number
draw ()
Vector
canvasRenderingContext2
Flowers
position: Vector
constructor: (_position: Vector)
drawFlowerRed()
drawFlowerGreen()
drawFlowerBlue()
Vector

Activity Diagram (Cloud)

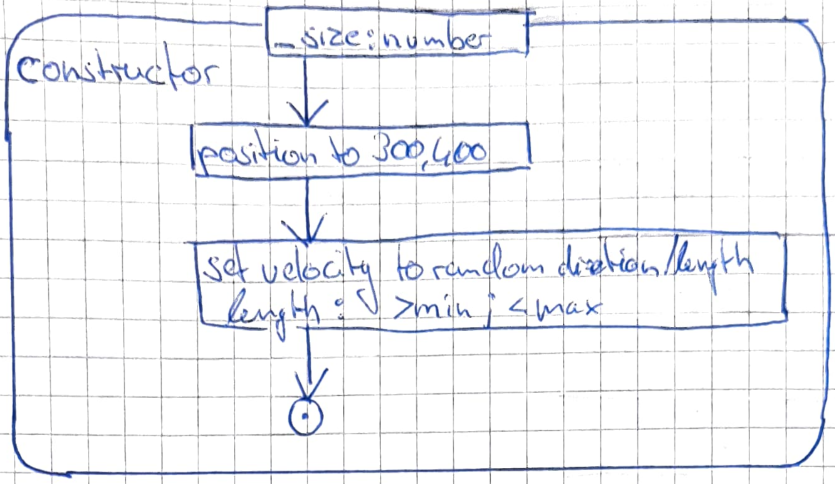

constructor
position to 50,50
set velocity to 30,0
Size 270,75

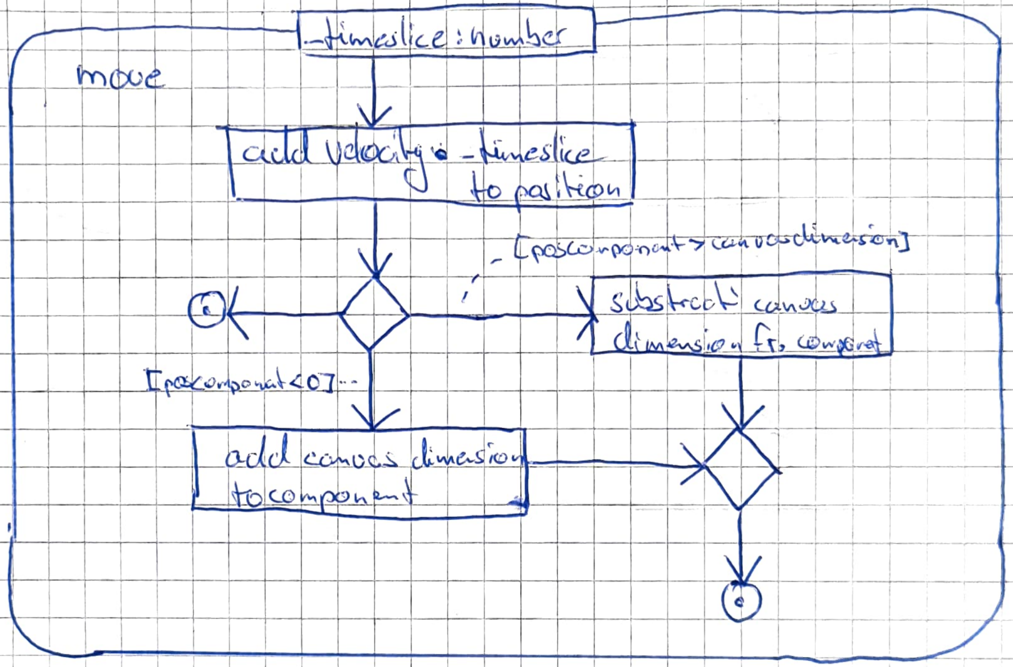

timeslice:number
move
add velocity x timescale to position
add canvas dimension to component
substract canvas dimension from component
[position.component<0]
[position.component > canvas.dimension]

Activity Diagramm (Cloud) pt. 2

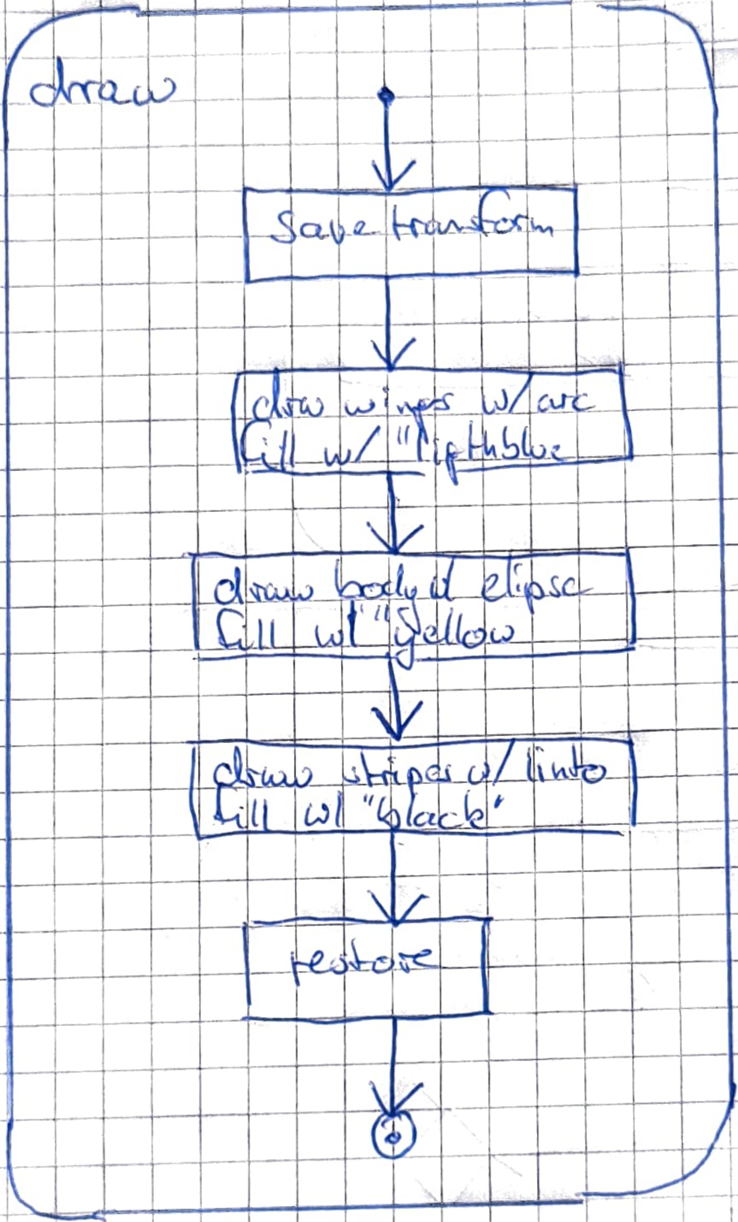

draw
nParticles: number = 20;
radiusParticle: numbr= 50;
Particle: Path2D = new Path2D();
gradient: CanvasGradient = crc2.create-
radialGradient(0,0,0,0,0,radiusParticle)
Create arc on particle
add colour, stop @gradient
save: transform
translate to position
x ; y
Fillstyle = gradient
[redacted]
restore
transform
[draw n < n Particles]
save
transform
translate to (Math.random() -0,5) * size.x
Math.random() * size.y
draw Particle

Activity Diagram (Bee)

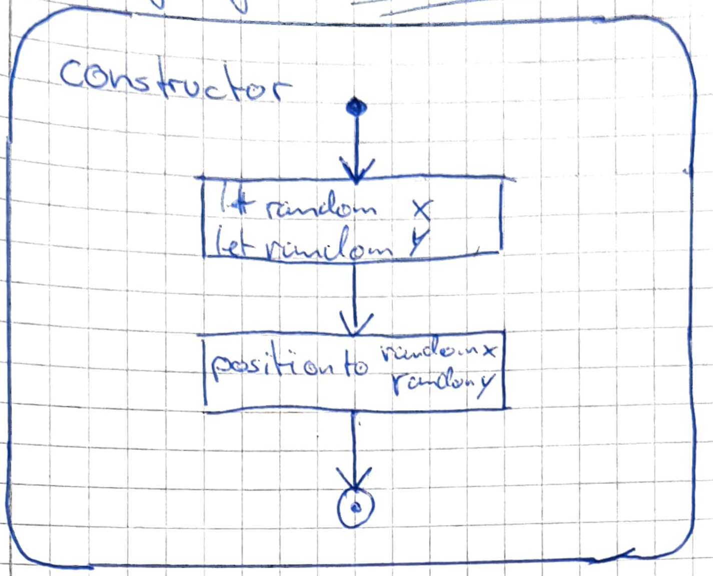

_size:number
constructor
position to 300,400
set velocity to random direction/length
length: >min; <max

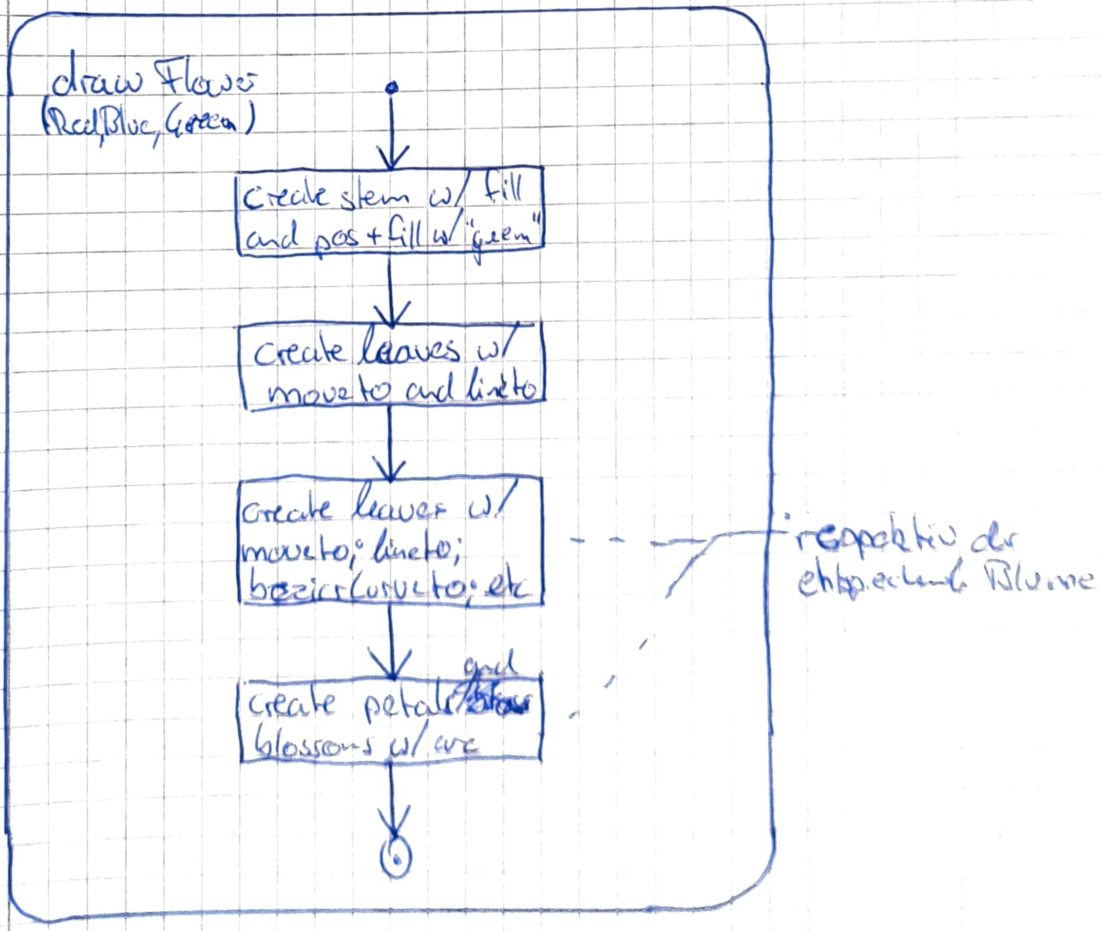

_timeslice:number
move
add velocity · _timeslice to position
[poscomponent > canvasdimension]
substract canvas dimension fr. component
[poscomponent<0]
add canvas dimension to component

ActivityDiagram (Bee) pt2


draw
Save transform
draw wings w/ arc
fill w/ "lightblue
draw body w/ ellipse
fill w/ "yellow
draw stripes w/ lineTo
fill w/ "black'
restore

ActivityDiagram (Flowers)


constructor
let random x
let random y
position to random x random y


drawFlower (Red,Blue,Green)
create stem w/ fill and pos + fill w/ "green"
create leaves w/ moveto and lineto
create leaves w/ moveto; lineto; bezierCurveto; etc
create petals and blossoms w/ arc
respektiv der entsprechenden Blume