

init

document.addEventListener
("click", ~~to~~ feedTheFish)

canvas =
document.getElementById
("canvas")
cic = canvas.getContext("2d")

function drawBackground()

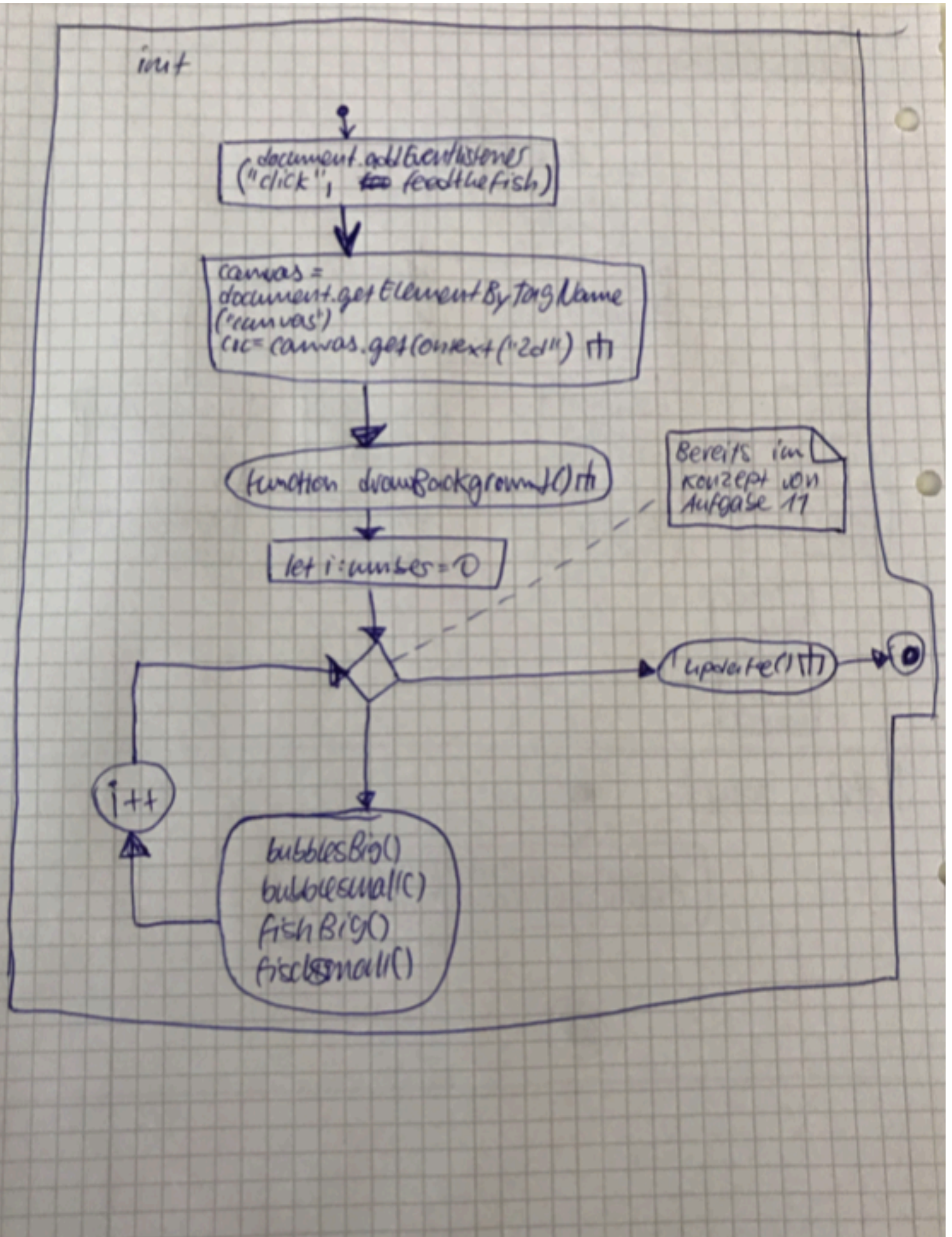
let i: number = 0

Bereits im
Konzept von
Aufgabe 17

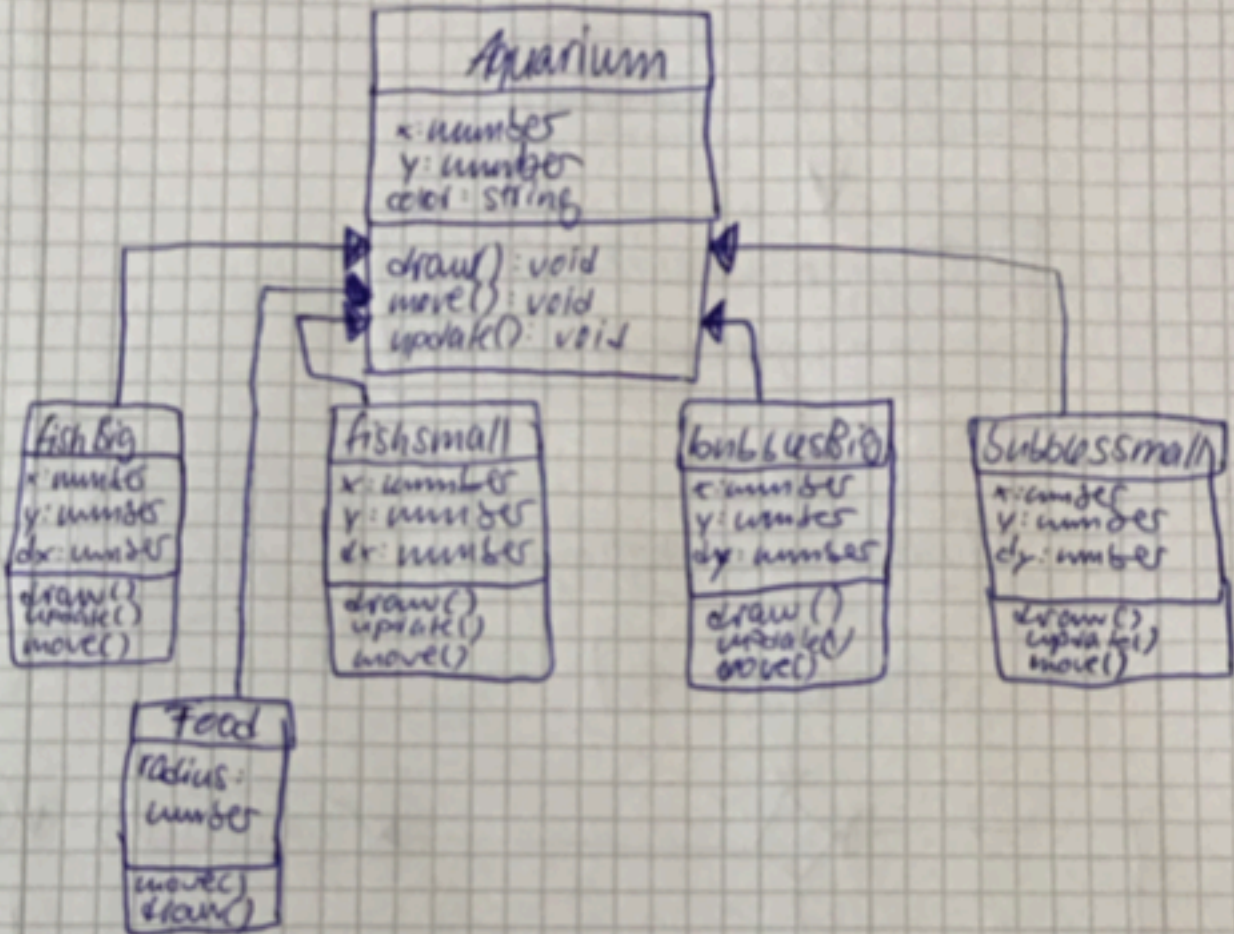
update()

i++

bubblesBig()
bubblesSmall()
fishBig()
fishSmall()



EIA Aufgabe 12



AD Food

