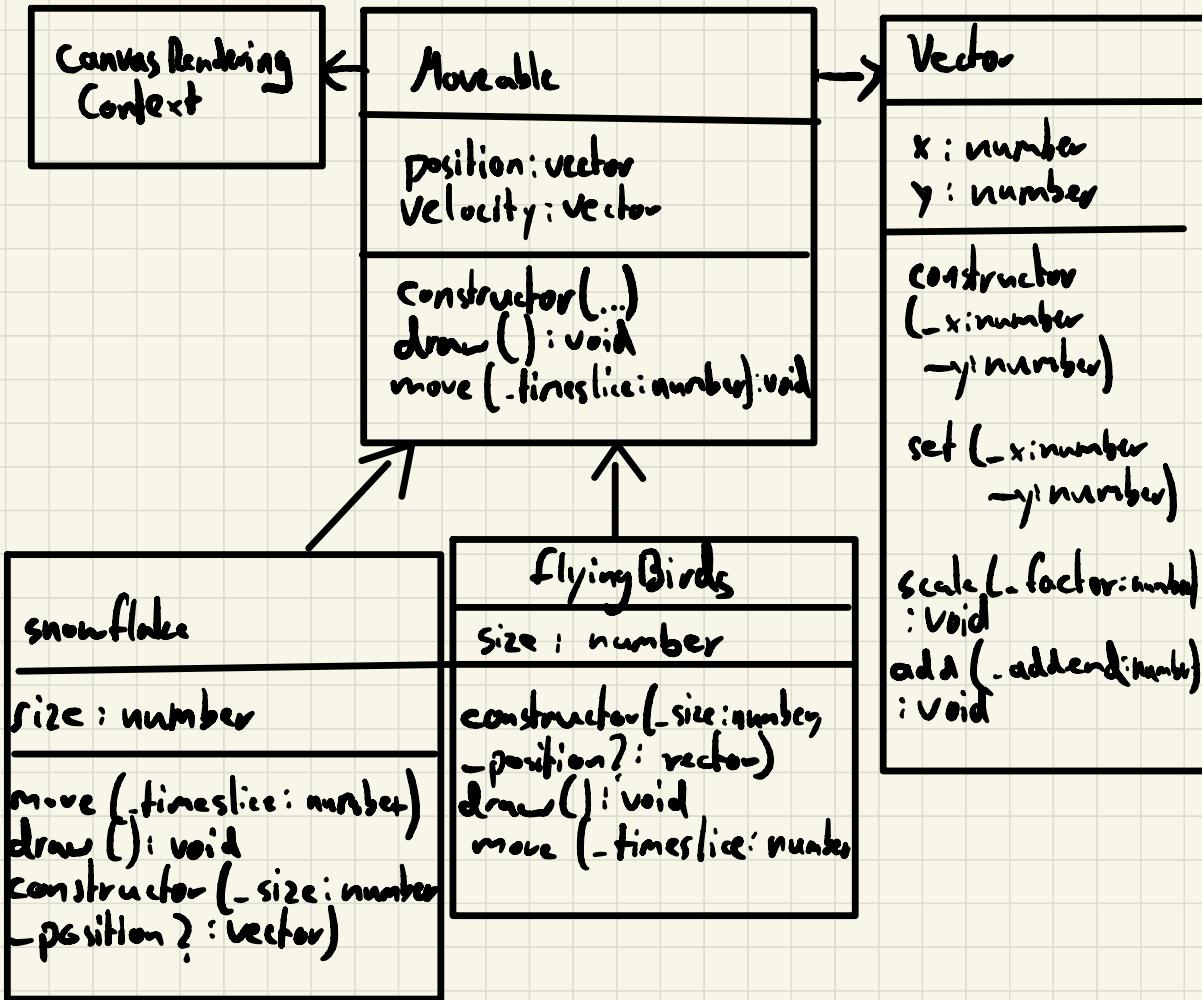


Class diagram



activity diagram

moveable

constructor

-position?: vector



set position to -position.copy() or (0,0)



set velocity to (0,0)

draw



move

timeslice: number

set offset to this.velocity.y
and this.velocity.x
scale offset(-time slice)
add offset to position

[pos < 0]

OK X

{pos > canvas dimension}

add canvas dimensions
to snowflake

subtract canvas dimensions
from snowflake



activity diagram

snowflake

constructor

- position? : vector
- size : number

super (-position)

let randomXStartPosition : number = Math.random * canvas.Width
let randomYStartPosition : number = Math.random * canvas.height

set this.position to randomXStartPosition & randomYStartPosition

set this.velocity to 1, -size

set size to -size → ○

move

- timeslice : number

super.move (-timeslice)



draw



begin Path



save



translate (this, position.x, this.position.y)



arc (0, 0, this.size, 0, 2 * Math.PI)



fill style = "white"



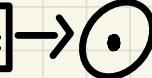
close Path



fill



restore



activity diagram

flying Birds

constructor

```
- position?: vector  
- size : number
```

```
super (-position)
```

```
let randomXStartPosition : number = Math.random() * canvas.Width
```

```
let randomYStartPosition : number = Math.random() * canvas.height
```

```
newPosition: Vector = new Vector(randomXStartPosition, randomYStartPosition)
```

```
Super (new Position)
```

```
this.position = newPosition
```

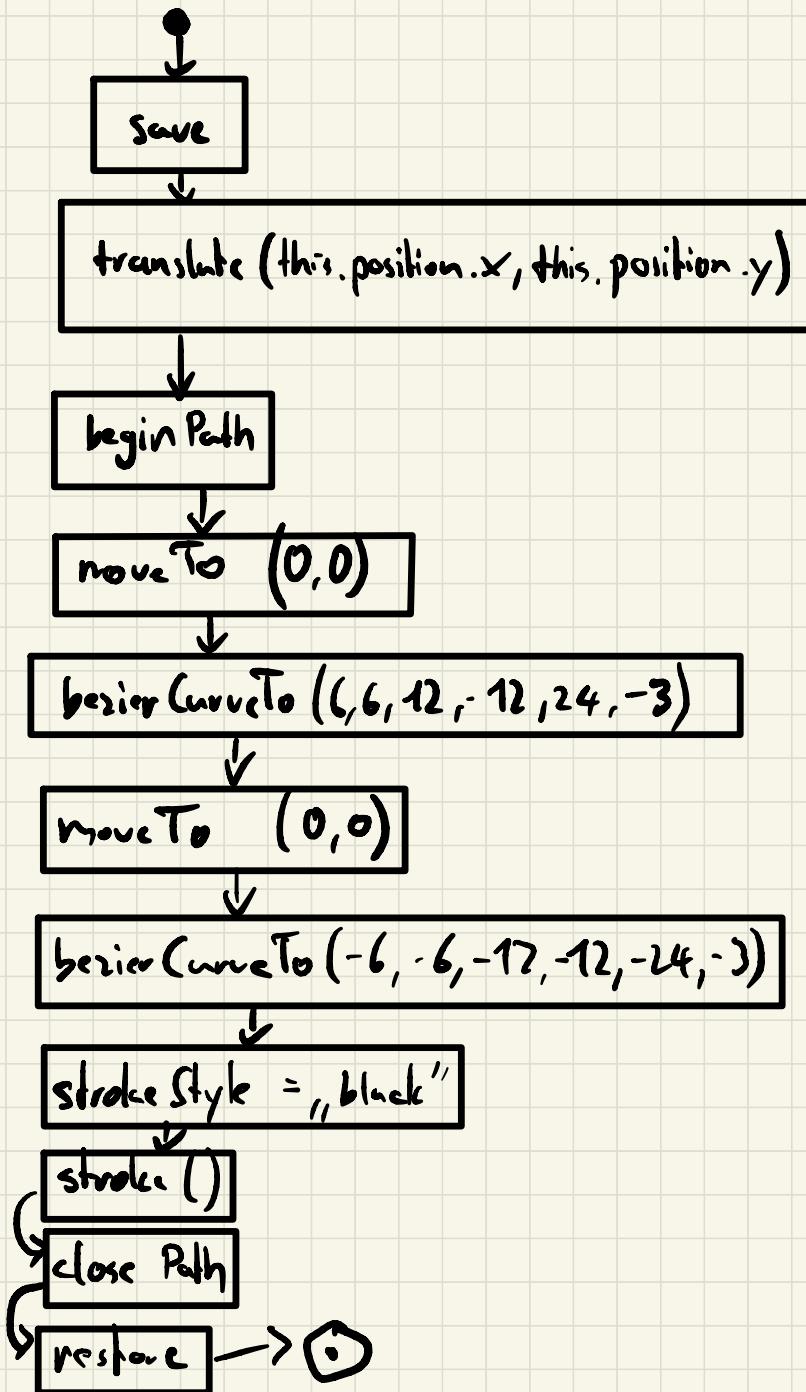
```
let birdsFlyingSpeed: number = Math.random() * 20 + 30
```

```
this.velocity = new Vector(birdsFlyingSpeed, 1)
```

```
set size to -size
```



draw



move

-timeslice : number

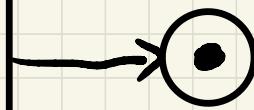


if ($y > \text{canvas.width} \text{ || } y < 0$)
 $y = \text{canvas.height} * \text{Math.random()}$

if $\text{velocity.x} > 0$
 $x = 0$
else $x = \text{canvas.width}$



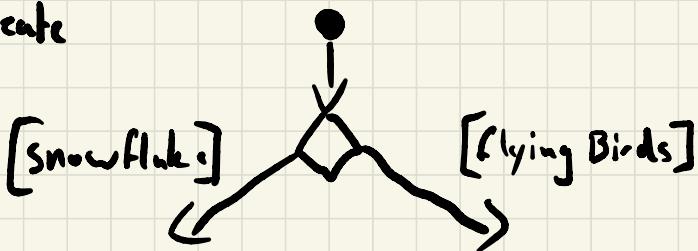
super.move (-timeslice)



activity diagram

main script

create



$i < 100$

```
let snowflakeSize = Math.random() * 10
```

$i < 20$

```
let bird = new FlyingBirds(0)
```

```
let newSnowflake(snowflakeSize)
```

```
moveables.push(snowflake)
```

```
moveables.push(bird)
```

update

j

```
set imageData to (imgData, 0, 0)
```

[snowflake of moveables] [bird of moveables]

```
draw snowflake
```

```
draw bird
```

```
Move to 1/50
```

```
Move to 1/50
```

Rest von
main Script
siehe
vorherige
Abgaben