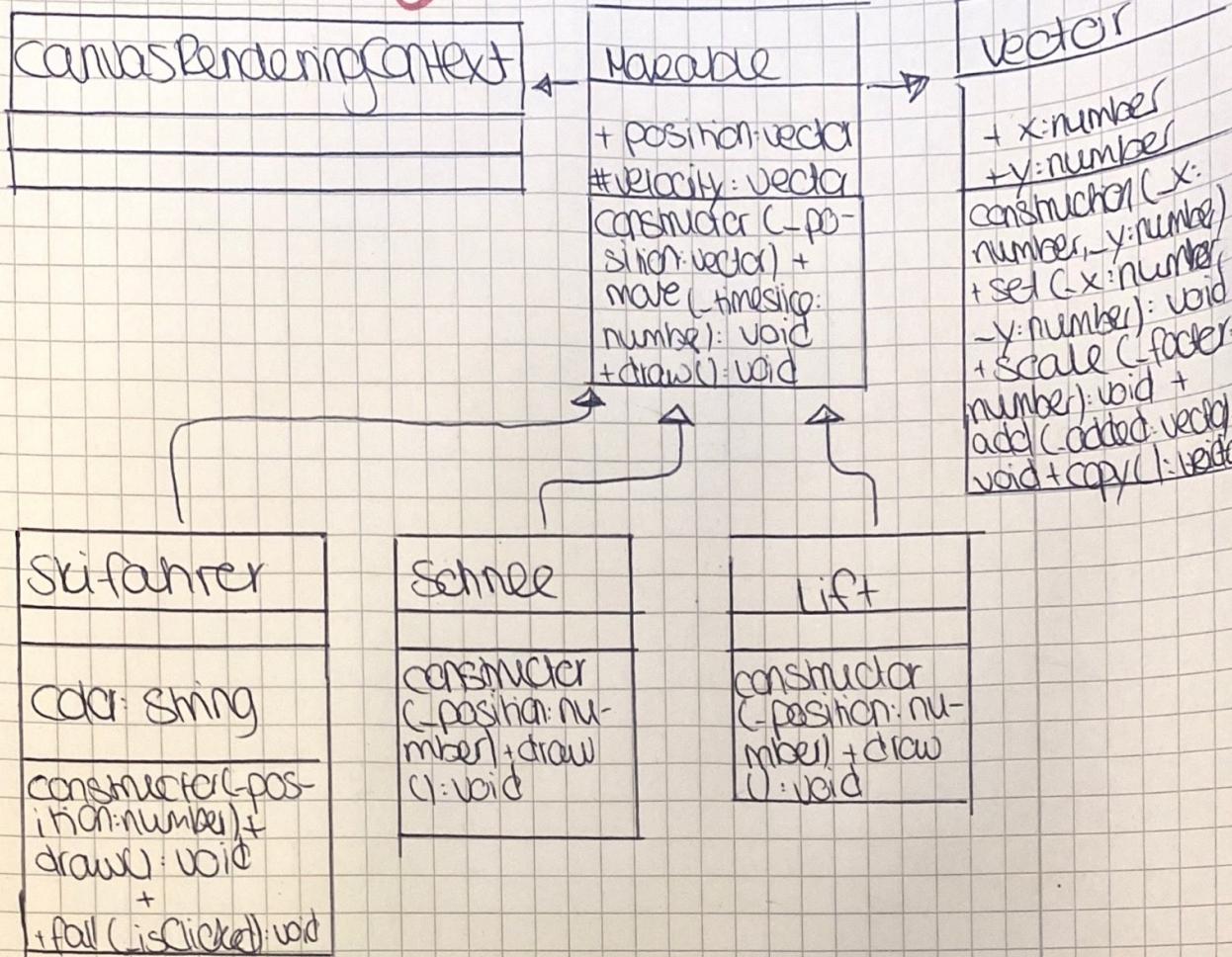
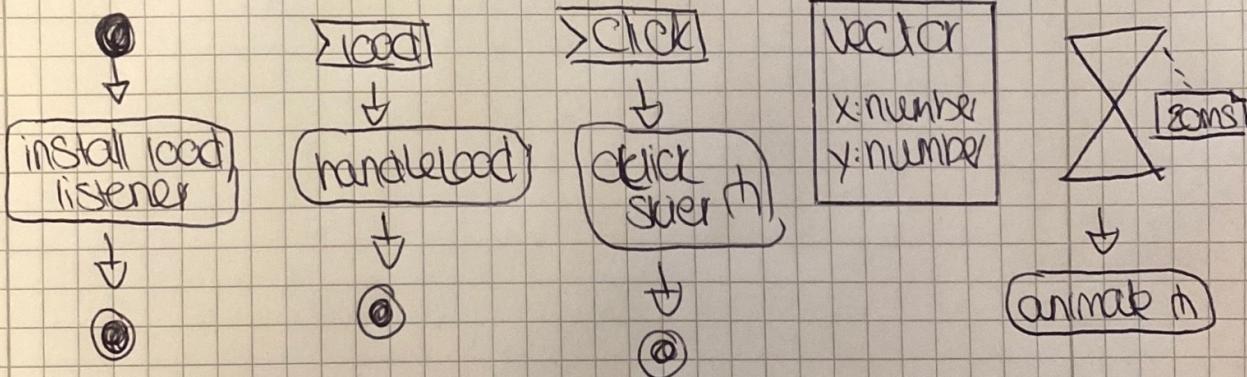


Class Diagram



AD Main



drawCloud

- position: vector
size: vector



nParticles number = 26
radiusParticle number = 20
particle = path with full circle with radiusParticle



Save + transform

Translate to - position

restore
transform



restore
transform



[draw
nParticles]

x.number = (random = 0,5) * size x
y.number = random = size y

Save + transform

draw Particle

translate to x y

draw Background



gradient = LinearGradient()
Rect = canvas.width,
canvas.height



Fill Rect with gradient



handleLoad



getRendering
context



drawBackground
draw Sun
draw Cloud
draw Trees
draw Mountain

Create car



Create snow



Create skier



animate



drawLift



drawSnow



drawSkier



move Moveables



ClickSkier [MouseEvent]



Skier is clicked = true



SkierFallIn

drawTrees

fillStyle=green
strokeStyle=darkgreen

draw trees & style
trees



[position: Vector]



r1: number = 30

r2: number = 90

gradient = RadialGradient

Set color stops for
gradient
transparent at 1.0
yellow at 1/2



save transform



translate to position



draw full circle with r2

restore transform

drawsun

drawMountain

build form
with points

A(0, 300)

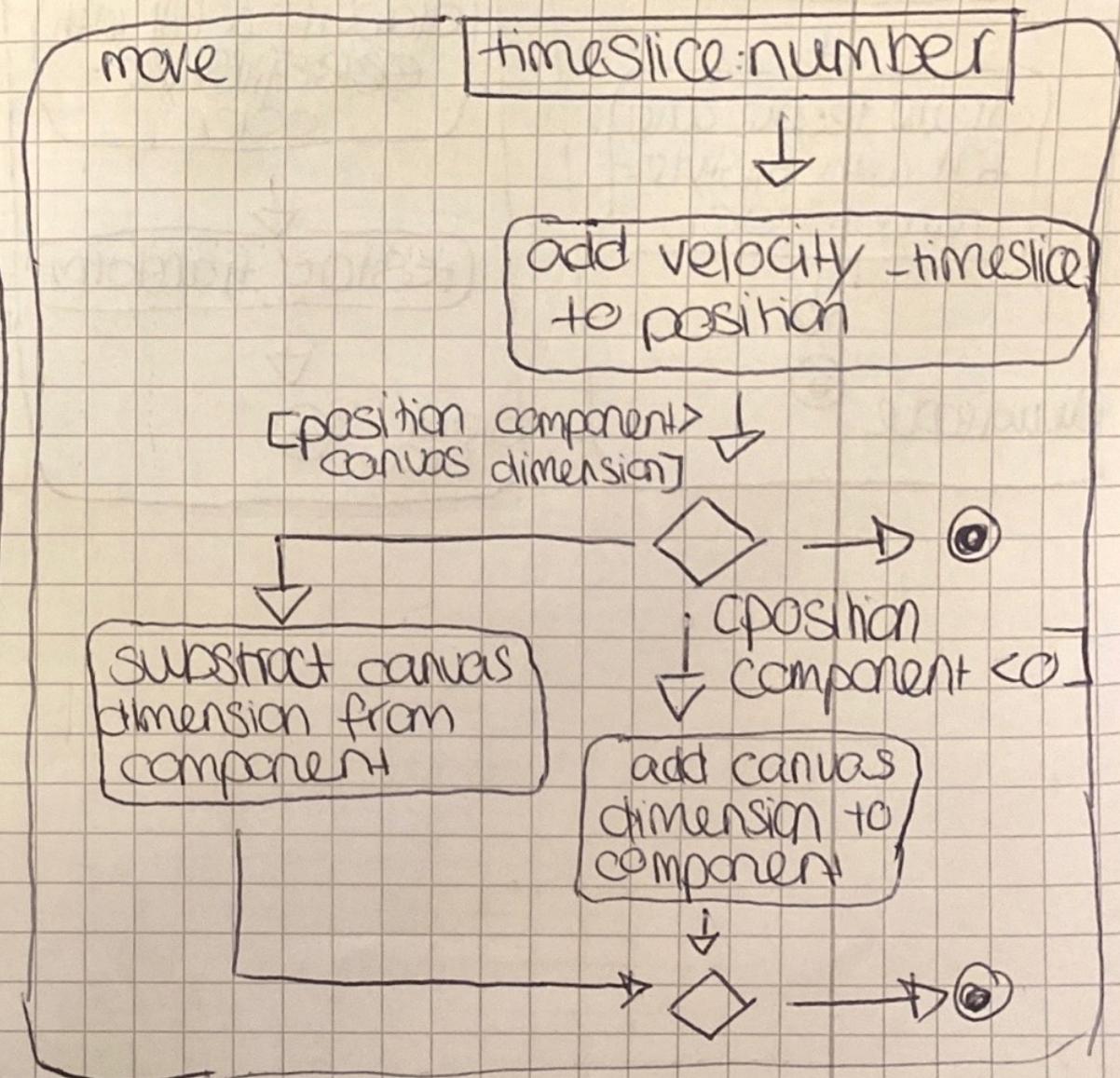
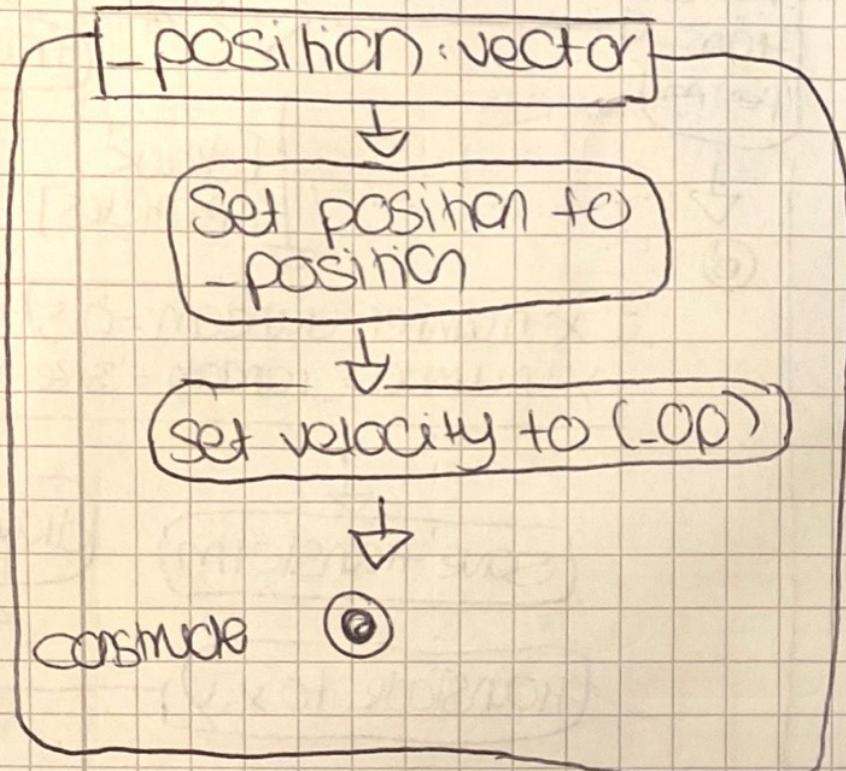
B(200, 100)

C(400, 300)

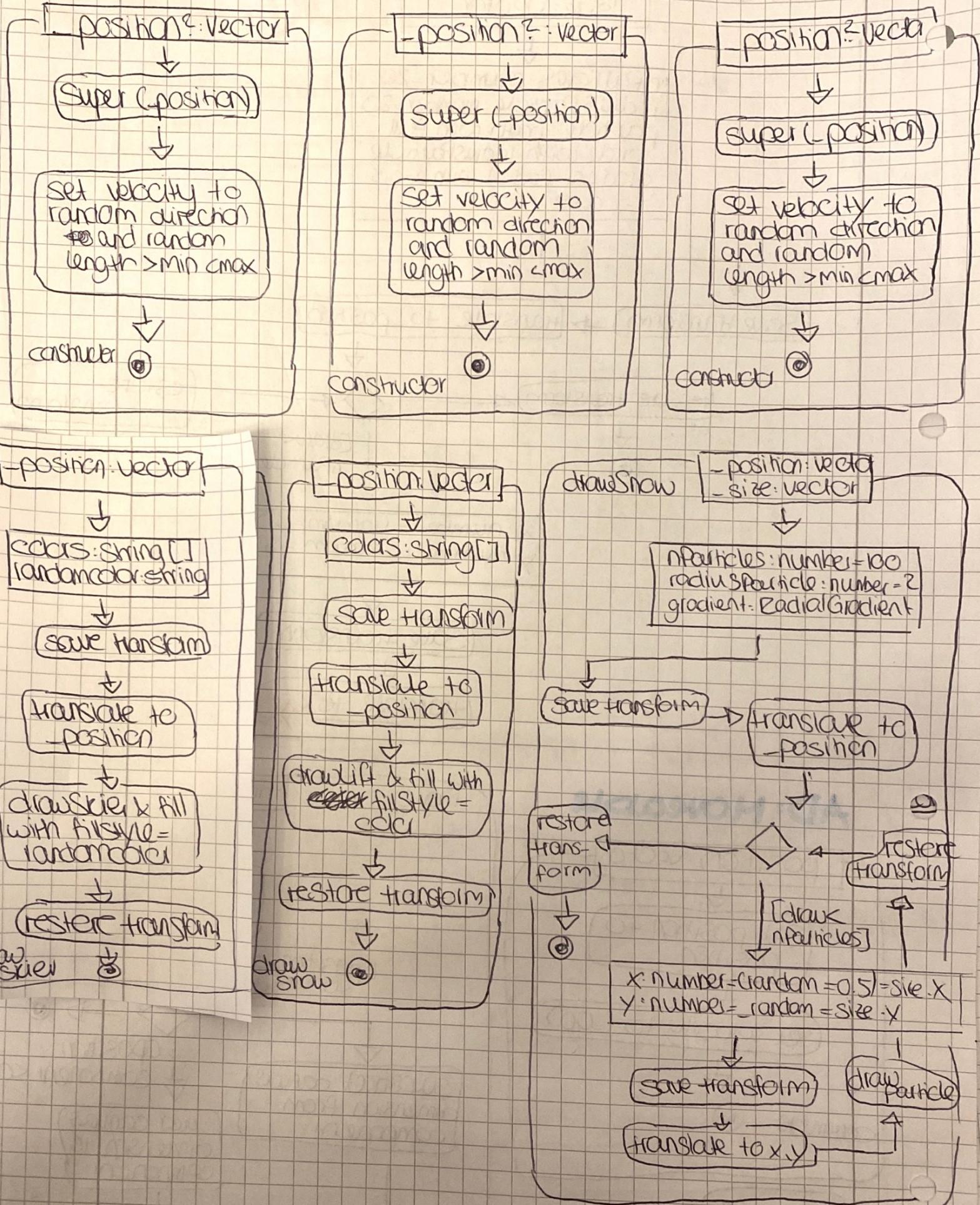
fill form in
fillStyle



AD: Moveable



AD: Skier People, Snow, Lift



I - position: vector



colors: string []

randomcolor: string



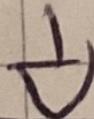
Save transform



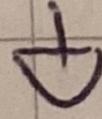
translate to
position



draw skewed side-
ways & fill with
fillStyle = random-
color



Restore transform



skew
fall