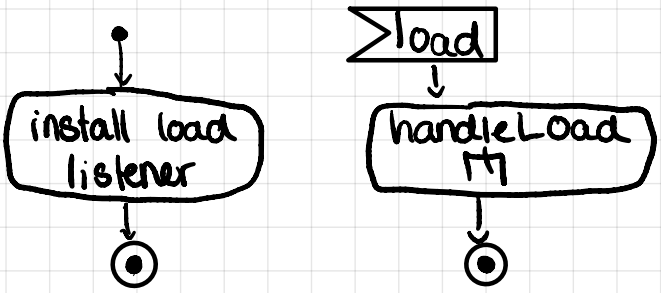
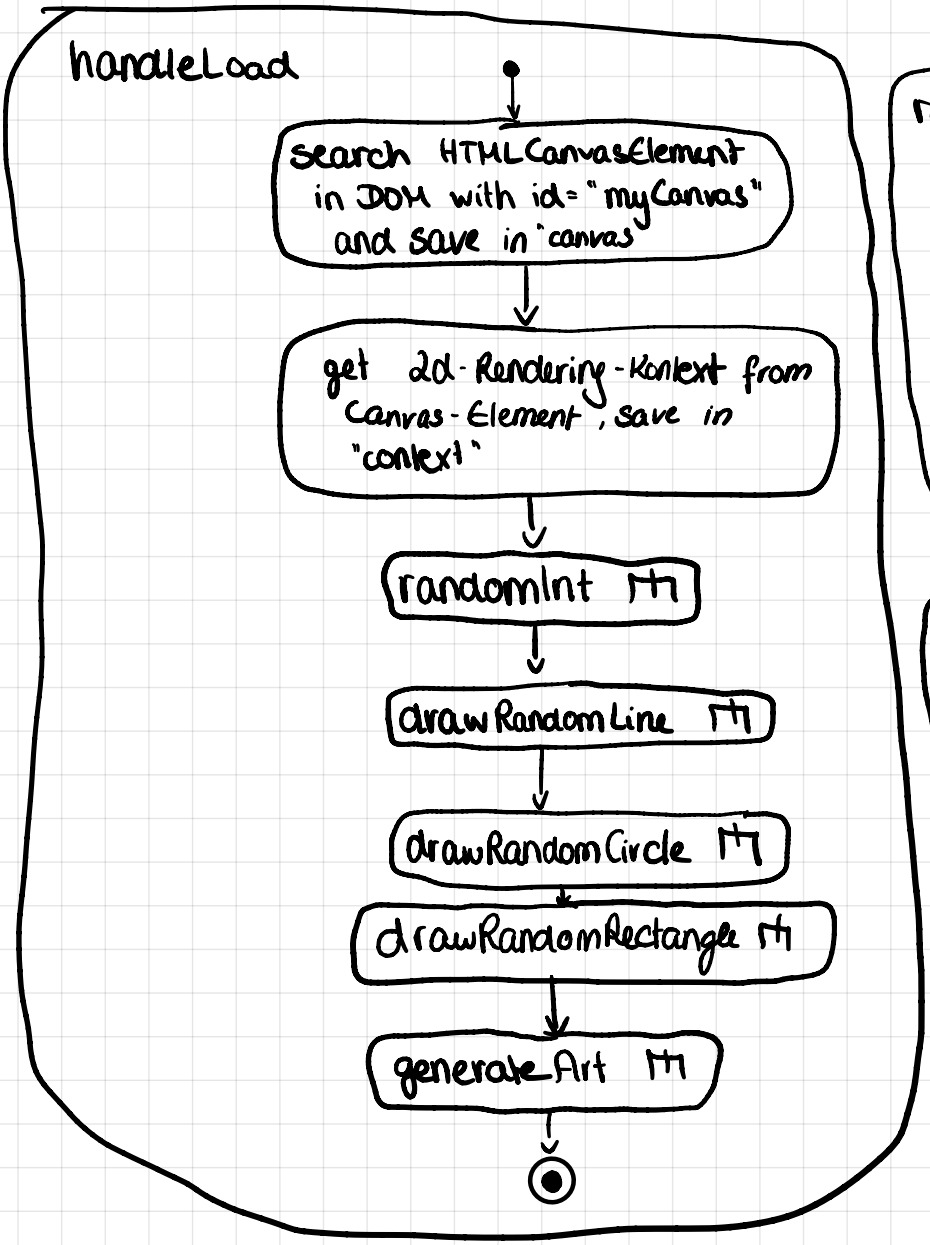
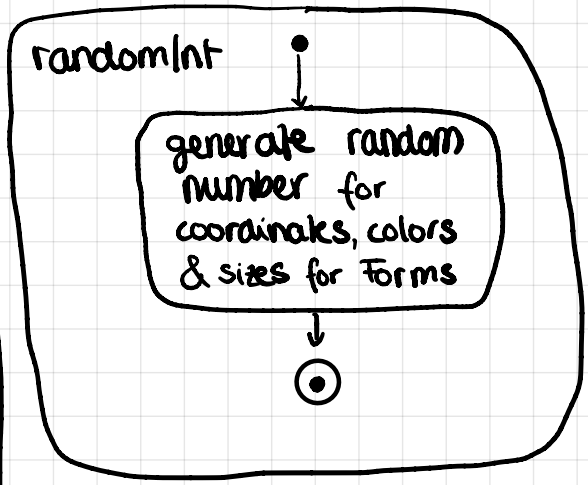
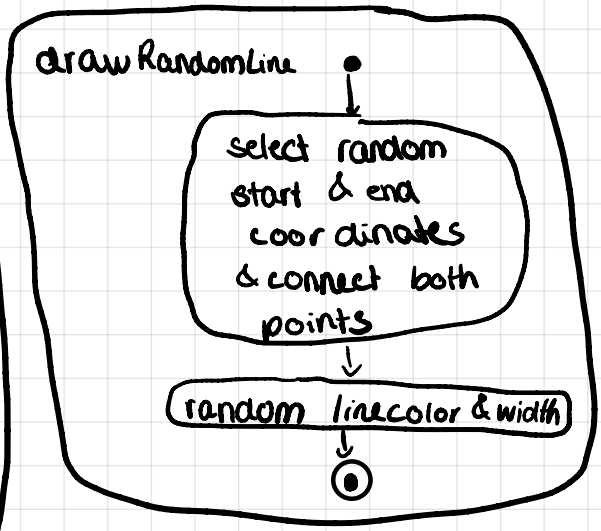
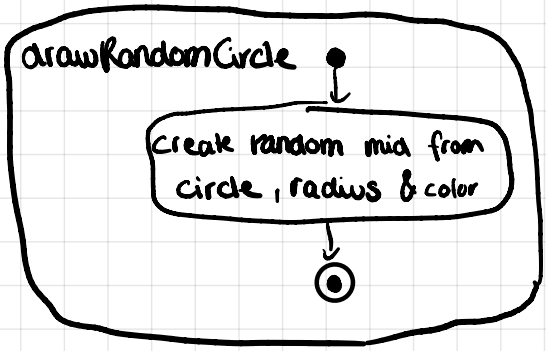
# Aktivitätsdiagramm

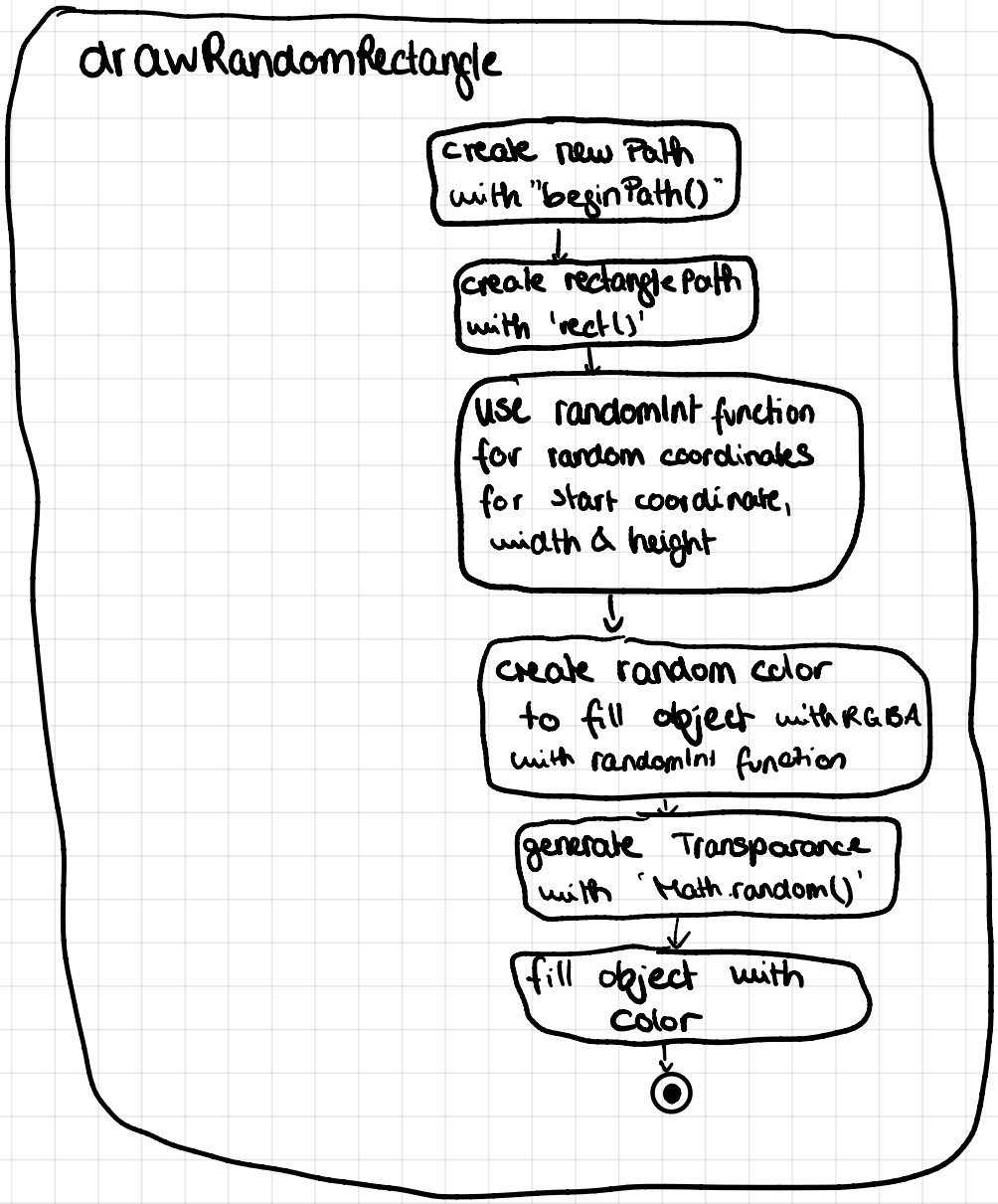


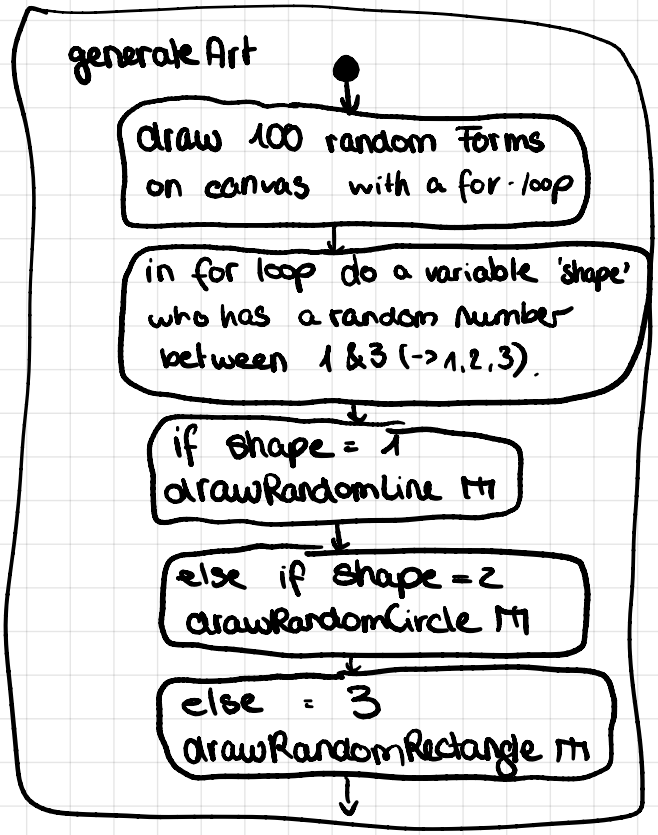




drawRandomRectangle
create new Path with "beginPath()"
create rectangle Path with 'rect()'
use randomInt function for random coordinates for start coordinate, width & height
create random color to fill object with RGBA with randomInt function
generate Transparance with 'Math.random()'
fill object with color


generate Art
draw 100 random forms on canvas with a for-loop
in for loop do a variable 'shape' who has a random number between 1 & 3 (-> 1,2,3).
if shape = 1 drawRandomLine ()
else if shape = 2 drawRandomCircle ()
else = 3 drawRandomRectangle ()