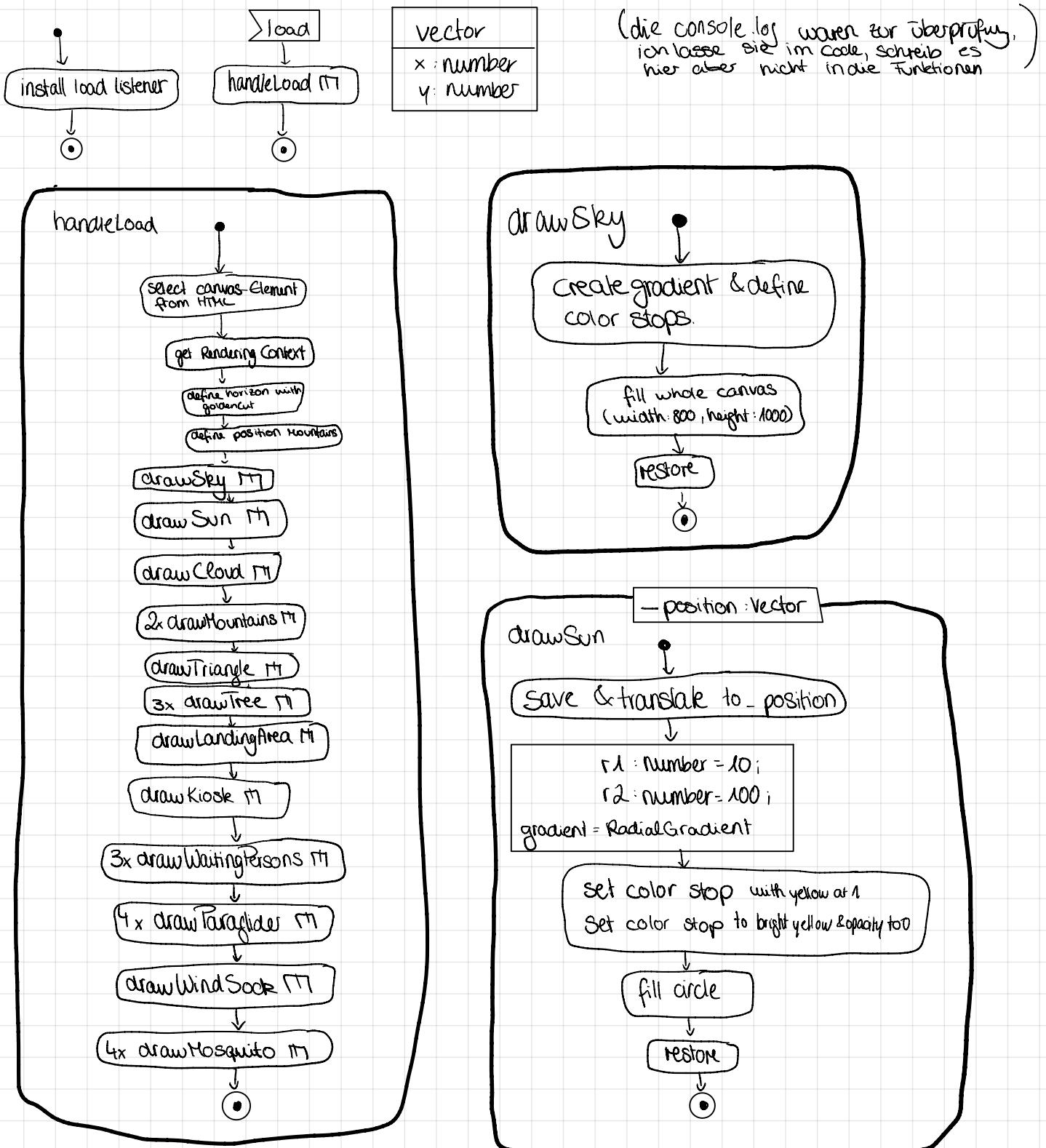


## Activity Diagram



## drawCloud

- position : vector  
- size : vector

nParticles : number = 20;  
radiusParticle : number = 50;  
particle = path with full circle  
with radiusParticle  
gradient : Radial Gradient with  
 $a=0.5 \rightarrow a=0$

Save & translate to -position

restore transform  
[drawn < nParticles]  
x : number = (random - 0.5) \* size.x  
y : number = -random \* size.y  
Save & translate to x,y  
draw particle  
restore

## drawLandingArea

- position : vector  
- radiusX : number  
- radiusY : number

Save & translate to -position

scale -radiusX : number = 220  
- radiusY : number = 60

fill circle (ellipse) green

beginPath

draw circle

close path

fill

restore

## drawMountains

- position : vector  
- min : number  
- max : number  
- colorLow : string  
- colorHigh : string

stepMin : number = 10  
stepMax : number = 50  
x : number = 0

Save & translate to -position

move to 0,0  
line to 0, -max

x += random between  
stepMin & stepMax

y : number = -min - random \* (max - min)

line to x, y

[x < canvas.width]

line to x, 0

close Path

create gradient with given color

drawWith

restore

## drawTriangle

- position : vector

Save & translate to -position

beginPath

move to 0,0

line to 400,0

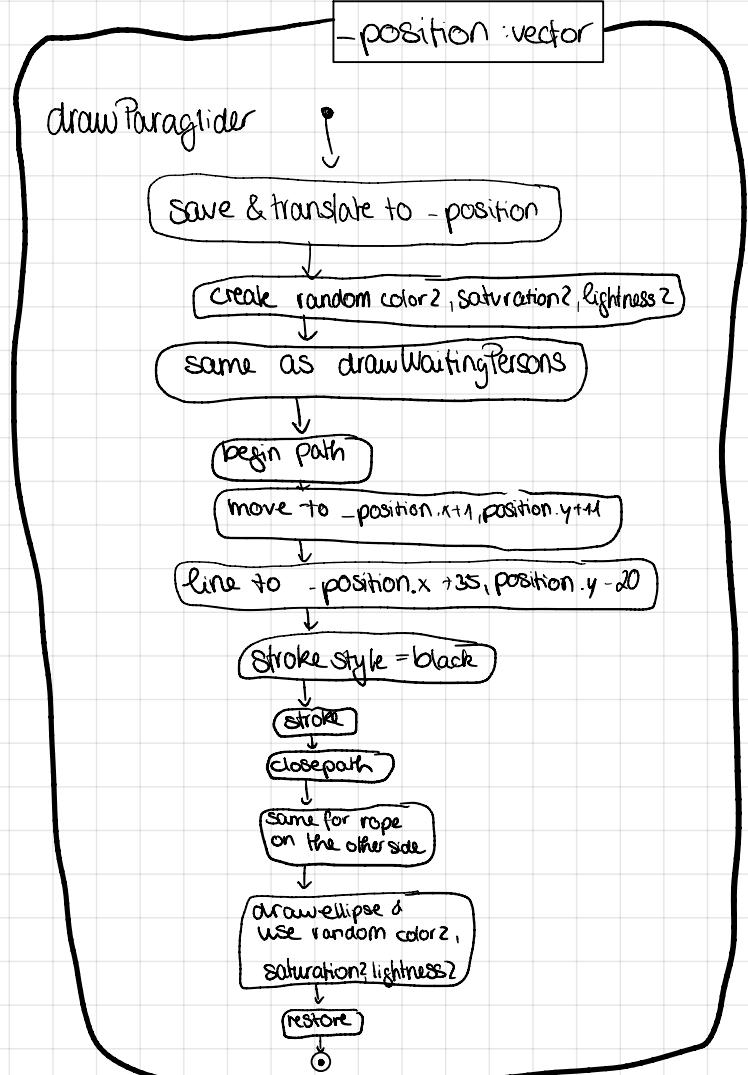
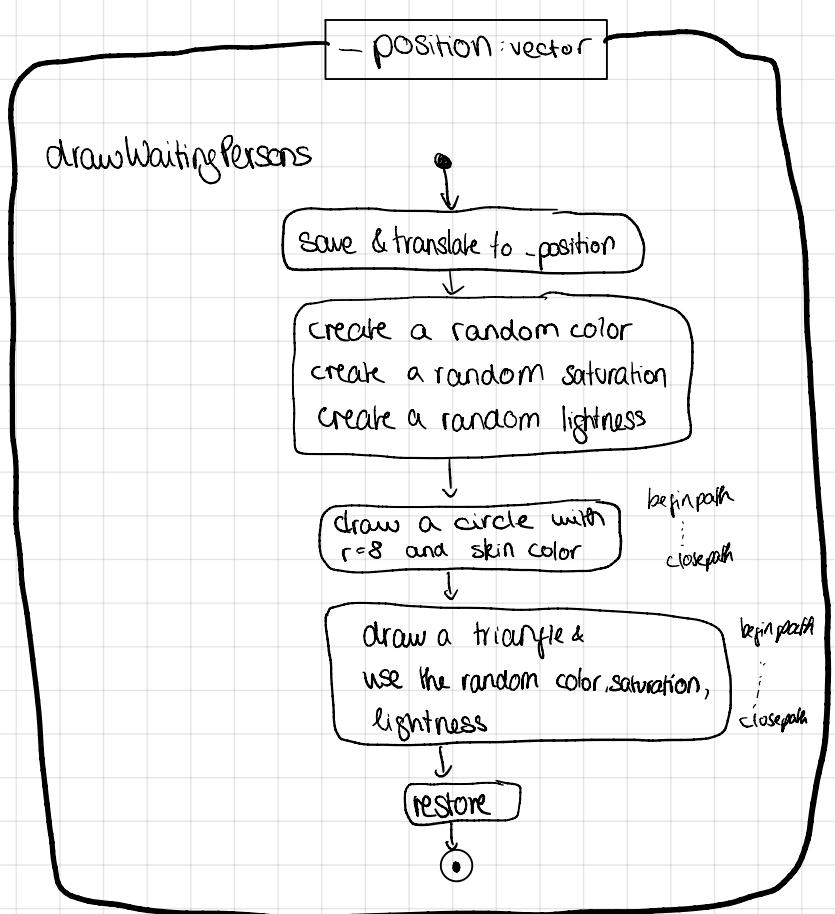
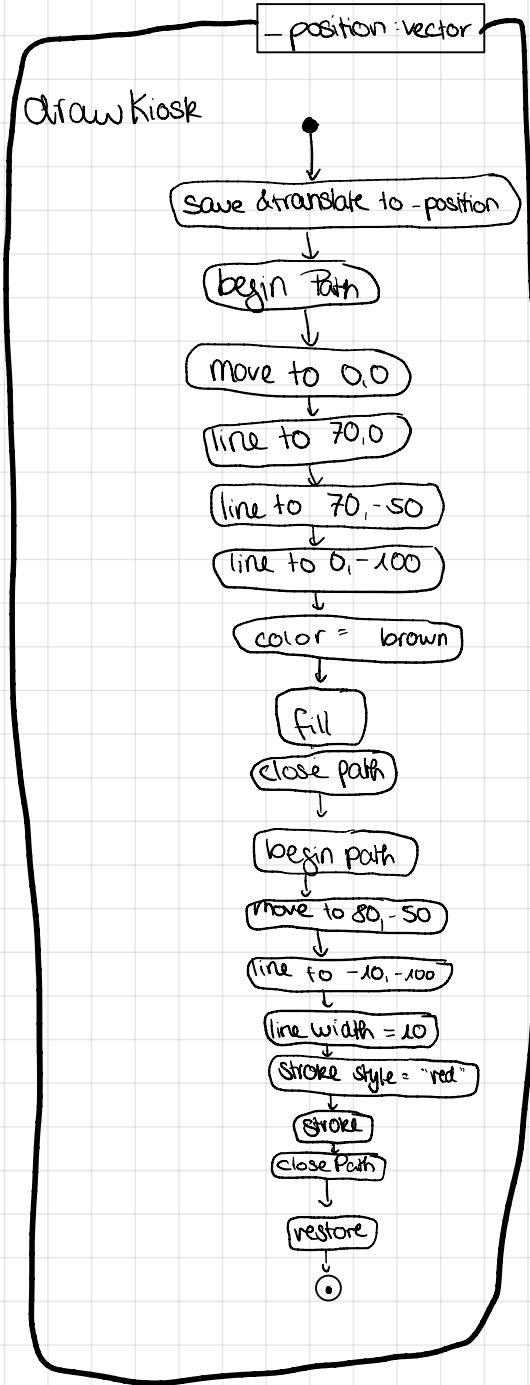
line to 0,-200

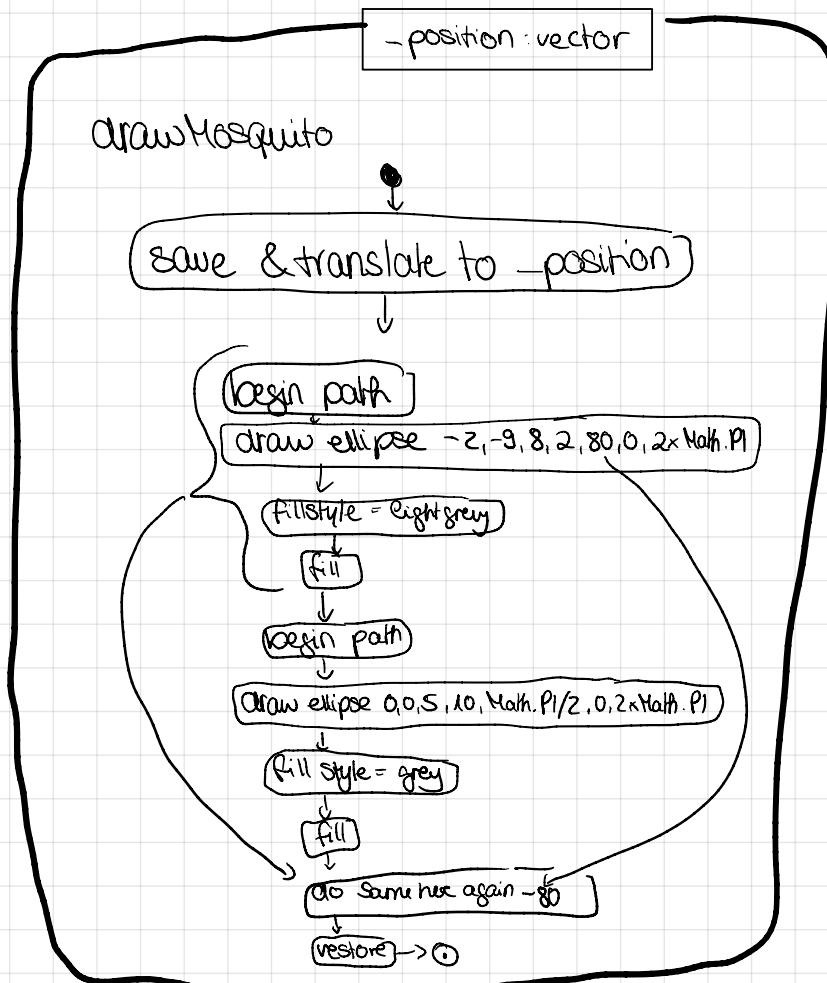
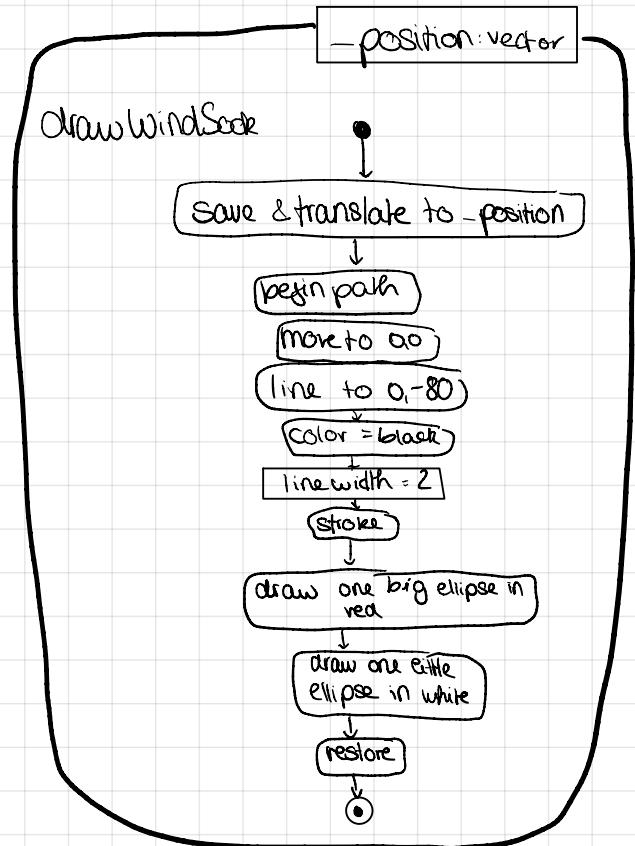
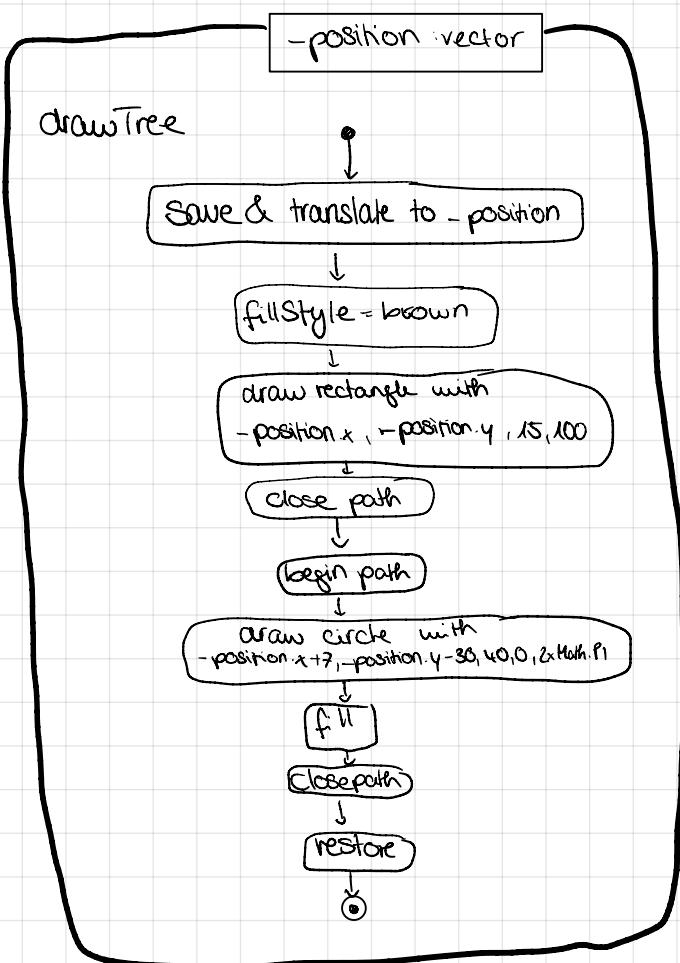
closePath

color = gray

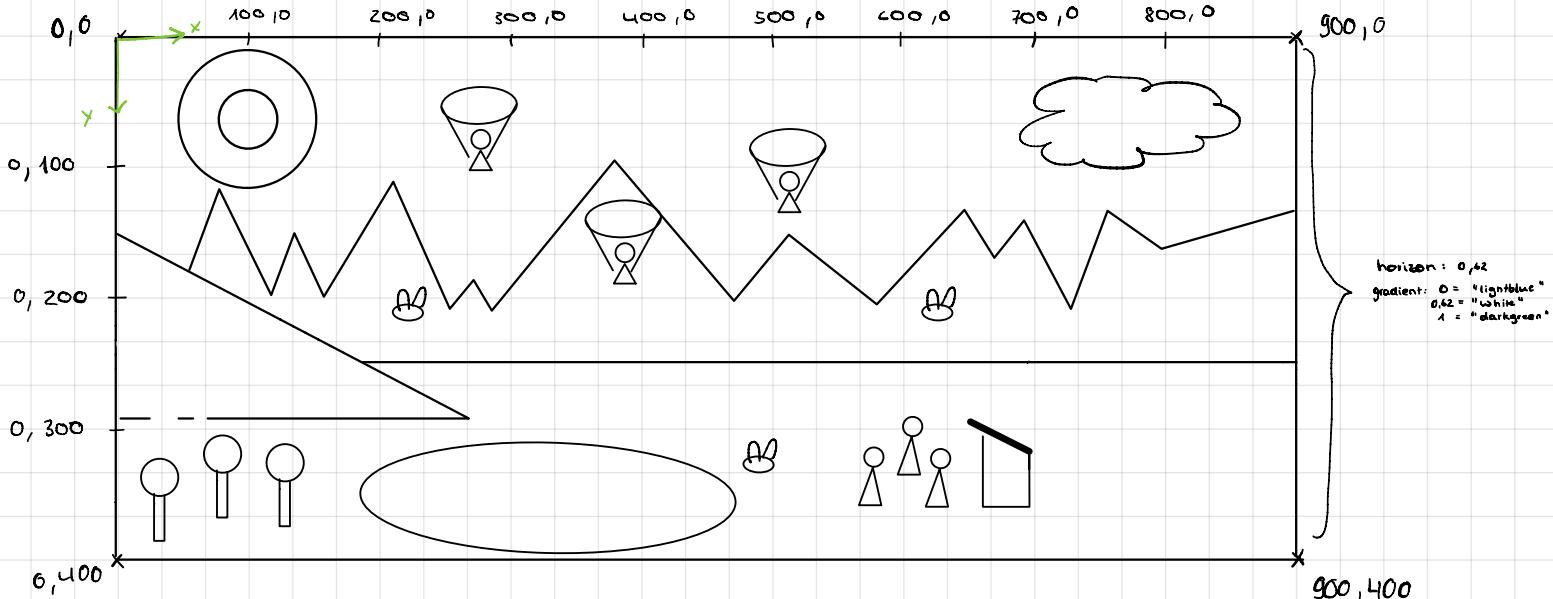
fill

restore

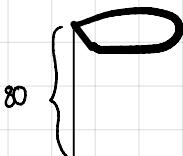




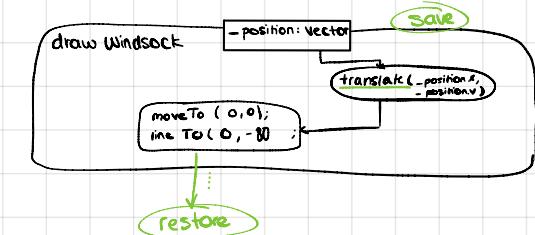
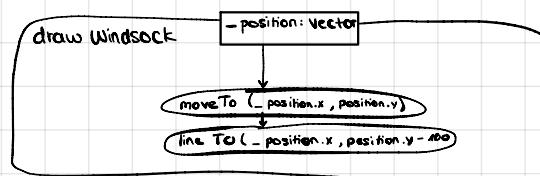
## L08\_2 - Scribble



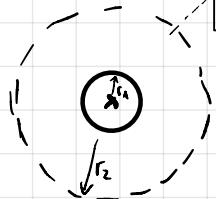
## L08\_2 - Windsack



Variante 1:

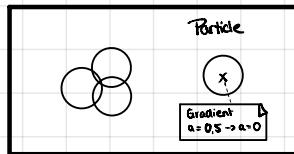


sun



Gradient  
- bright yellow  
-  $a=0$

cloud



mountains



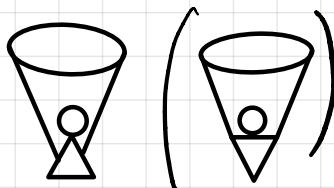
gras



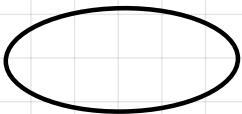
Kiosk



Gleitschirmflieger



Landeplatz



Insekten



Wanderer

