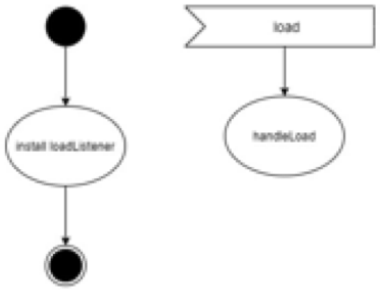
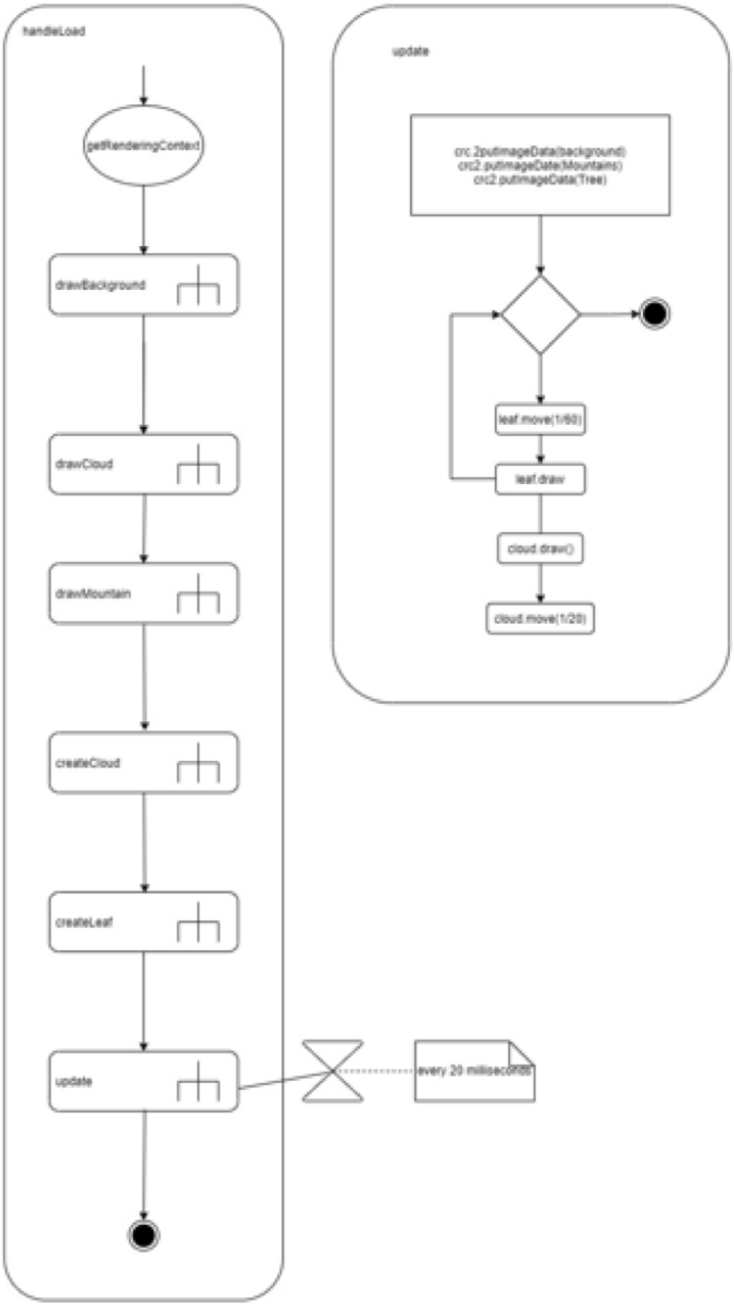
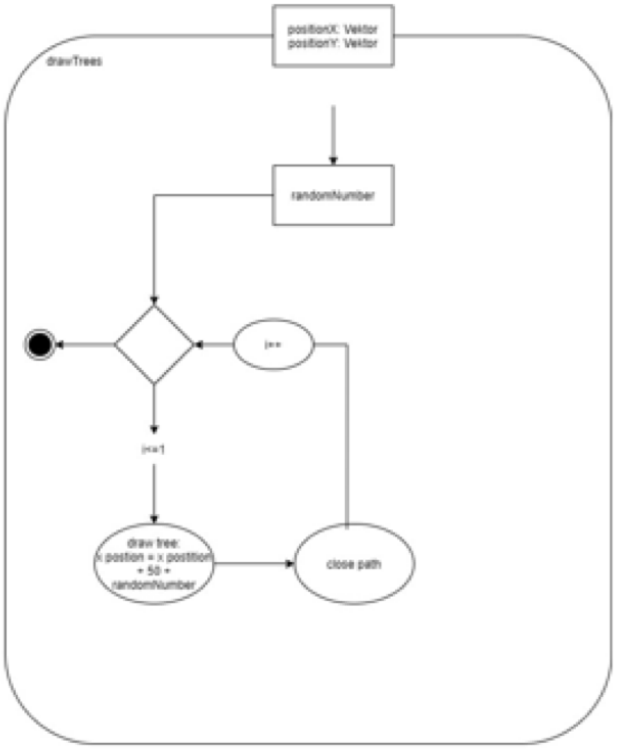
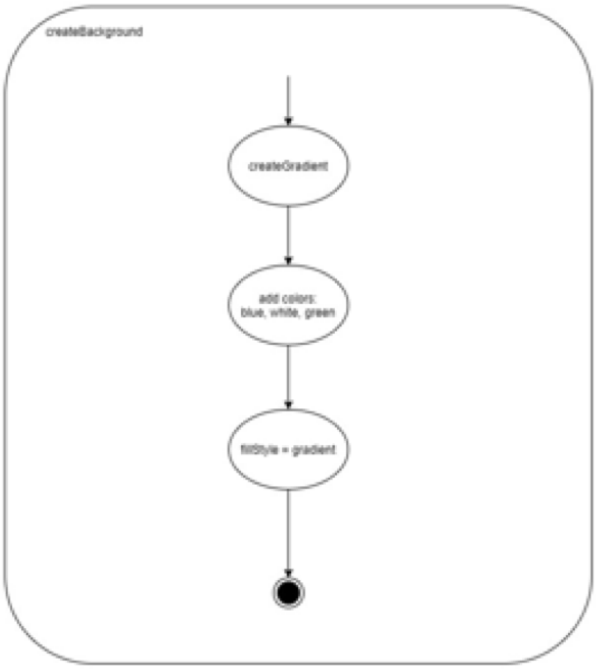

load
install loadListener
handleLoad

Main

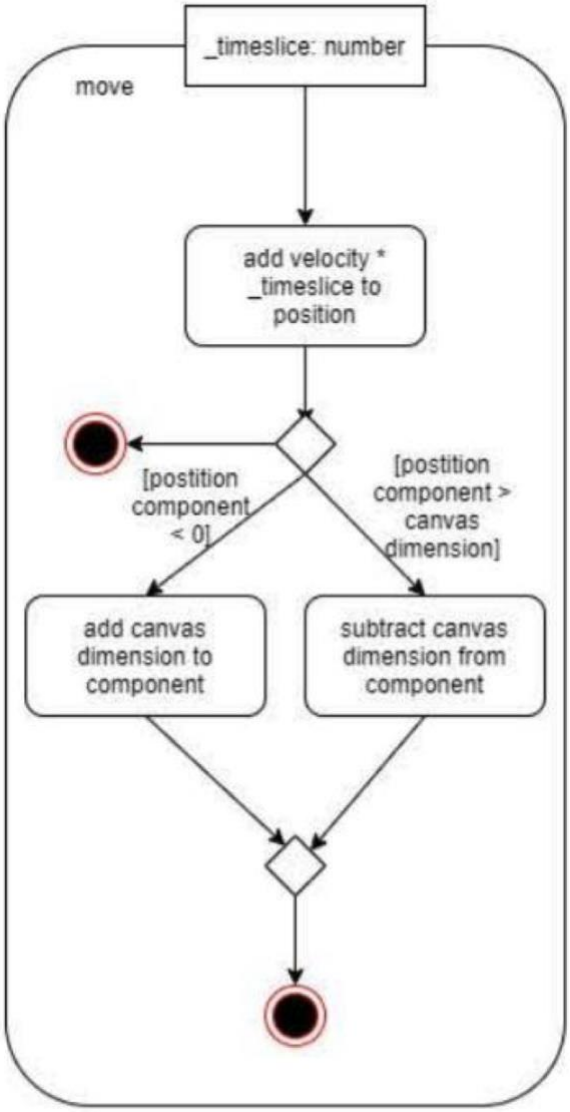

handleLoad
getRenderingContext
drawBackground
drawCloud
drawMountain
createCloud
createLeaf
update
every 20 milliseconds

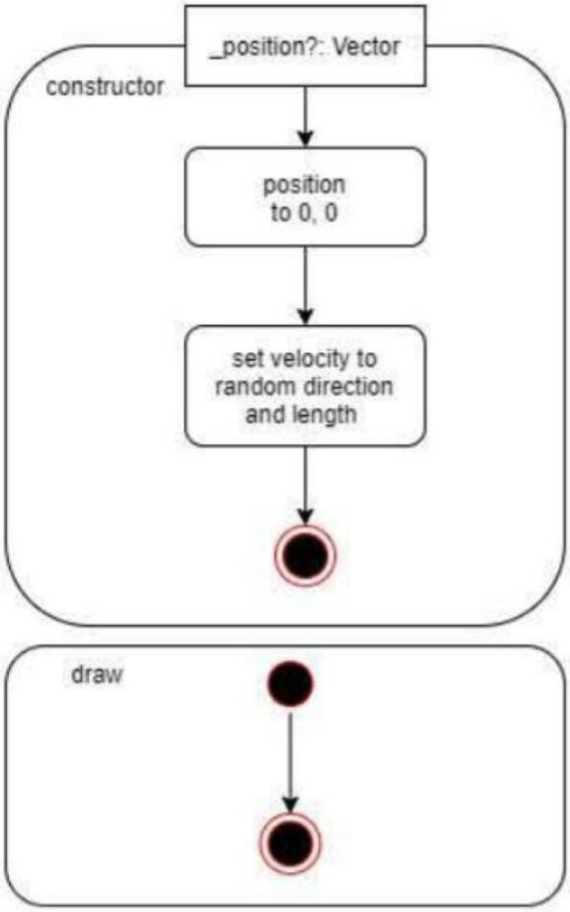
update
crc.2putImageData(background)
crc2.putImageDate(Mountains)
crc2.putImageData(Tree)
leaf.move(1/60)
leaf.draw
cloud.draw()
cloud.move(1/20)


drawTrees
positionX: Vektor
positionY: Vektor
randomNumber
i++
i<=1
draw tree:
x postion = x posttion
+ 50 +
randomNumber
close path

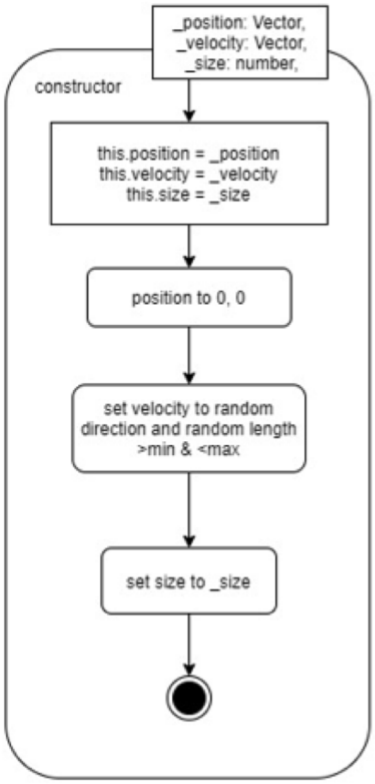

createBackground
createGradient
add colors:
blue, white, green
fillStyle = gradient

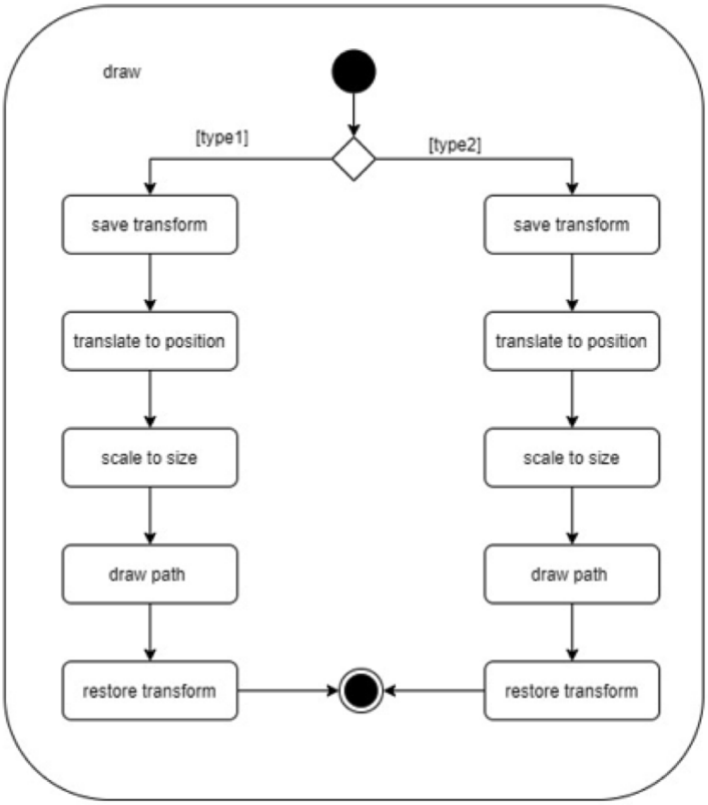
Moveable - Activity Diagram



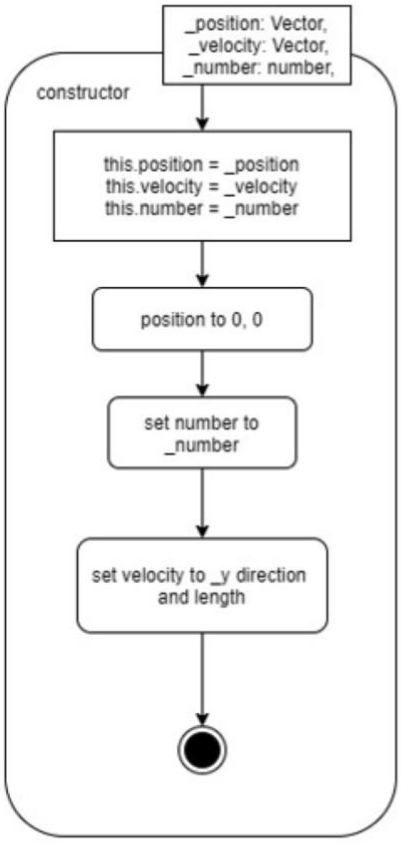


class Leaf

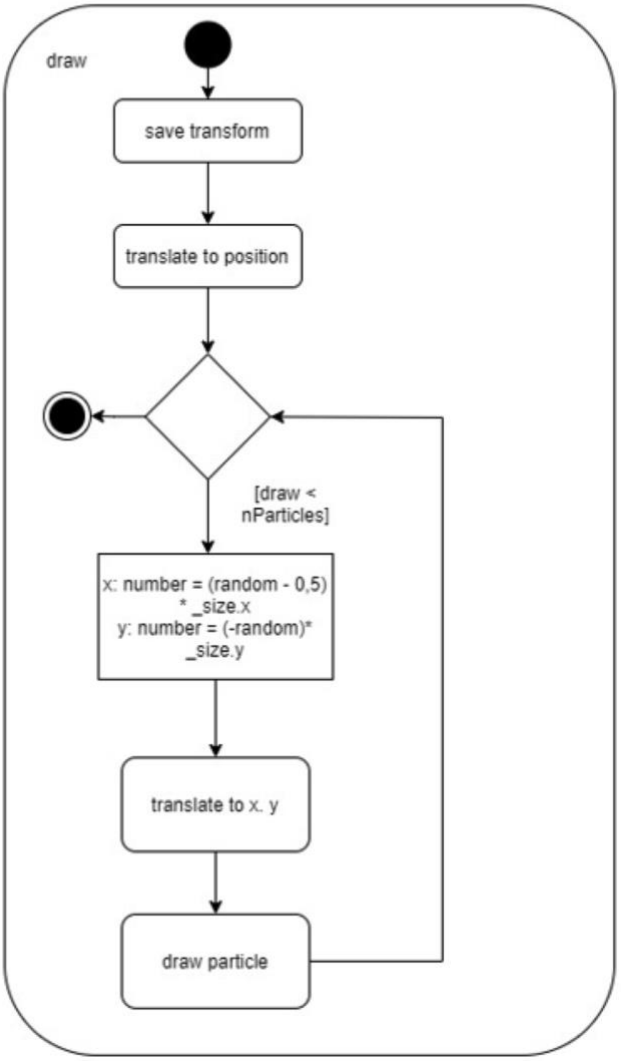




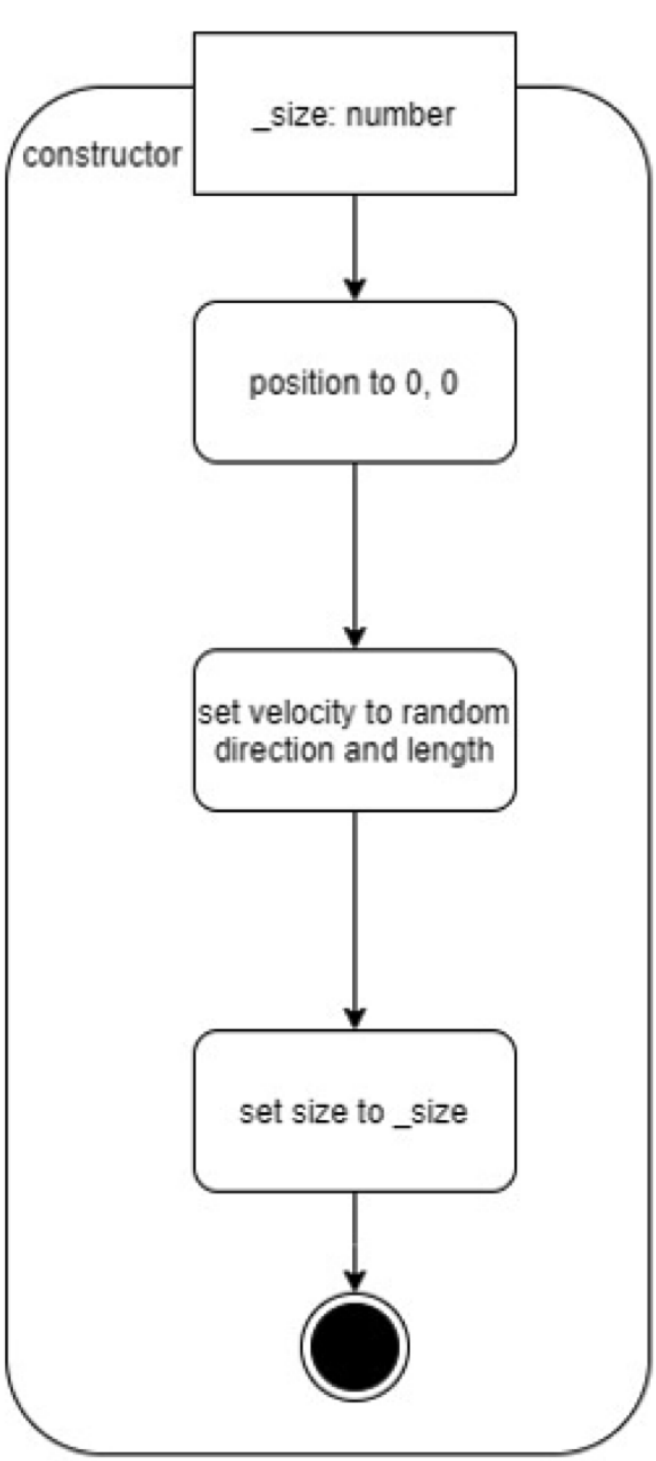
class Cloud

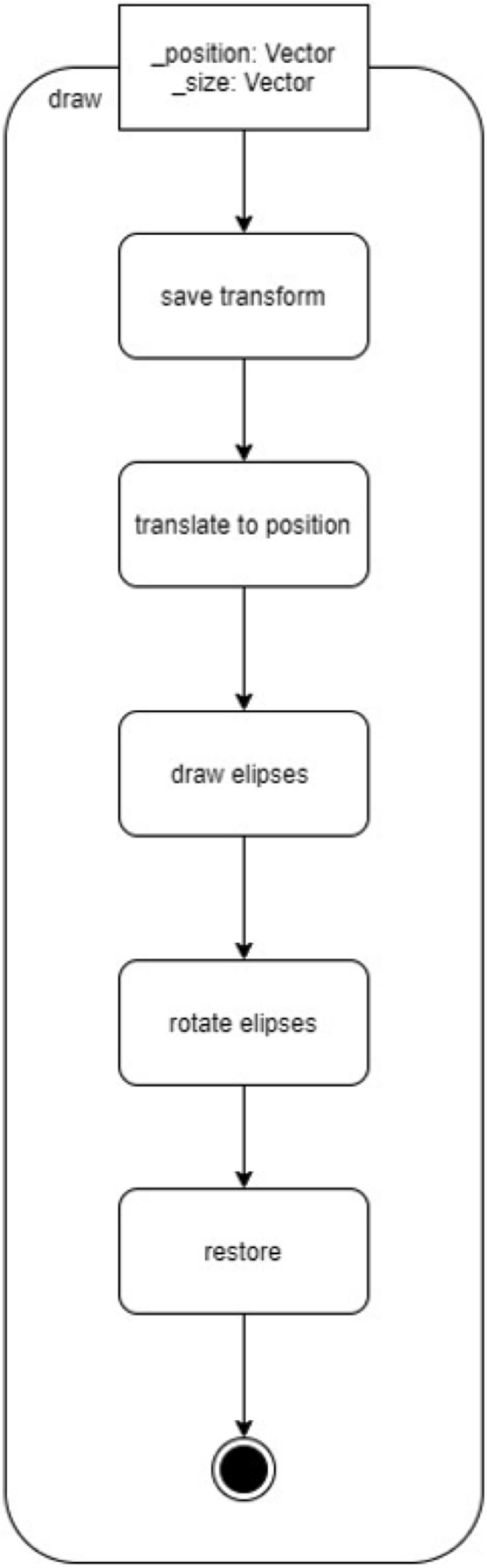
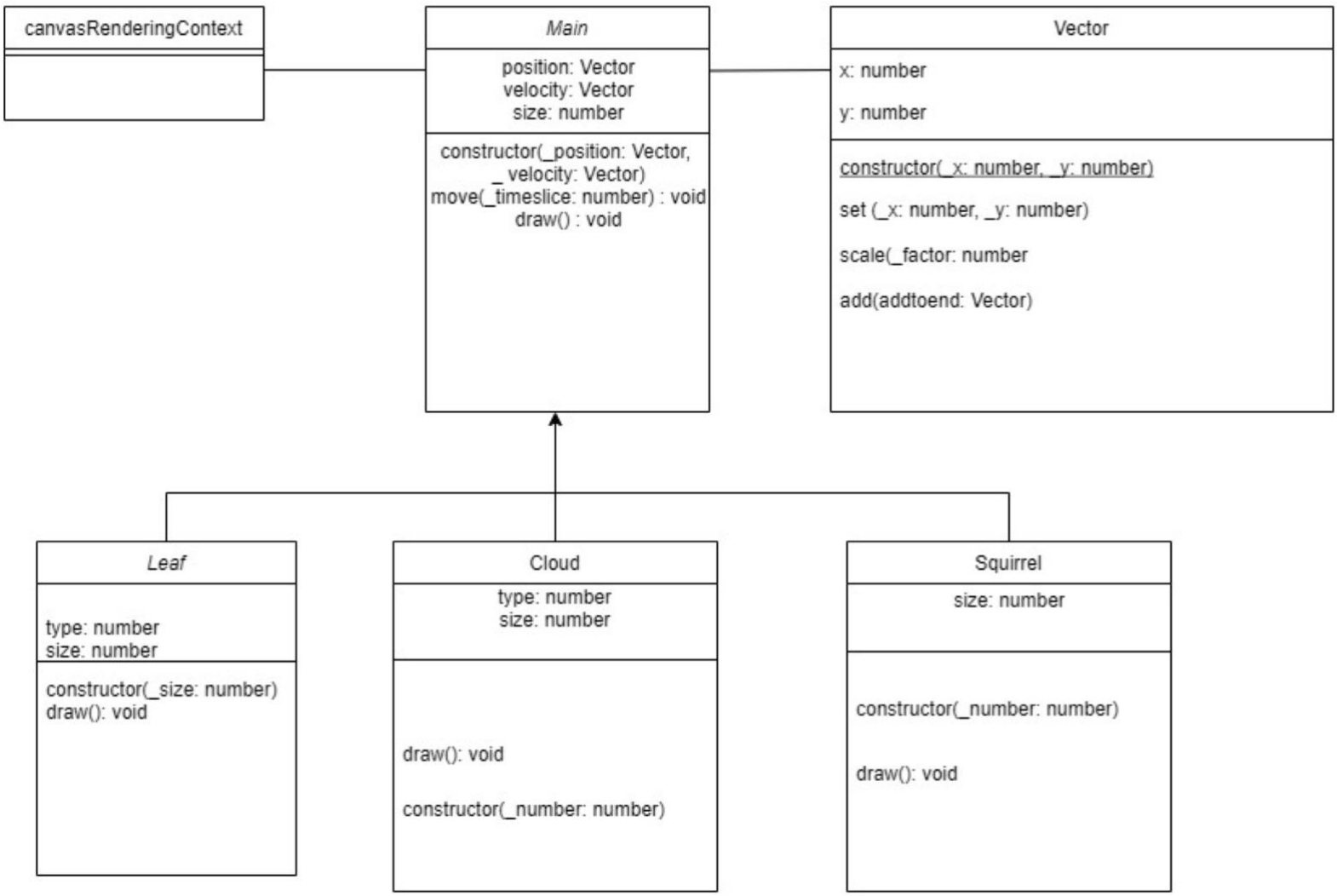

_position: Vector,
_velocity: Vector,
_number: number,
constructor
this.position = _position
this.velocity = _velocity
this.number = _number
position to 0, 0
set number to _number
set velocity to _y direction and length

_timeslice: number
move
add velocity*_timeslice to position


draw
save transform
translate to position
[draw < nParticles]
x: number = (random - 0,5) * _size.x
y: number = (-random)* _size.y
translate to x. y
draw particle

class Squirrel





Klassen-Diagramm