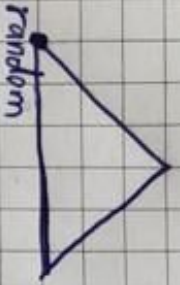


drawMountain(x,number,y,number)



```
beginPath();
fillStyle = grey;
lineTo...
lineTo...
closePath();
fill();
```

dreimal durch-
laufen. Jedes
mal weniger
Deckkraft

drawSun();



```
let r1=30;
let r2=180;
let gradientSun=createRadialGradient(0,0,r1,0,0,r2);
addColorStop(0,(0.1),(1))
save();
translate(750,150);
arc(0,0,r1,0,0,r2);
fill();
```

drawFlowers();



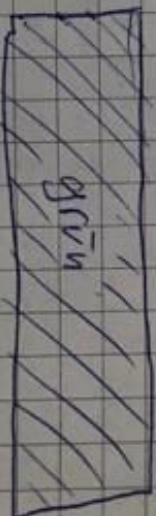
```
save();
translate(x,y);
fillStyle = brown;
moveTo(0,0);
fillRect(0);
fillStyle = flowerColor;
moveTo(0,0);
fillCircle();
restore();
```

drawTrees(x,y)



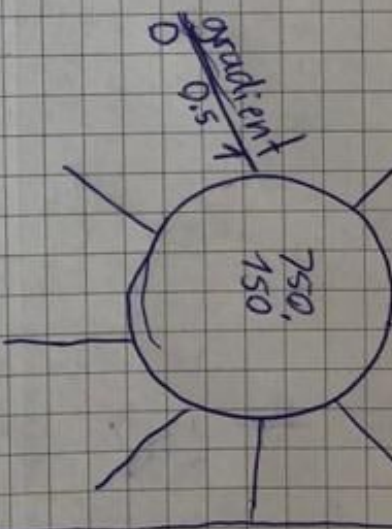
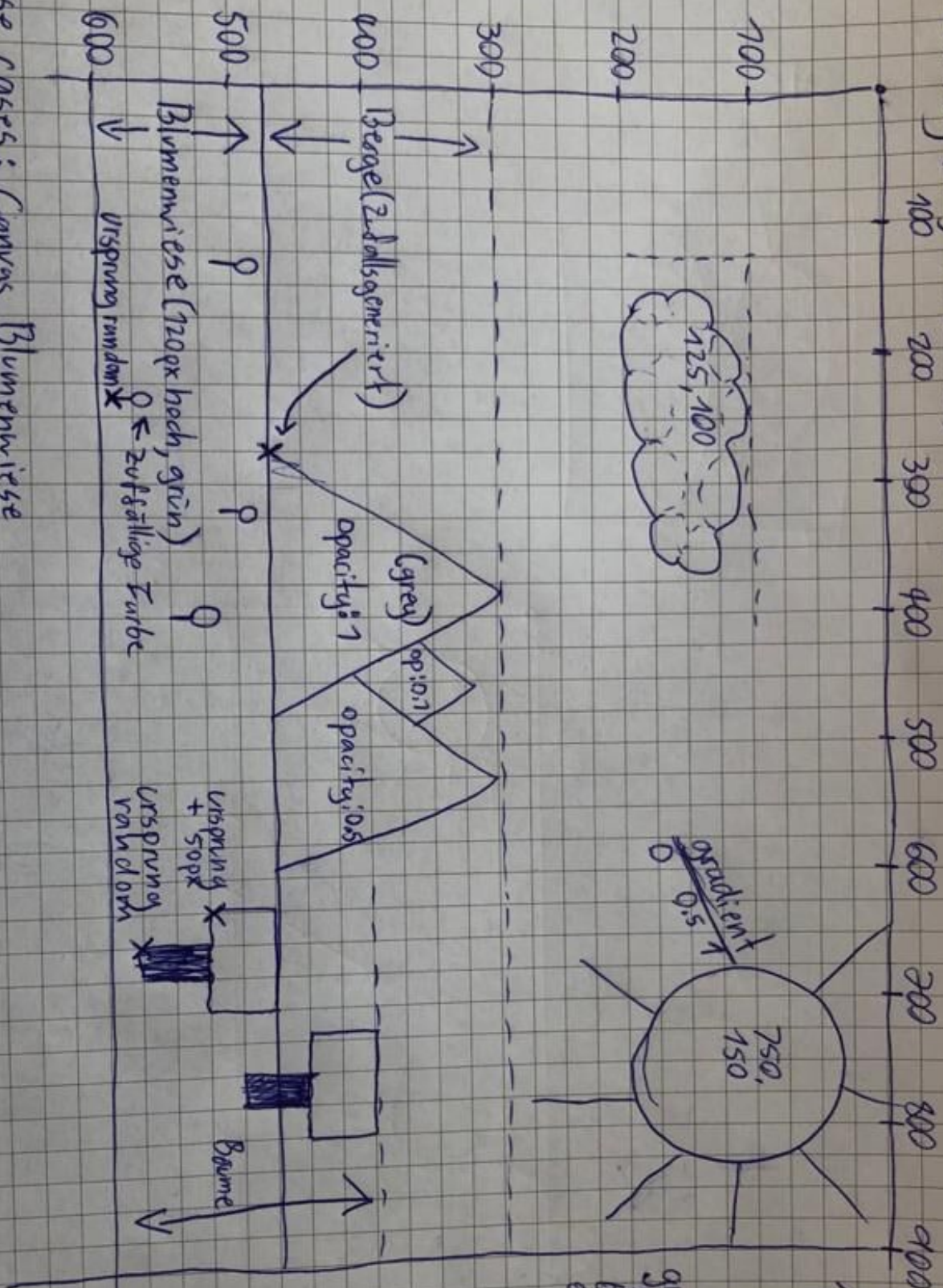
```
save();
translate(x,y);
fillStyle = brown;
fillRect(0);
fillStyle = green;
moveTo(0,0);
fillRect(x,y);
restore();
```

drawMeadow();



```
fillStyle = green;
rect(0,120,100,120);
fill();
```

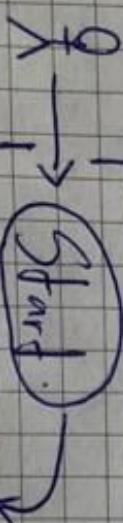

Activity Diagram: Canvas Blumenwiese



gradient
cyan light
blue zu
orange

Fill Rect 0,0,400,600

Use Cases: Canvas Blumenwiese



Draw Picture