

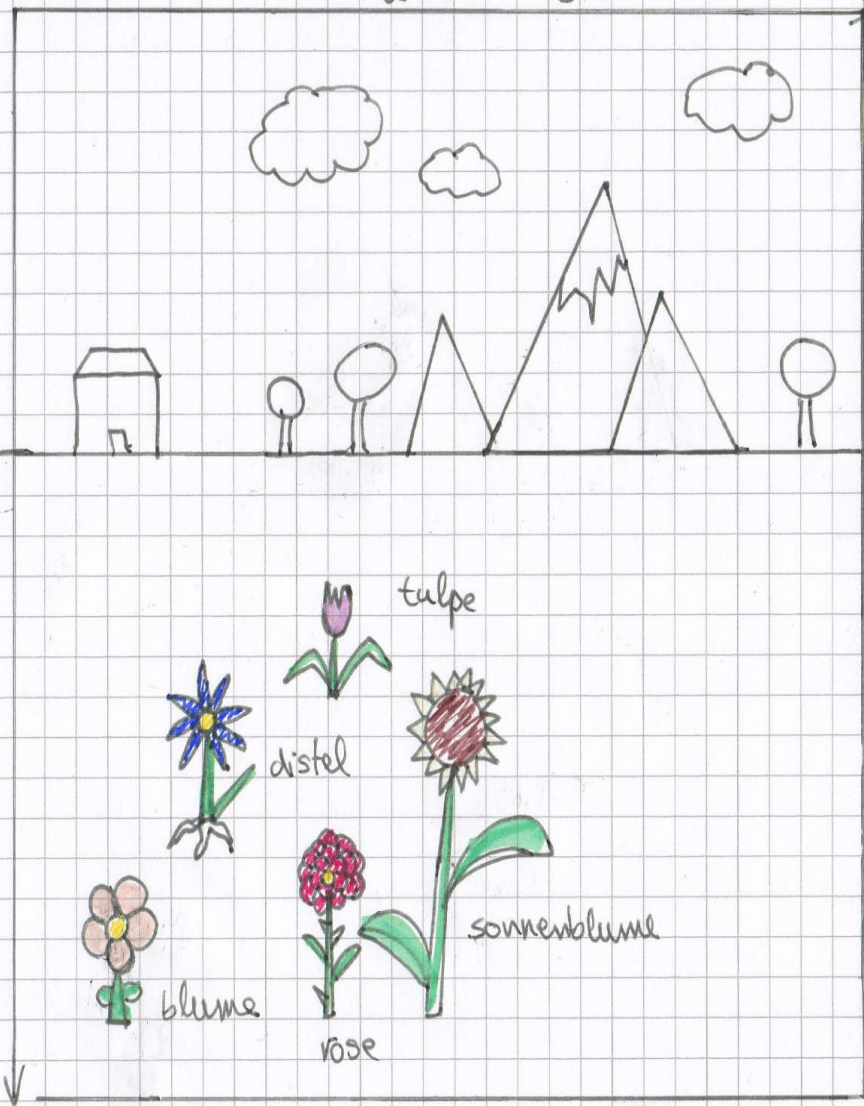
Aufgabe 4 - Blumenwiese - Konzept

canvas

width = "570"

height
= "650"

250



Bsp. Function Blume:

```
var canvas : HTMLCanvasElement;
canvas = document.createElement("canvas");
var blume = canvasRenderingContext2d;
blume = canvas.getContext("2d");
blume.beginPath();
" " . moveTo(x1, y2);
" " ..lineTo(x1, y1);
...
```

Aktivitätsdiagramm:

window.onload = function blumenSammlung(): void {

