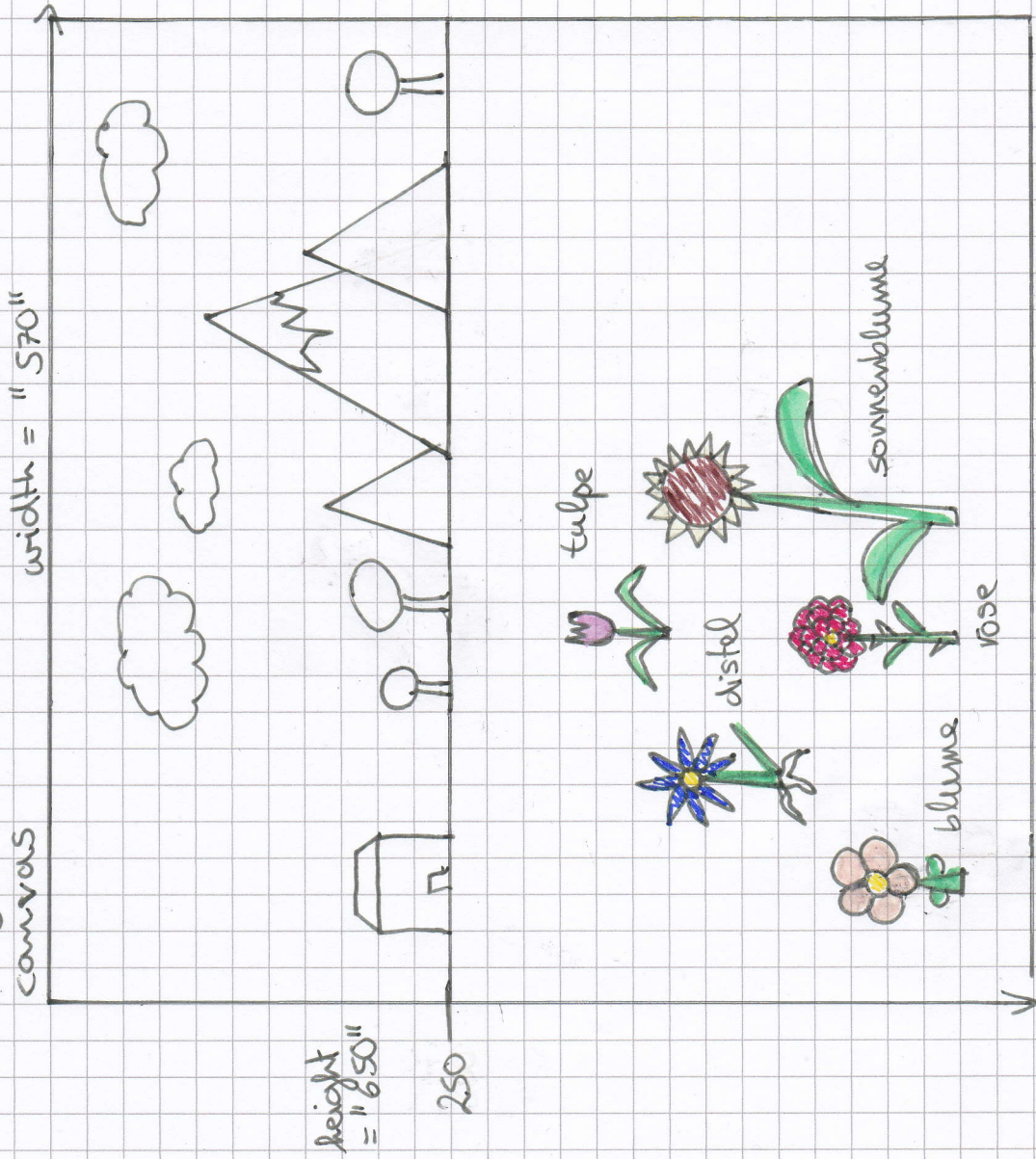


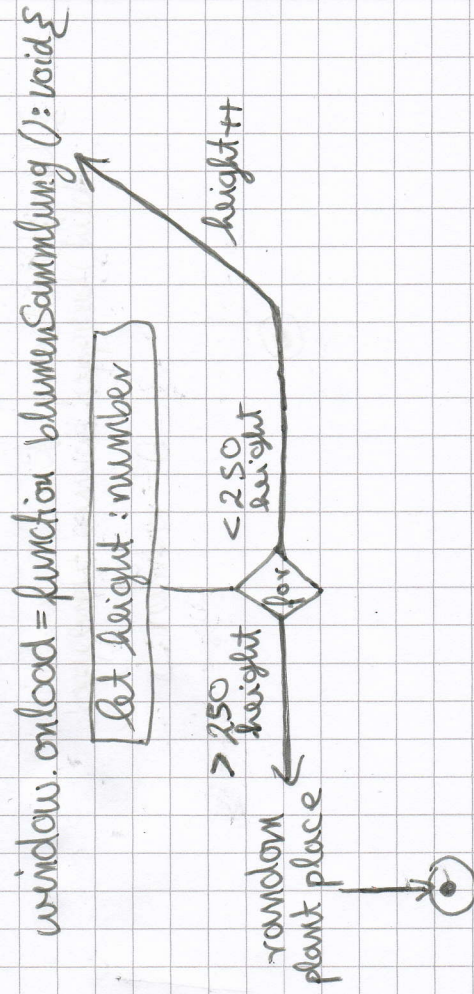
Aufgabe 4 - Blumenwiese - Konzept



Bsp. Funktion Blume:

```
var canvas : HTMLCanvasElement;
canvas = document.createElement("canvas");
var blume = canvasRenderingContext2d;
blume = canvas.getContext("2d");
blume.beginPath();
" " . moveTo(x1,y1);
" " . lineTo (x2,y2);
...
```

Aktivitätsdiagramm:



window.onload = function blumenSammlung(): void {