Install load listener

●
↓
Install load
listener
↓
◉

load

▷ load
↓
let crc2: CanvasRenderingContext2D;
let canvas: HTMLCanvasElement;
↓
handleLoad
↓
◉

handleLoad

●
↓
handleLoad

canvas = document.getElementByTagName("canvas")[0];
↓
crc2 = canvas.getContext("2d")!;
↓
drawBackgroundGrass();

drawBackgroundSky();

drawSun();

drawMountain1();

drawMountain2();

drawMountain3();

drawBush1();

drawBush2();

drawBush3();

drawBush4();

drawTree1();

drawTreeCrown1();

drawClowd1();

drawClowd2();

drawFlower1(550, 560);

drawFlower2(550, 560);
↓
◉

drawBackgroundSky

●
↓
drawBackgroundSky

let grd = crc2.createLinearGradient(0, 0, 0, 400);
grd.addColorStop(0, "#01A9DB");
grd.addColorStop(1, "#A9F5F2");
↓
crc2.fillStyle = grd; //fill with gradient
crc2.fillRect(0, 0, 1000, 400);
↓
◉

drawBackgroundGrass

●
↓
drawBackgroundGrass

let grd = crc2.createLinearGradient(0, 0, 0, 700);
grd.addColorStop(0, "#01DF3A");
grd.addColorStop(1, "#088A4B");
↓
crc2.fillStyle = grd;
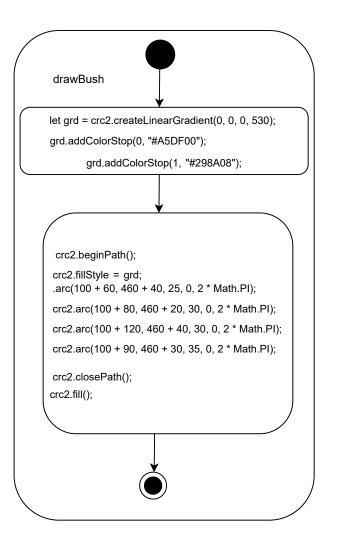crc2.fillRect(0, 0, 1000, 750);
↓
◉

drawMountain

```
let grd = crc2.createLinearGradient(0, 0, 0, 200);
grd.addColorStop(0, "white");
        grd.addColorStop(1, "#6E6E6E");
```

```
crc2.beginPath();
crc2.moveTo(Math.floor((0) + 1), (400) + 1);
crc2.lineTo(Math.floor((200) + 1), (400) + 1);
crc2.lineTo(Math.floor( (100) + 1), (50) + 1);
crc2.fillStyle = grd;
crc2.fill();
crc2.closePath();
```

drawBush

```
let grd = crc2.createLinearGradient(0, 0, 0, 530);
grd.addColorStop(0, "#A5DF00");
        grd.addColorStop(1, "#298A08");
```

```
crc2.beginPath();
crc2.fillStyle = grd;
.arc(100 + 60, 460 + 40, 25, 0, 2 * Math.PI);
crc2.arc(100 + 80, 460 + 20, 30, 0, 2 * Math.PI);
crc2.arc(100 + 120, 460 + 40, 30, 0, 2 * Math.PI);
crc2.arc(100 + 90, 460 + 30, 35, 0, 2 * Math.PI);
crc2.closePath();
crc2.fill();
```

drawFlower

```
_x: number;
_y: number;
```

```
i++
```

```
let greenFlower: number = Math.floor(Math.random() * 200);
let blueFlower: number = Math.floor(Math.random() * 200);
let redFlower: number = Math.floor(Math.random() * 200);
let _x : number = 700 * Math.random();
        let _y : number = 400;
```

```
crc2.beginPath();
crc2.strokeStyle = "#088A08";
crc2.fillStyle = "#0B610B";
crc2.fillRect(_x - 2, _y + 10, 4, 40);
crc2.beginPath();
crc2.fillStyle = "rgb( " + greenFlower + ", " + blueFlower + ", " + redFlower + ")";
crc2.moveTo(_x, _y);
crc2.arc(_x, _y - 9, 7, 0, 2 * Math.PI);
crc2.arc(_x + 6, _y + 6, 7, 0, 2 * Math.PI);
crc2.arc(_x - 6, _y + 6, 7, 0, 2 * Math.PI);
crc2.arc(_x - 8, _y - 4, 7, 0, 2 * Math.PI);
crc2.arc(_x + 8, _y - 4, 7, 0, 2 * Math.PI);
crc2.fill();
crc2.beginPath();
crc2.fillStyle = "#FFBF00";
crc2.arc(_x, _y, 3, 0, 2 * Math.PI);
crc2.closePath();
        crc2.fill();
```

drawTreeCrown

```
let grd = crc2.createLinearGradient(0, 0, 0, 450);
grd.addColorStop(0, "#A5DF00");
grd.addColorStop(1, "#298A08");
```

```
crc2.beginPath();
crc2.fillStyle = grd;
crc2.arc(750 + 90, 150 + 100, 90, 0, 2 * Math.PI);
crc2.arc(760 + 120, 150 + 100, 120, 0, 2 * Math.PI);
crc2.arc(700 + 90, 150 + 110, 110, 0, 2 * Math.PI);
crc2.arc(700 + 120, 150 + 90, 120, 0, 2 * Math.PI);
crc2.closePath();
                    crc2.fill();
```

drawTree

```
let grd = crc2.createLinearGradient(0, 0, 0, 450);
grd.addColorStop(0, "#A5DF00");

crc2.beginPath();
crc2.fillStyle = "#61210B";
crc2.rect(0, 0, 50, 150);
crc2.fillRect(800, 150, 70, 450);
        crc2.closePath;
```

drawSun

```
crc2.beginPath();
crc2.arc(900, 50, 100, 0, 2*Math.PI);
crc2.fillStyle = "#FACC2E";
crc2.fill();
crc2.closePath();
```

drawClowd

```
let grd = crc2.createLinearGradient(0, 0, 0, 150);
grd.addColorStop(0, "#FFFFFF");
grd.addColorStop(1, "#A9E2F3");
```

```
crc2.beginPath();
crc2.fillStyle = grd;
crc2.arc(150 + 60, 60 + 40, 25, 0, 2 * Math.PI);
crc2.arc(150 + 80, 60 + 20, 30, 0, 2 * Math.PI);
crc2.arc(150 + 120, 60 + 40, 30, 0, 2 * Math.PI);
crc2.arc(150 + 90, 60 + 30, 35, 0, 2 * Math.PI);
crc2.closePath();
crc2.fill();
```

drawBackgroundSky

```
let grd = crc2.createLinearGradient(0, 0, 0, 400);
grd.addColorStop(0, "#01A9DB");
        grd.addColorStop(1, "#A9F5F2");
```

```
crc2.fillStyle = grd; //fill with gradient
        crc2.fillRect(0, 0, 1000, 400);
```