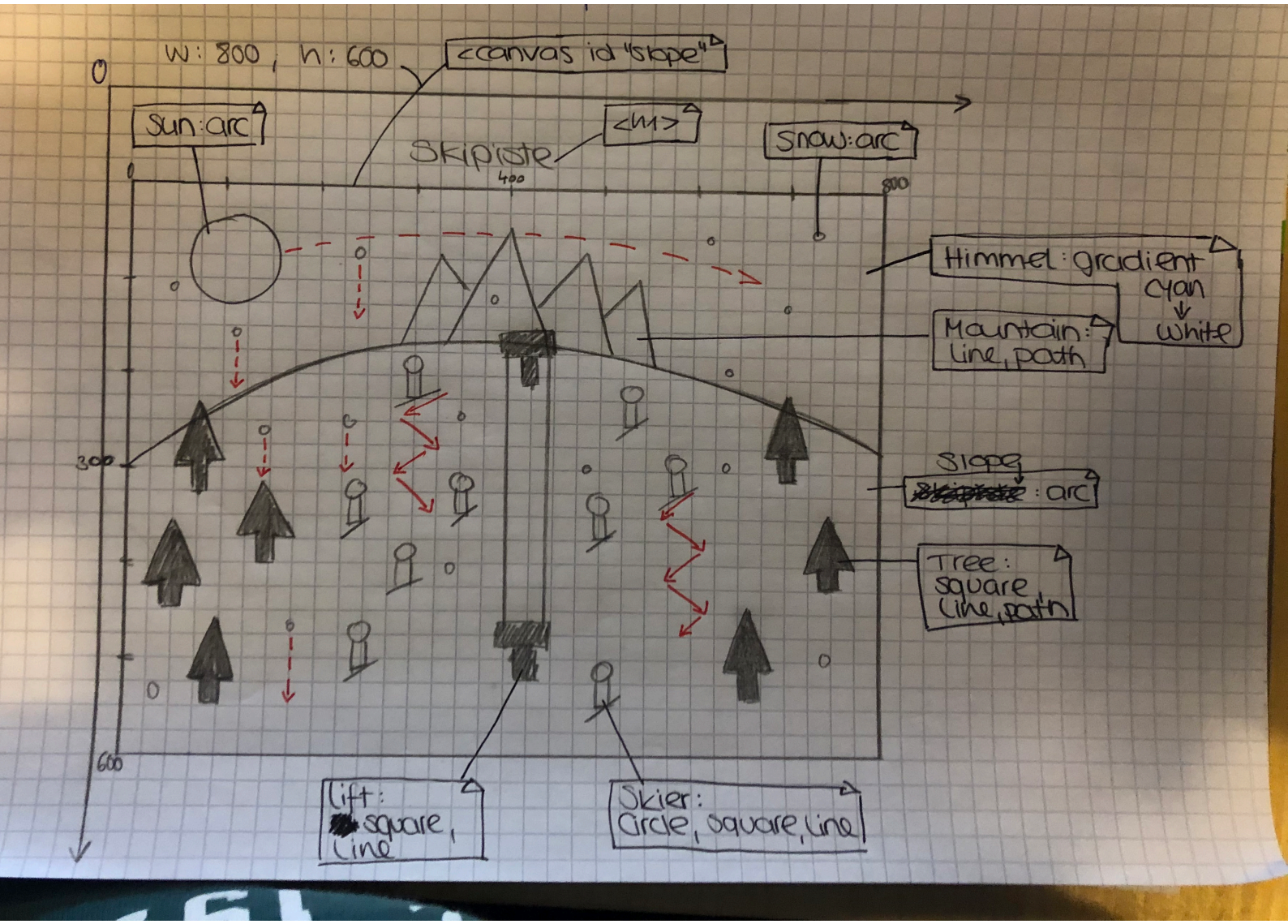
L09 SKIPISTE



L09 Skipiste

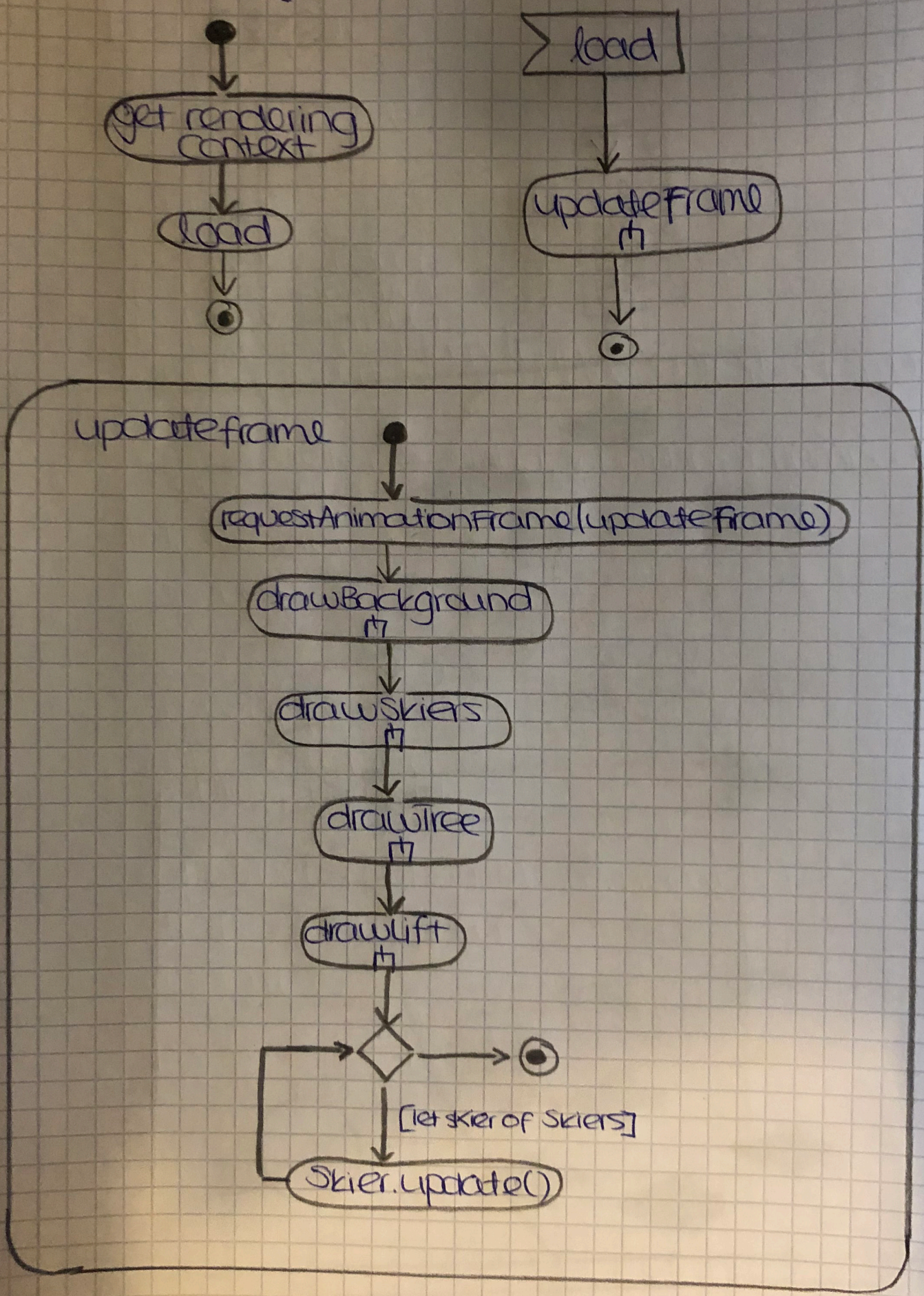
ClassDiagram: Rendering Context

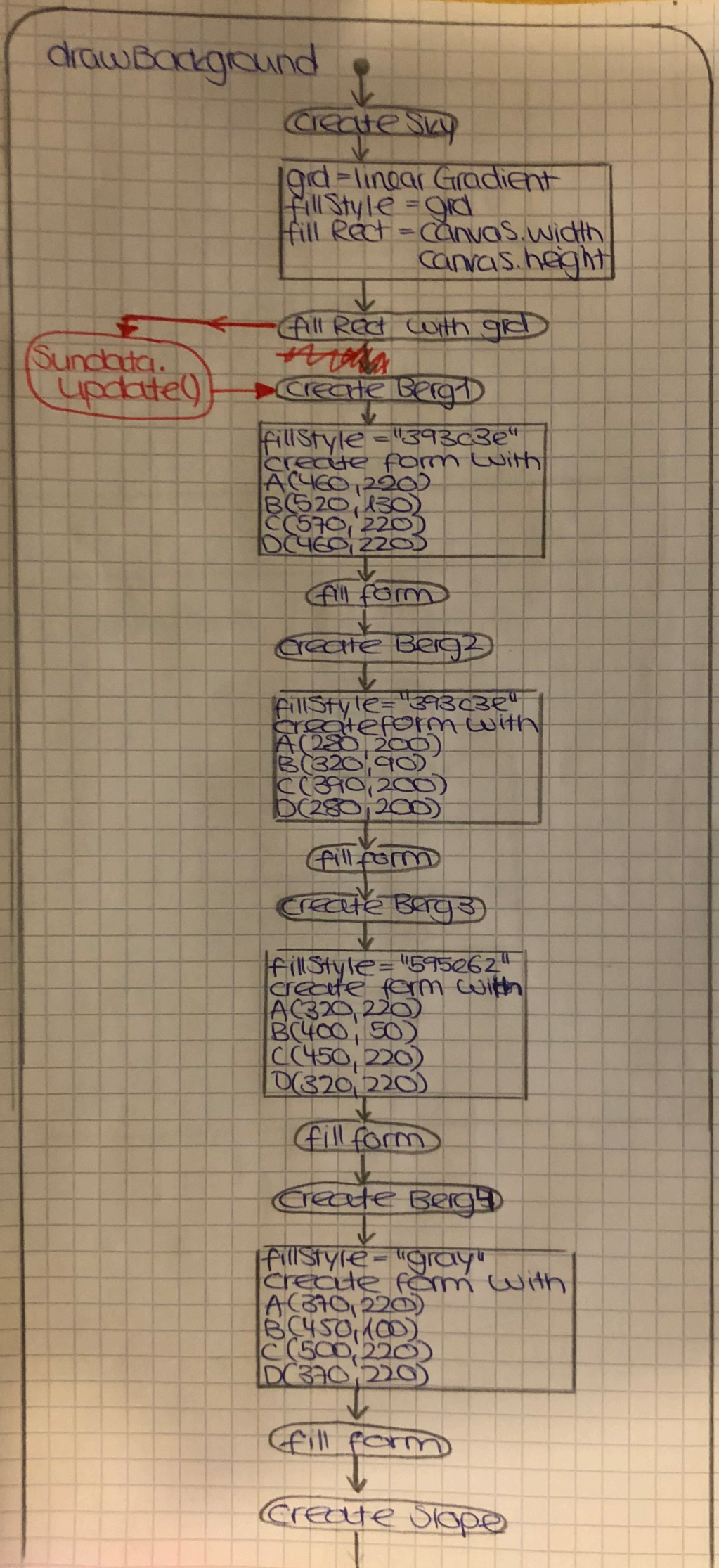
Skier.js
public x:number public y:number public v:number public color:string public moveright:boolean = Math.random()<0.5
constructor (x:number, y:number, v:number, color:string) drawSkier () update ()

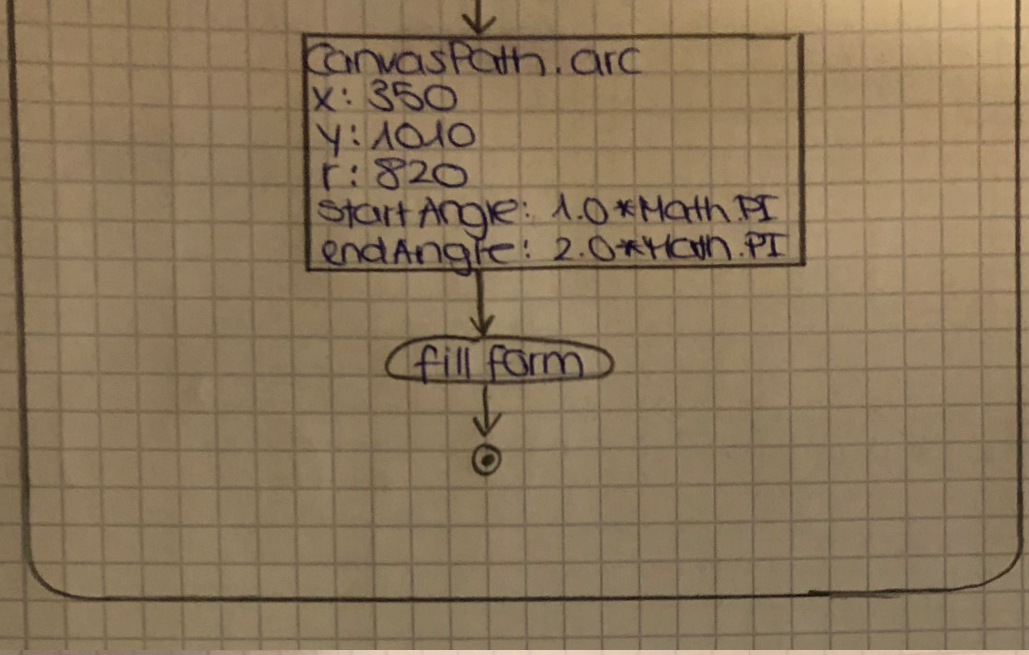
Snowflake.js
public x: number public y:number
constructor(x:number, y:number) drawSnowflake() update()

sunobject.js
public x: number public y: number
constructor (x:number, y:number) drawSun() moveSun() update()

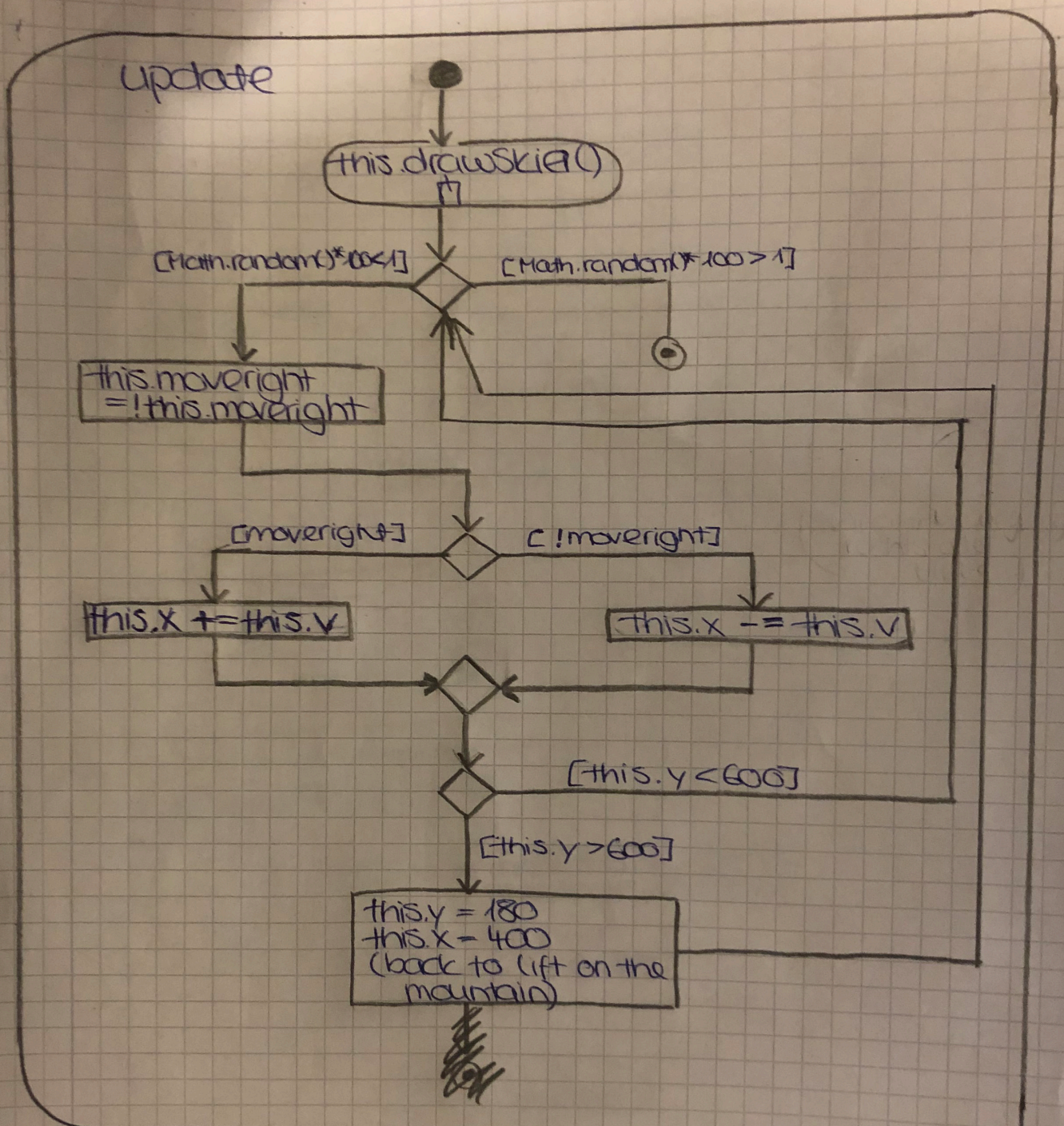
Activity Diagram



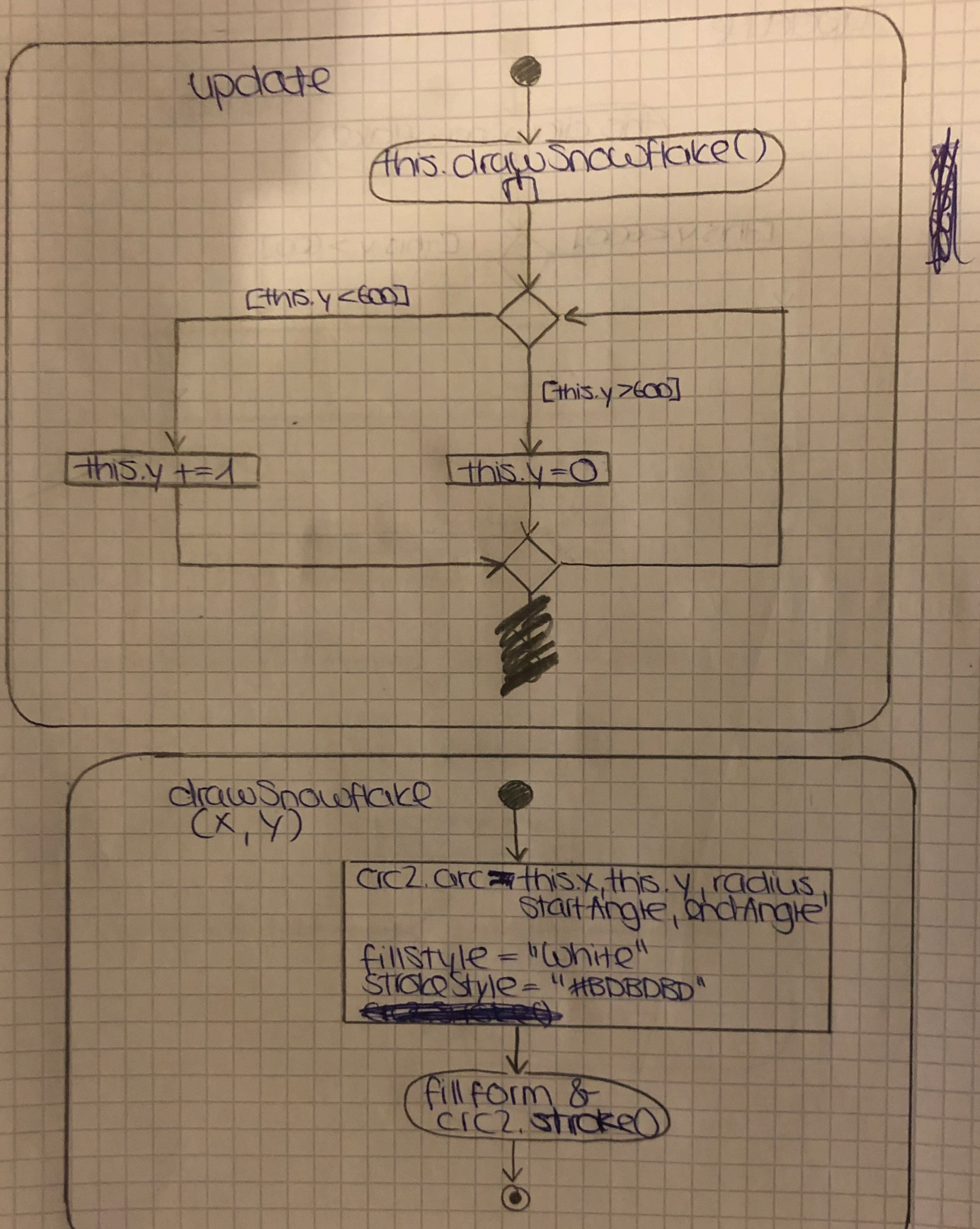

drawBackground
create Sky
grd = linear Gradient
fillStyle = grd
fill Rect = canvas.width
canvas.height
fill Rect with grd
Sundata.
Update()
create Berg1
fillStyle = "393c3e"
create form with
A(460,220)
B(520,130)
C(570,220)
D(460,220)
fill form
create Berg2
fillStyle = "393c3e"
create form with
A(280,200)
B(320,90)
C(390,200)
D(280,200)
fill form
create Berg3
fillStyle = "595e62"
create form with
A(320,220)
B(400,50)
C(450,220)
D(320,220)
fill form
create Berg4
fillStyle = "gray"
create form with
A(370,220)
B(450,100)
C(500,220)
D(370,220)
fill form
create Slope


CanvasPath.arc
x: 350
y: 1010
r: 820
startAngle: 1.0*Math.PI
endAngle: 2.0*Math.PI
fill form

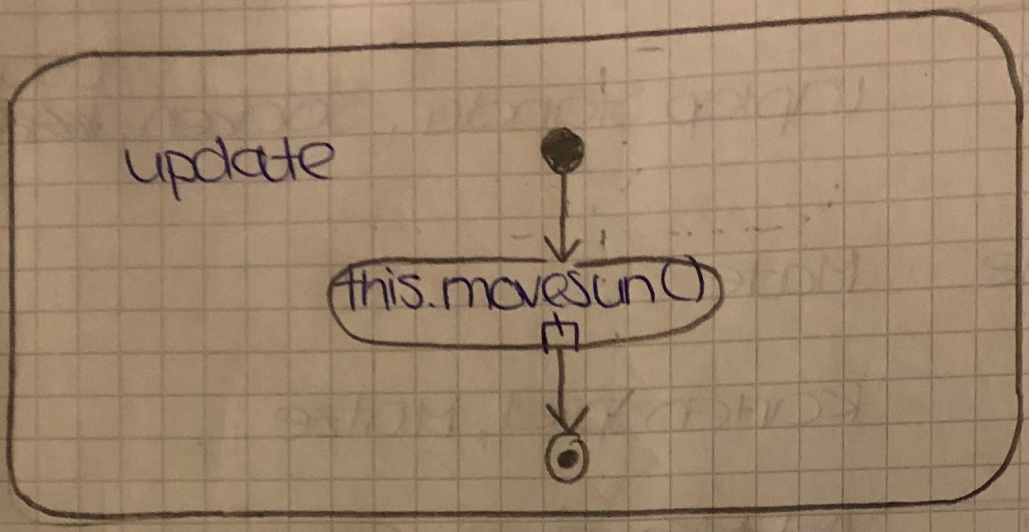
SKIER

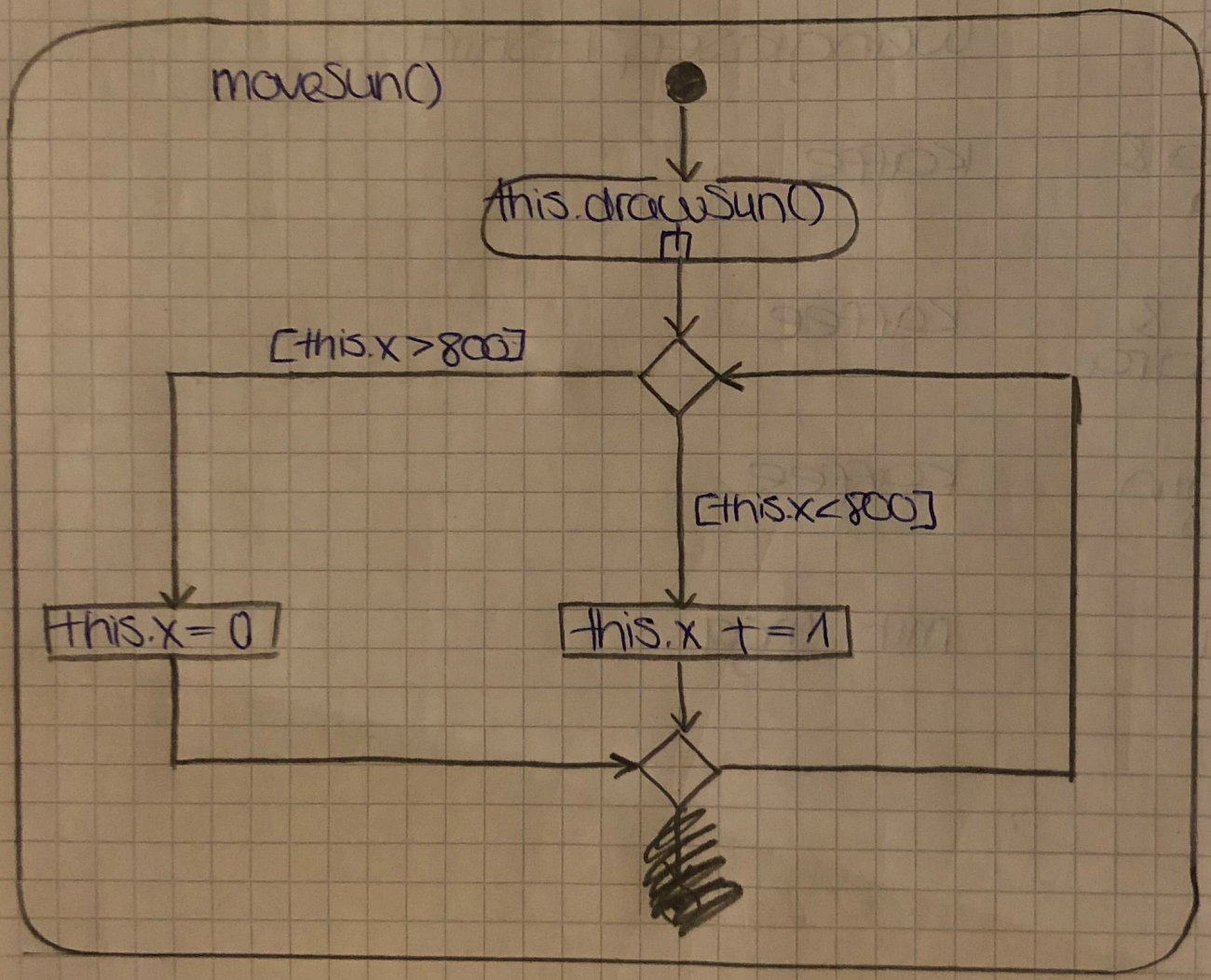

update
this.drawSkier()
[Math.random()*100<1]
[Math.random()*100>1]
this.moveright
=!this.moveright
[moveright]
[!moveright]
this.x +=this.v
this.x -=this.v
[this.y<600]
[this.y>600]
this.y = 180
this.x = 400
(back to lift on the mountain)

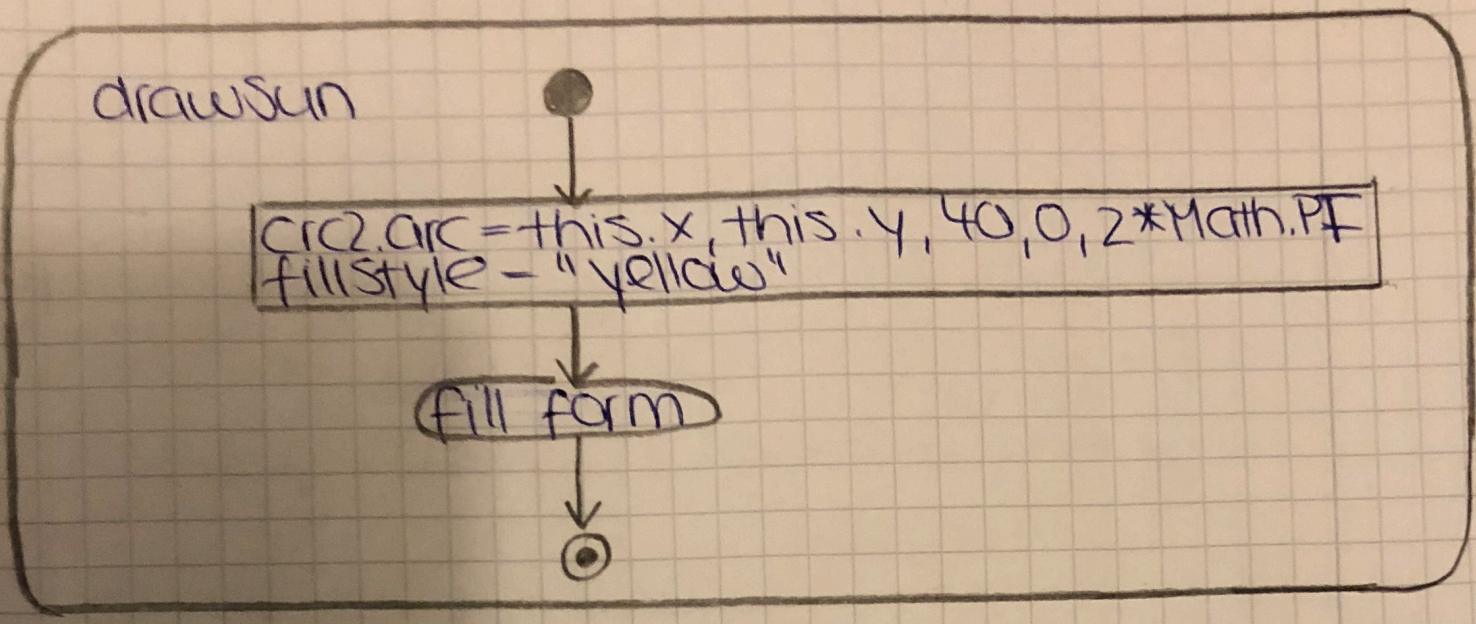
SNOWFLAKE

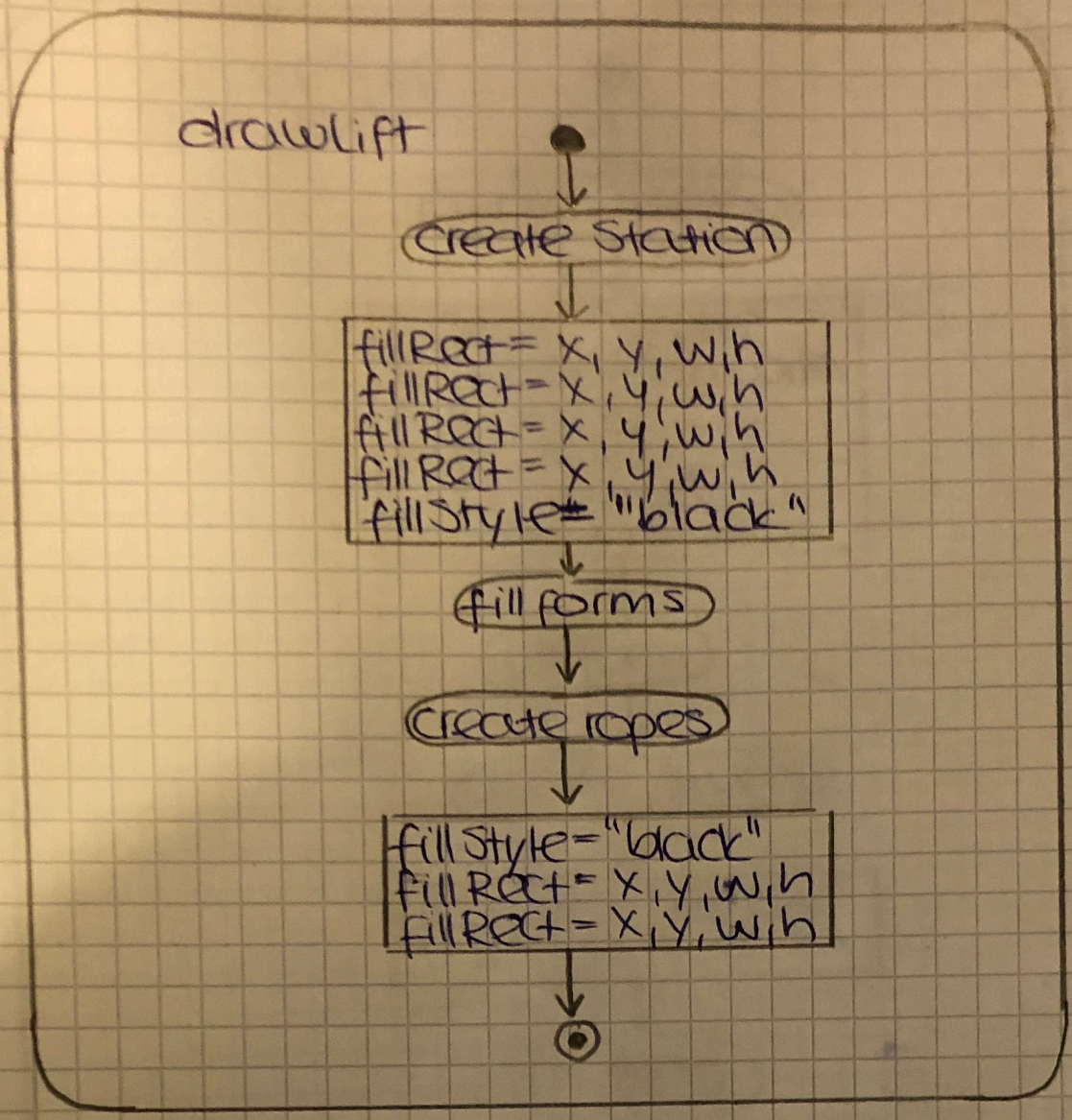

update
this.drawSnowflake()
[this.y<600]
[this.y>600]
this.y +=1
this.y =0
drawSnowflake (x, y)
crc2.arc = this.x, this.y, radius, startAngle, endAngle
fillStyle = "white"
strokeStyle = "#BDBDBD"
fillForm & crc2.stroke()

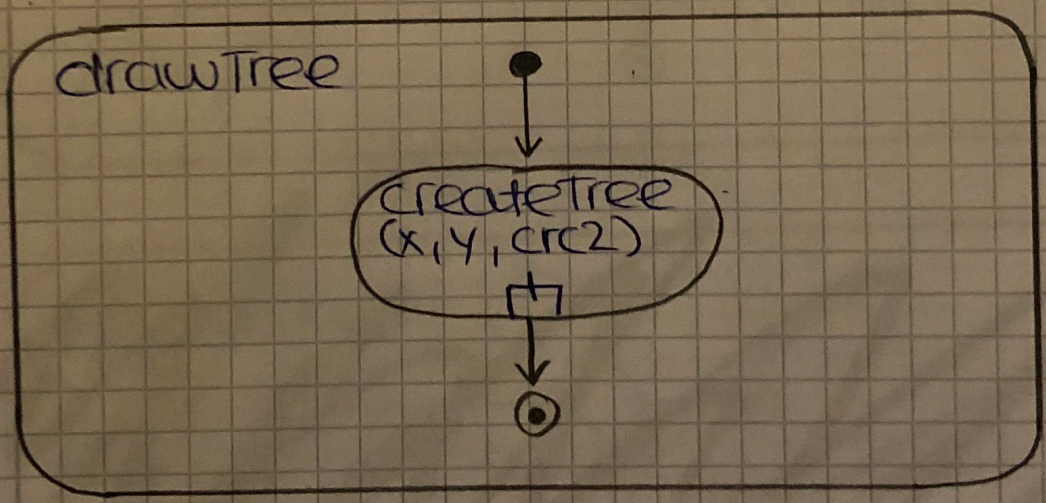
SUN

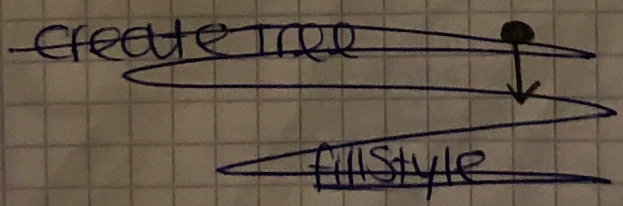

update
this.moveSun()

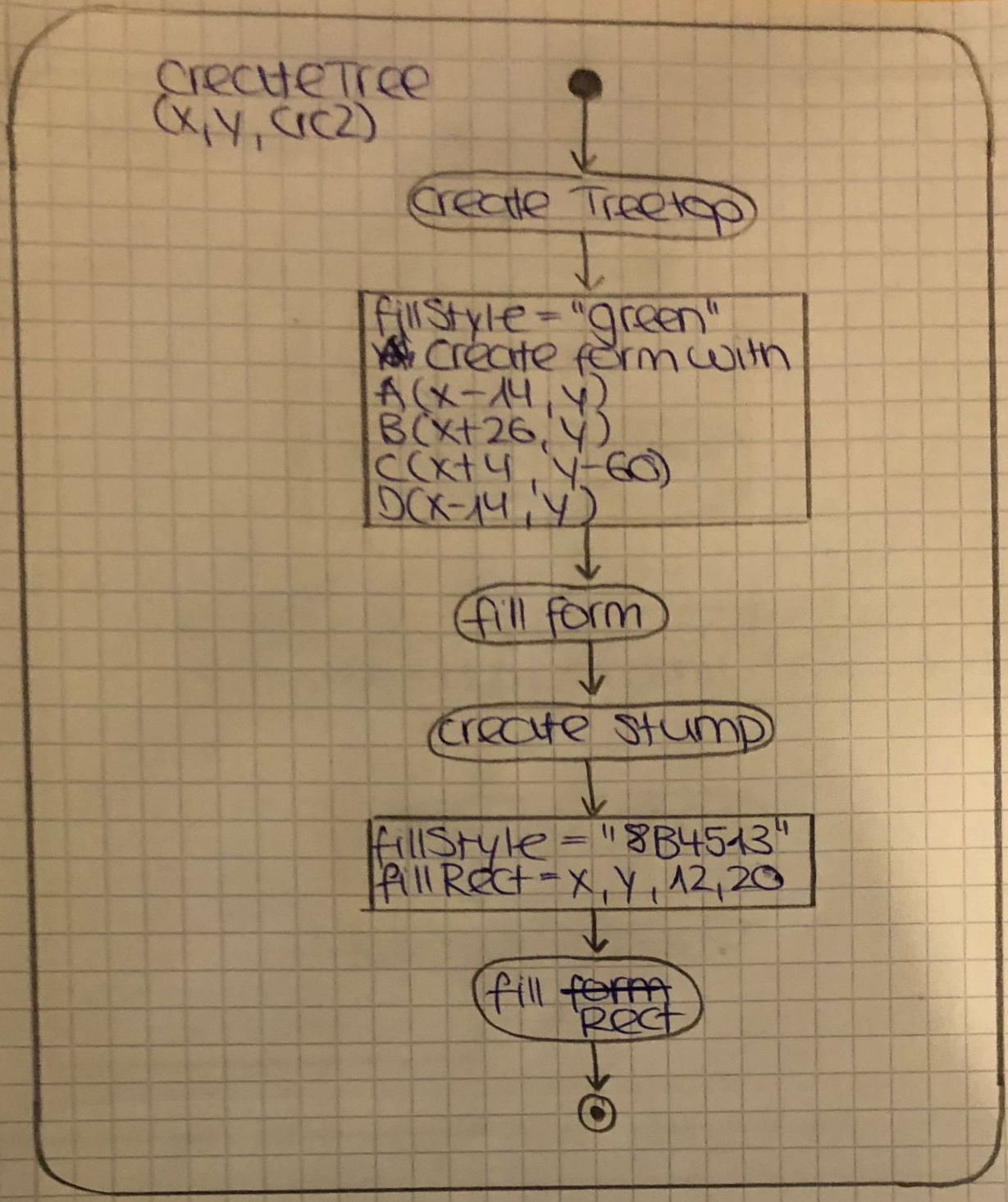

moveSun()
this.drawSun()
[this.x>800]
[this.x<800]
this.x=0
this.x+=1

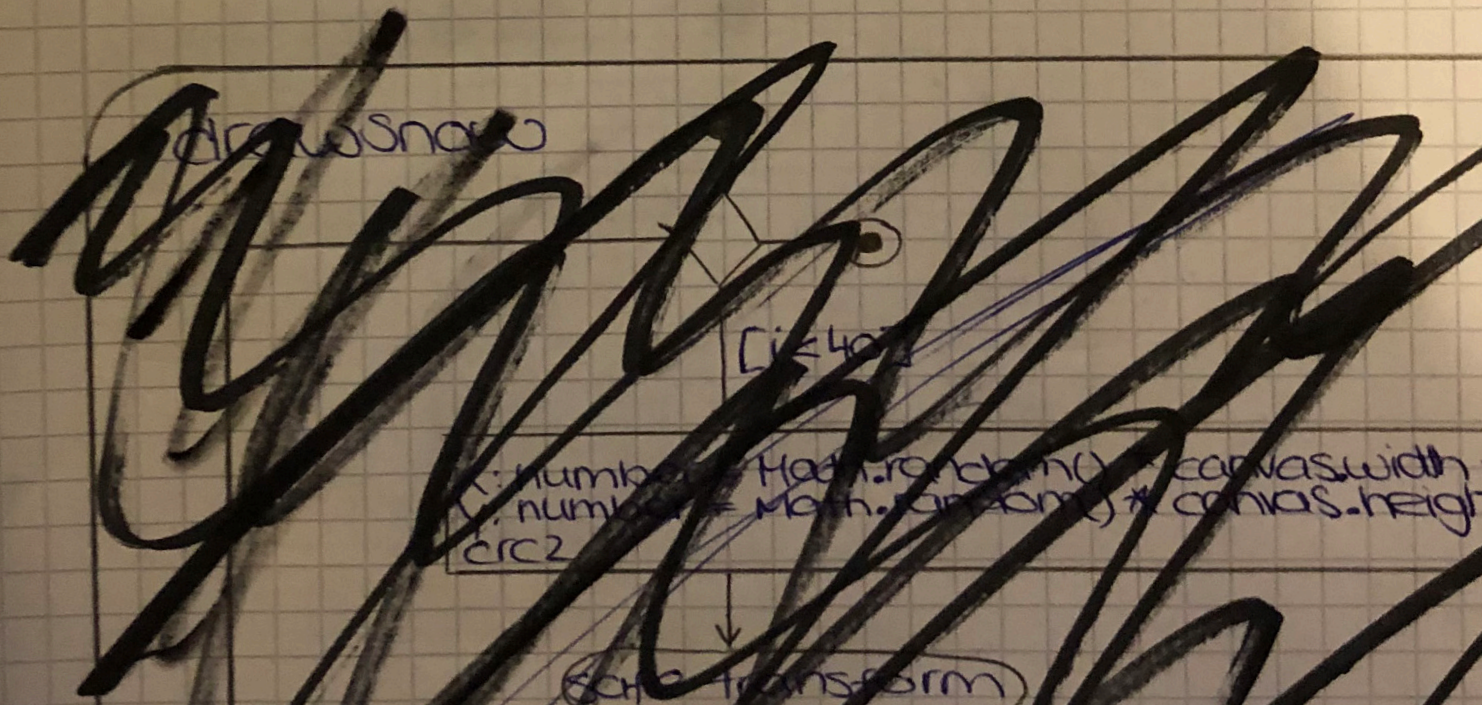

drawSun
ctx2.arc=this.x, this.y, 40, 0, 2*Math.PI
fillStyle = "yellow"
fill form


drawLift
createStation
fillRect = x, y, w, h
fillRect = x, y, w, h
fillRect = x, y, w, h
fillRect = x, y, w, h
fillStyle = "black"
fillForms
createRopes
fillStyle = "black"
fillRect = x, y, w, h
fillRect = x, y, w, h


drawTree
createTree
(x, y, ctx2)


createTree
fillStyle


createTree
(x,y,ctx2)
create Treetop
fillStyle = "green"
create form with
A(x-14, y)
B(x+26, y)
C(x+4, y-60)
D(x-14, y)
fill form
create stump
fillStyle = "8B4513"
fillRect = x, y, 12, 20
fill form
Rect


drawSnow
ctx2