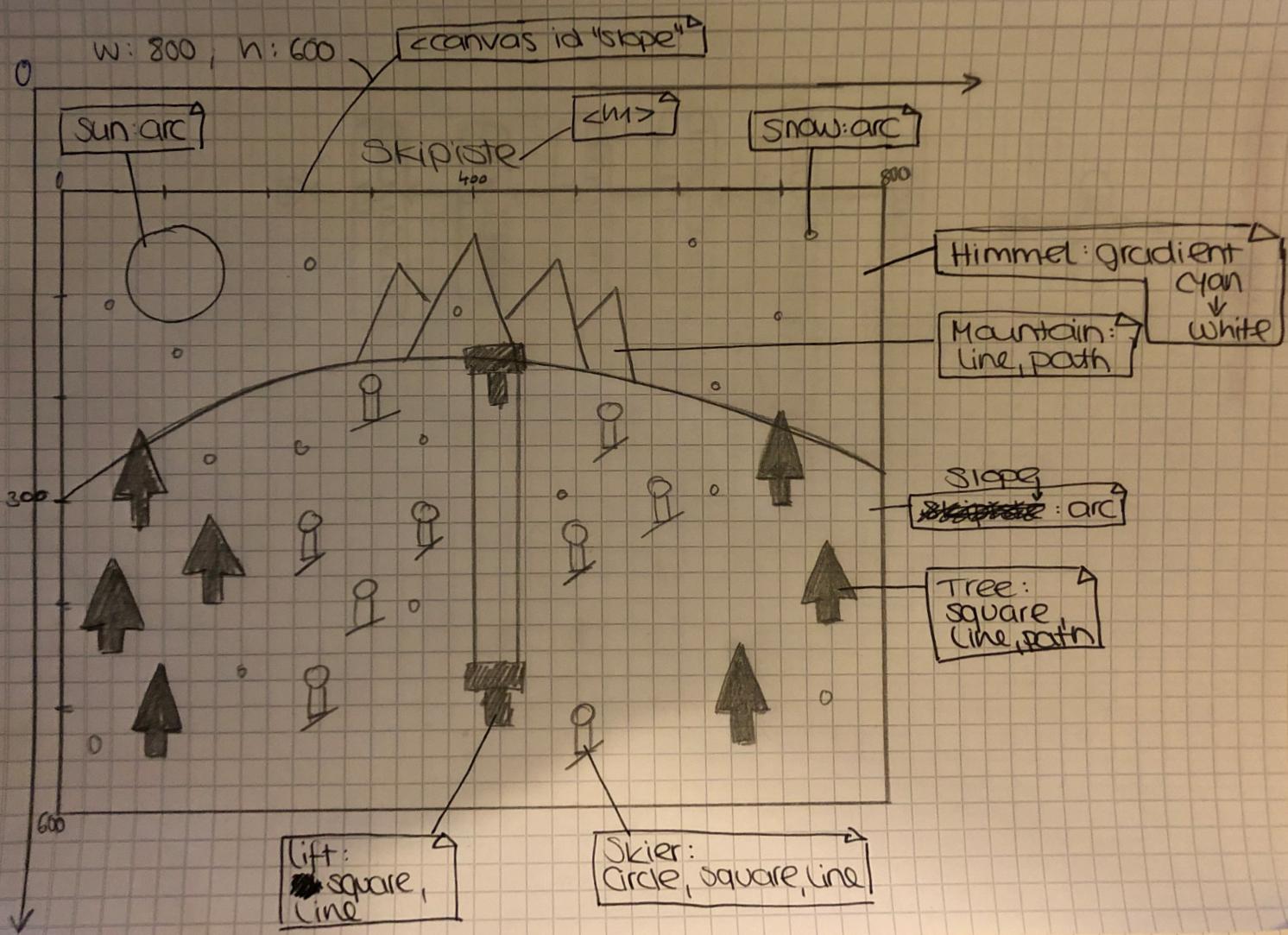
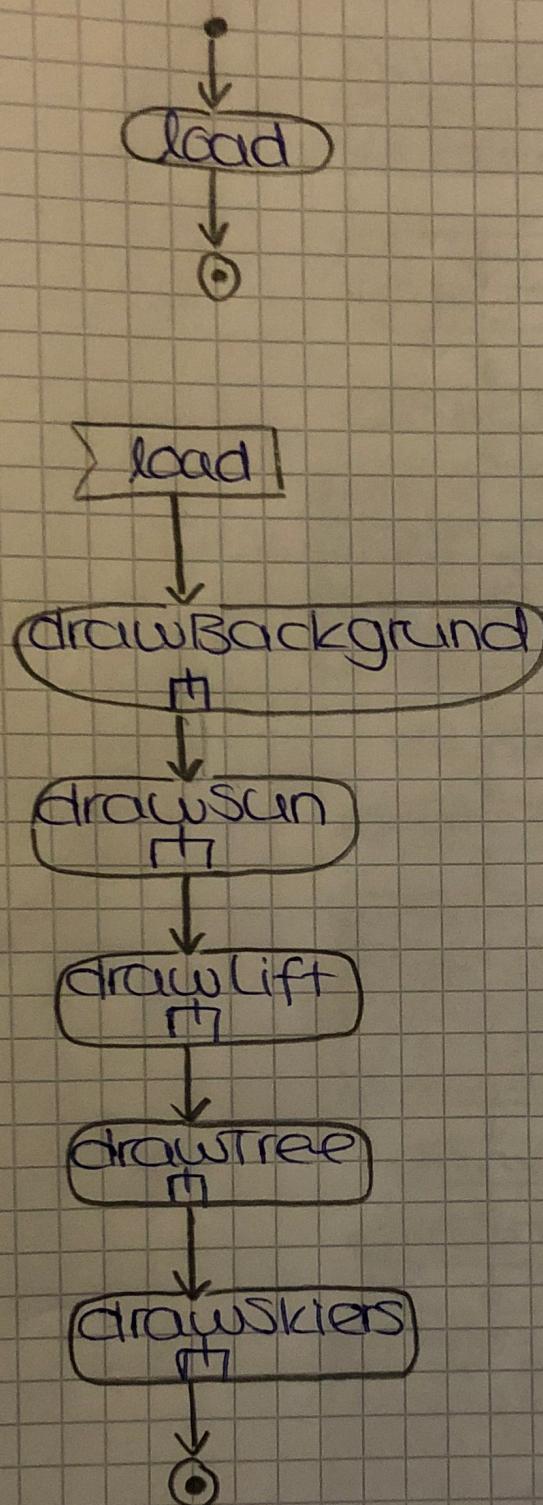


L08

## Skipiste (canvas) Konzept



# Activity Diagramm



drawBackground

create sky

```
grid = linear Gradient  
fillStyle = grid  
fillRect = canvas.width  
    canvas.height
```

fillRect with grid

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 = "#595262"  
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



drawSun

↓  
create sun

↓  
CanvasPath.arc  
x: 100  
y: 70  
r: 50  
startAngle: 0  
endAngle: 2 \* Math.PI  
fillStyle = "yellow"

↓  
fill form



drawlift

create station

```
fillRect = x, y, w, h  
fillStyle = "black"
```

fill forms

create ropes

```
fillStyle = "black"  
fillRect = x, y, w, h  
fillRect = x, y, w, h
```

drawTree

createTree  
(x, y, crc2)

createTree

fillStyle

CREATE TREE  
(x, y, circ2)

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

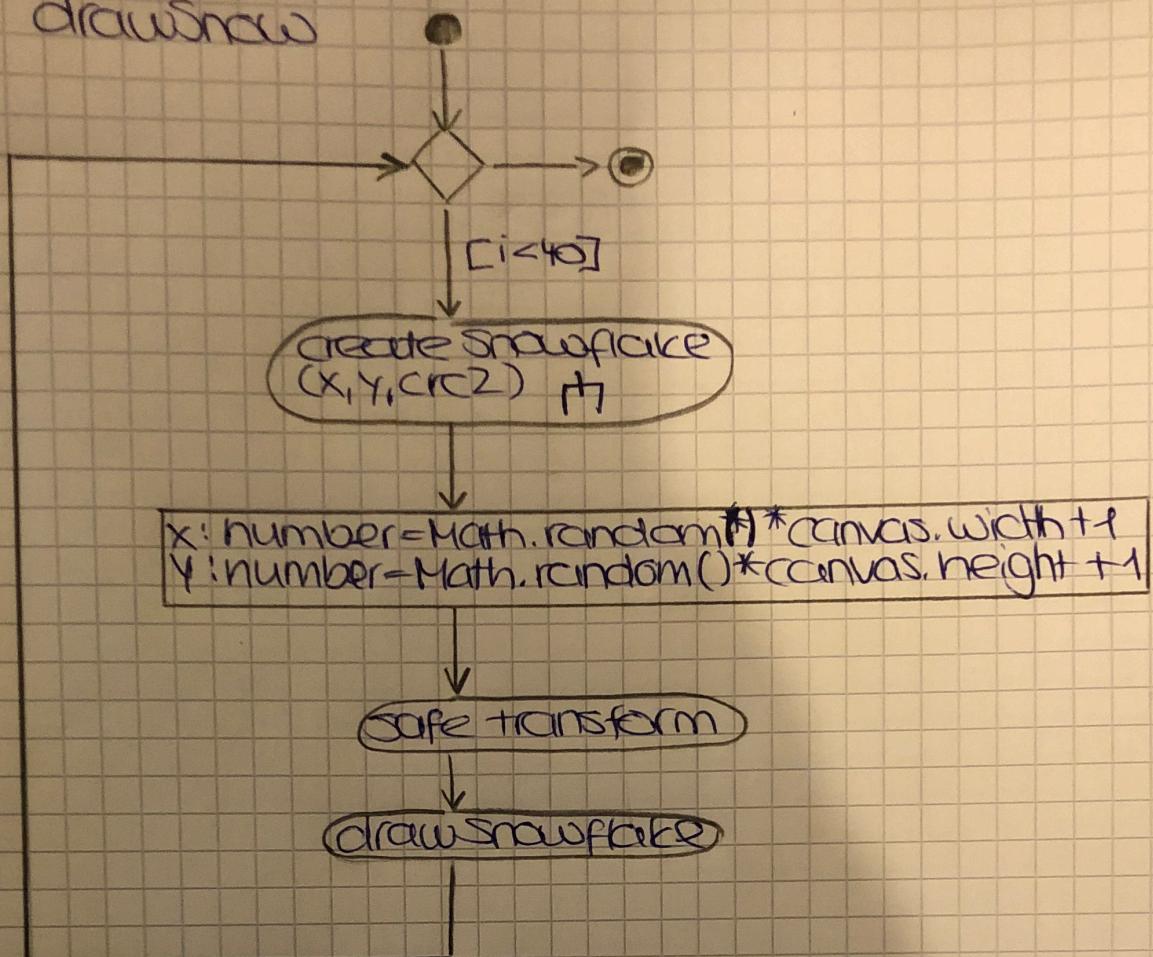
Li < 40

x: number = Math.random() \* canvaswidth + 1  
y: number = Math.random() \* canvas.height + 1  
circ2

scaleTransform

drawSnowflake

drawSnow



createSnowflake  
( $x, y, circ2$ )

```
graph TD; Start(( )) --> Create((createSnowflake(x, y, circ2) )); Create --> CanvasArc["canvas.arc  
x: this.x  
y: this.y  
r: 4  
startAngle: 0 * Math.PI  
endAngle: 2.0 * Math.PI  
fillStyle: "white"  
strokeStyle: "#BDBDBD""]; CanvasArc --> FillCircle((fill circle)); FillCircle --> End(( ));
```

createSnowflake( $x, y, circ2$ )

canvas.arc

x: this.x  
y: this.y  
r: 4  
startAngle:  $0 * Math.PI$   
endAngle:  $2.0 * Math.PI$   
fillStyle: "white"  
strokeStyle: "#BDBDBD"

fill circle

End