

## L10 SKIPISTE - Inheritance

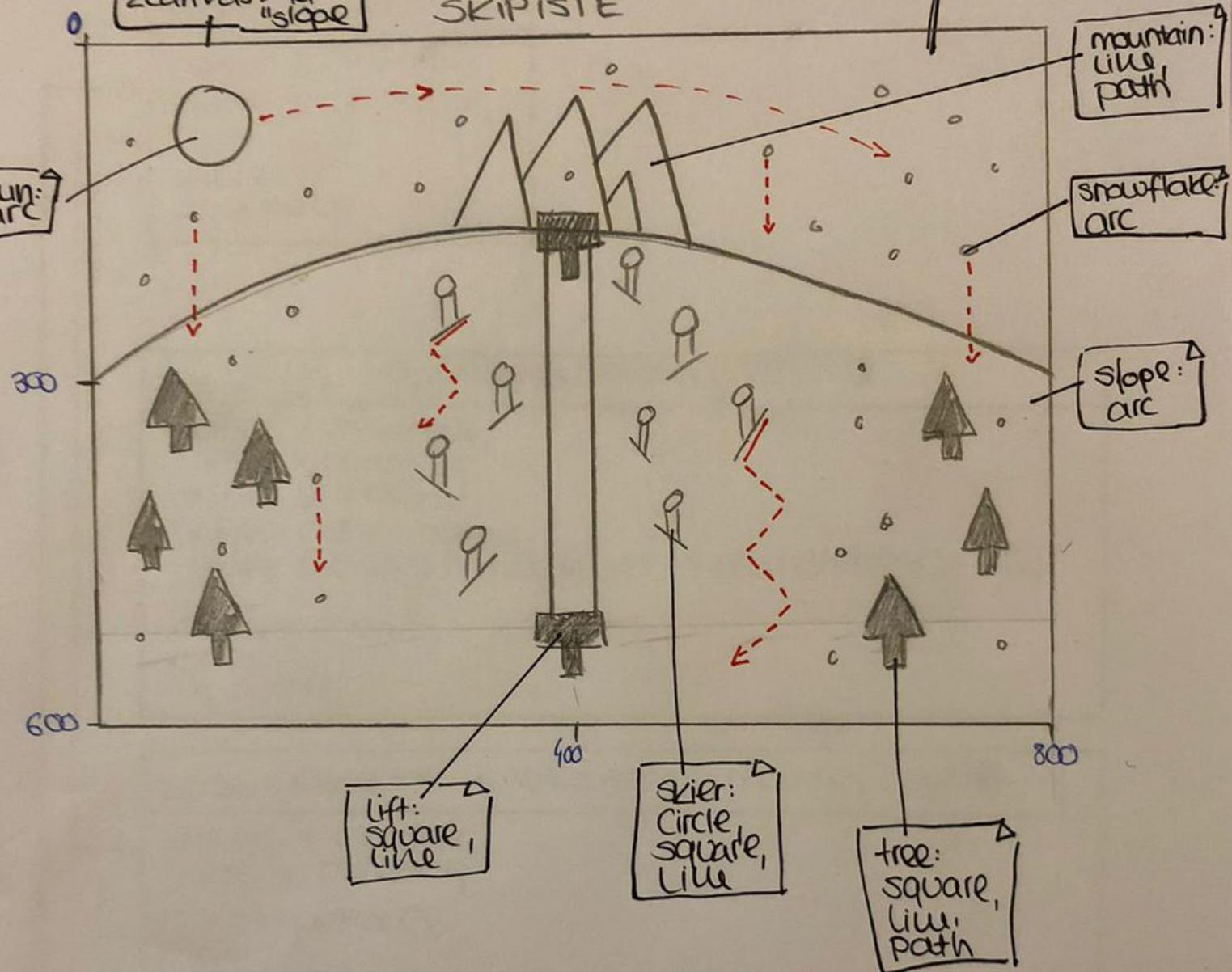
canvas w: 800, h: 600

canvas id "slope"

SKIPISTE

$\langle \text{ch1} \rangle$

sky:  
gradient  
cyan  $\rightarrow$  white



## Class Diagramm: rendering context

### `movingObjects.js`

```
public x: number;  
public y: number;  
  
draw();  
update();
```

### `Skier.js` implements `movingObject`

```
public x: number;  
public y: number;  
public v: number;  
public color: string;  
public moveright: boolean = Math.random() < 0.5;  
  
constructor();  
draw();  
update();
```

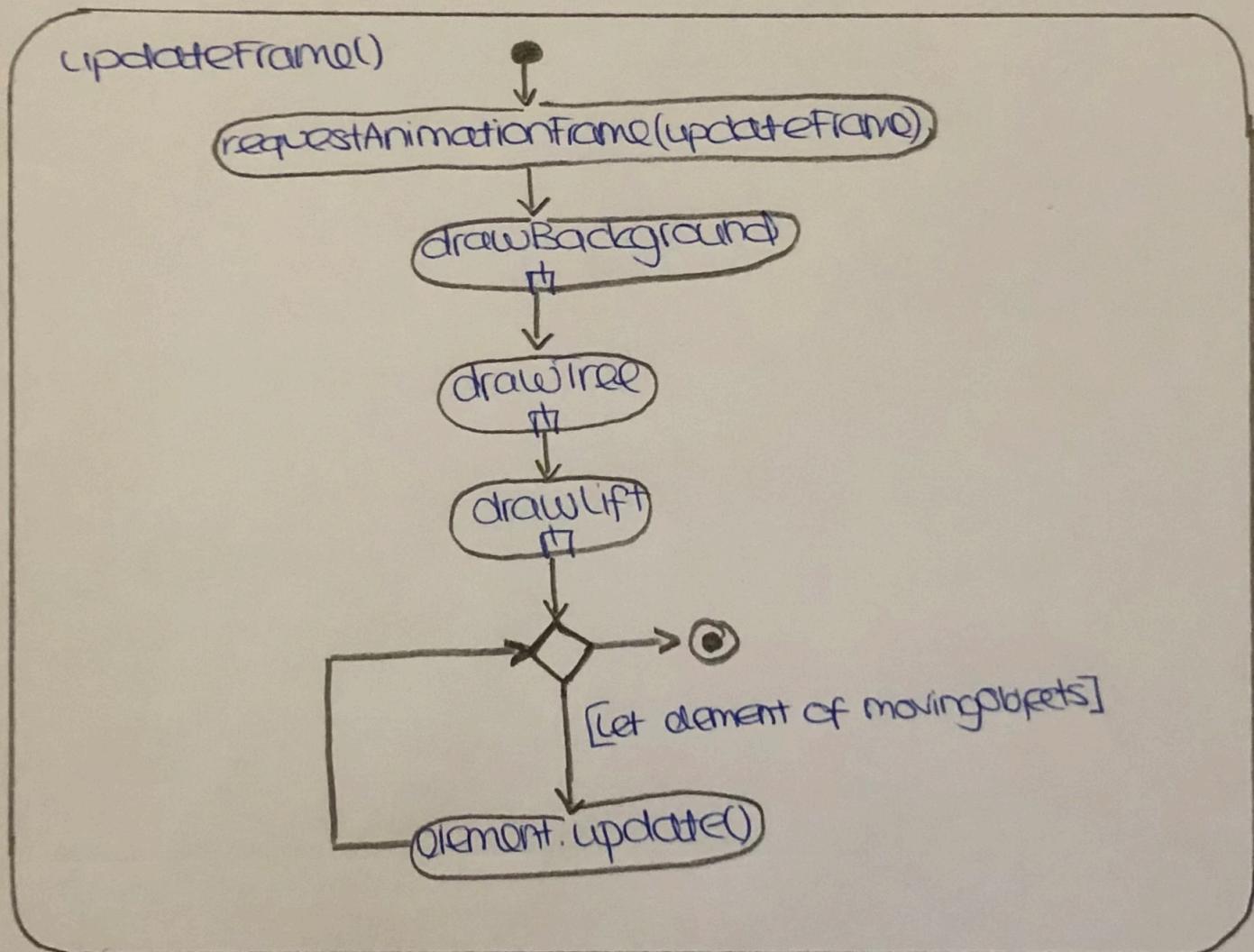
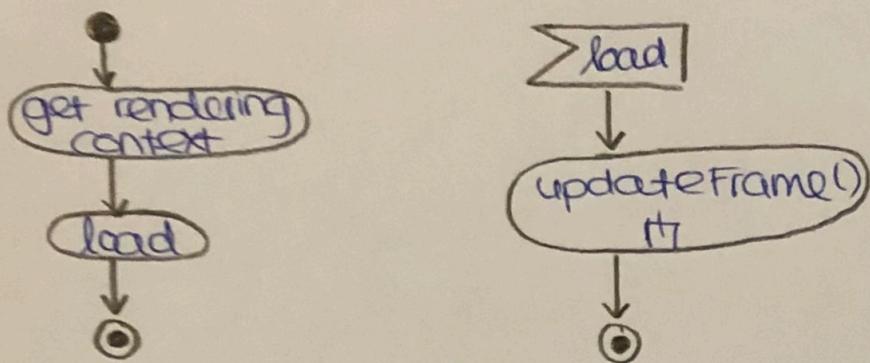
### `snowflake.ts` implements `movingObject`

```
public x: number;  
public y: number;  
constructor();  
draw();  
update();
```

### `sundata.ts` implements `movingObjects`

```
public x: number;  
public y: number;  
constructor();  
draw();  
update();
```

## Activity Diagramm



## movingObjects

Export interface Movingobject

```
x: number;  
y: number;  
draw();  
update();
```

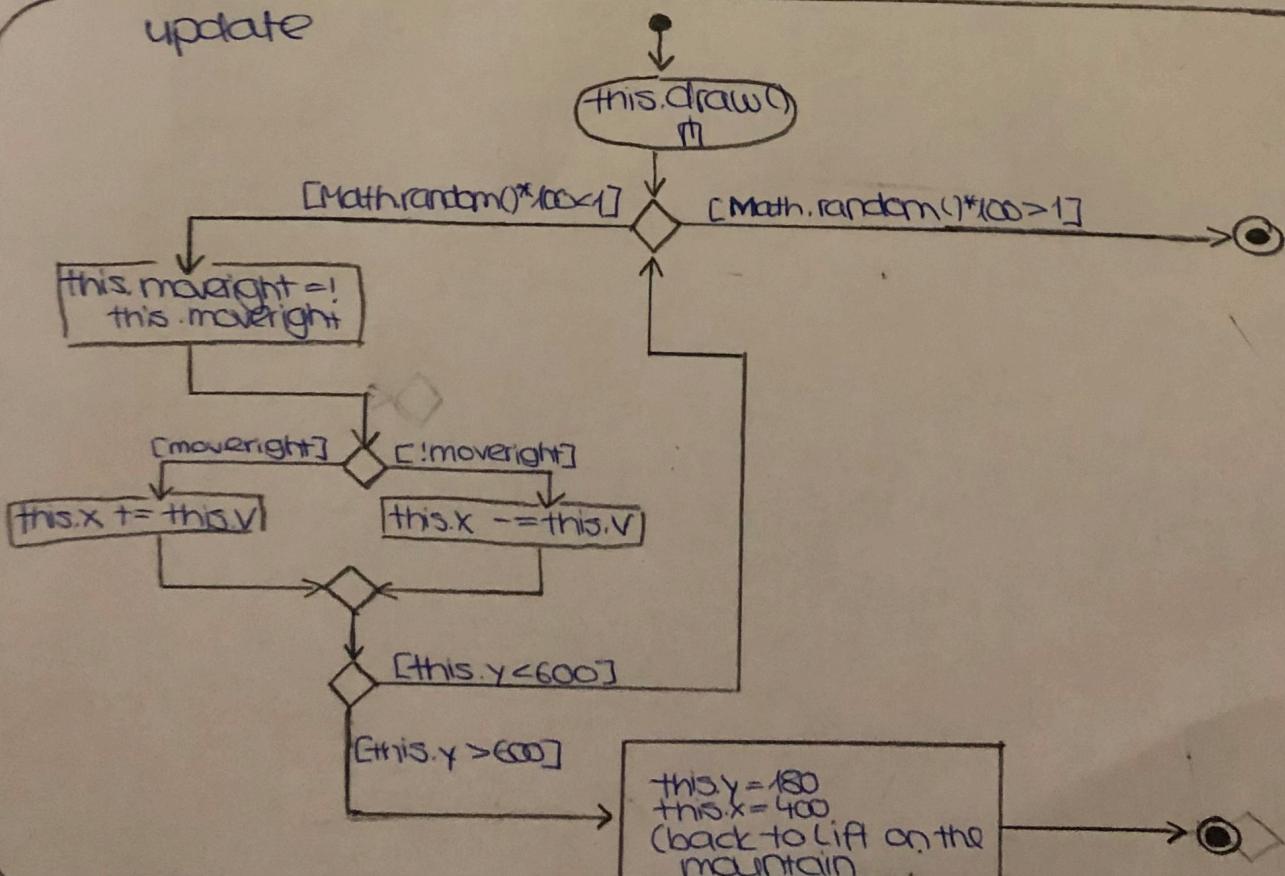
## Skier

Export class Skifahrer implements Movingobject

```
public x: number  
public y: number  
public color: string  
public v: number  
public moveright: boolean
```

```
draw();  
update();
```

update



draw

```
crc2.arc = this.x+5, this.y+5, 8, 0, 2* Math.PI  
crc2.fillStyle = this.color  
crc2.fillRect = this.x, this.y, 10, 40  
crc2.lineWidth = 2  
crc2.stroke()  
crc2.strokeStyle = "black"
```

fill forms

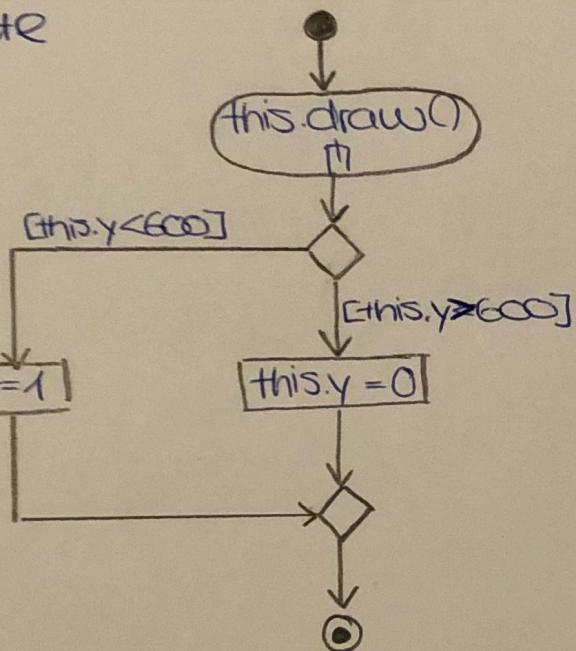


## Snowflake

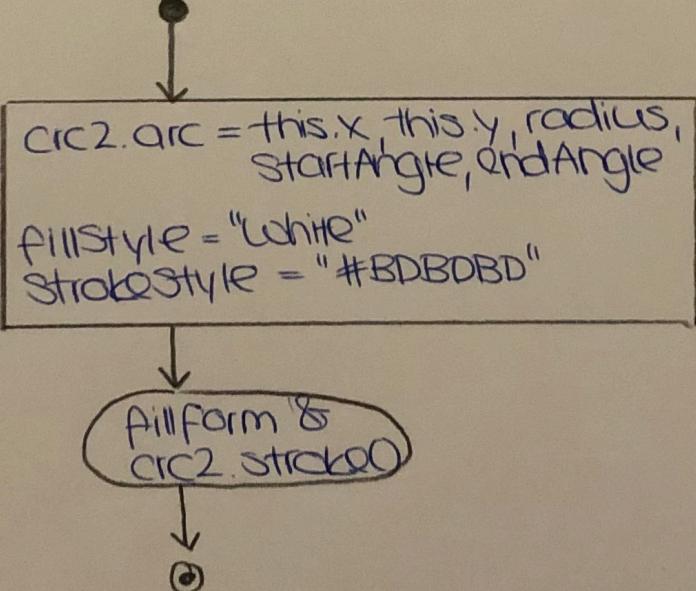
Export class Snowflake implements MovingObject

```
public x: number  
public y: number  
draw();  
update();
```

update



draw

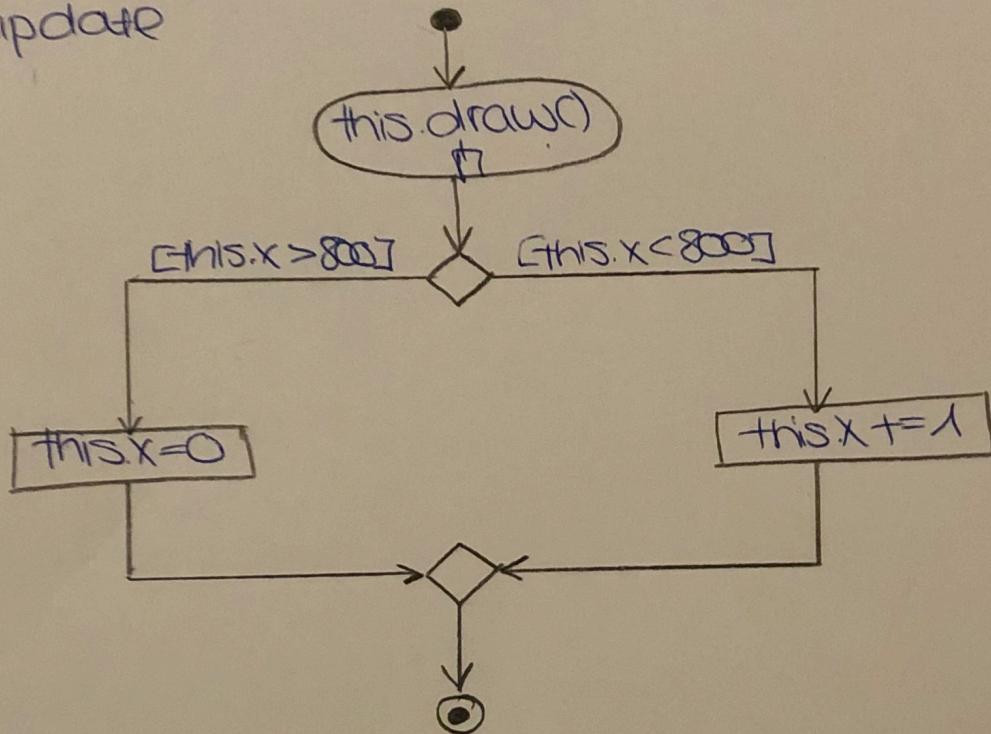


## Sun

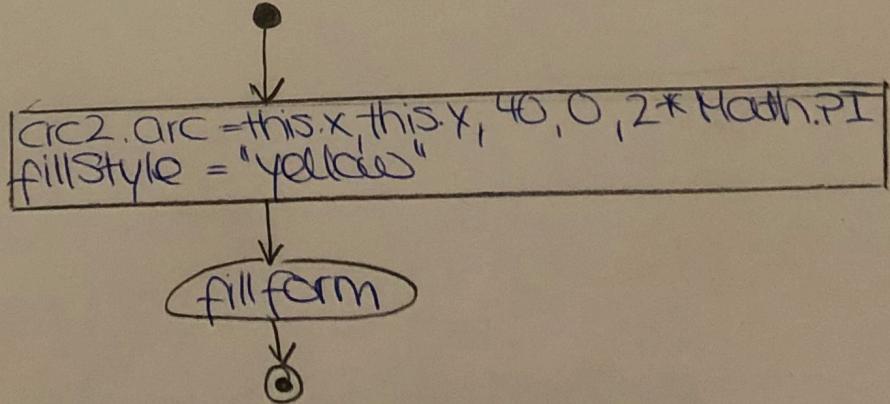
```
export class sun implements MovingObject
```

```
public x: number  
public y: number  
draw();  
update();
```

update



draw



# drawBackground

~~function 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 = "#595c62"  
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(310, 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



drawlift

create station

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

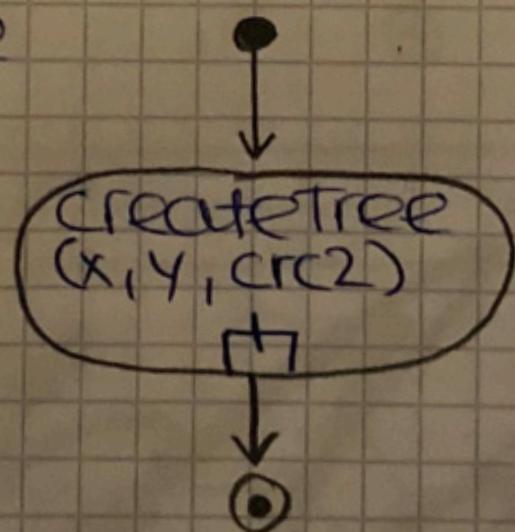
fill forms

create ropes

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



drawTree



createTree  
(x, y, 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

end