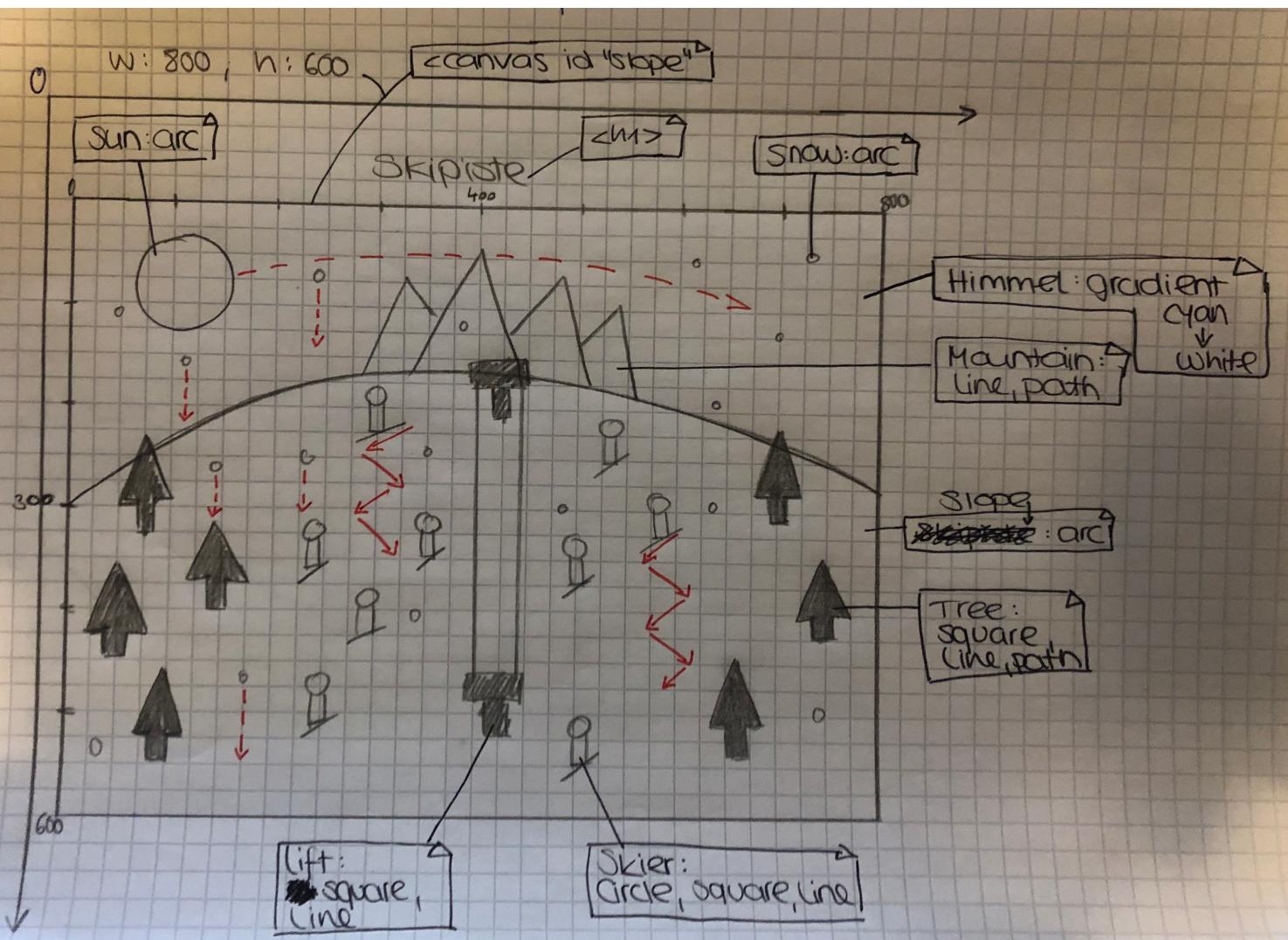


L09 SKIPISTE



LO 9 Skiptie

Class Diagram: 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 ()
```

Sundae.js

```
public x: number  
public y: number
```

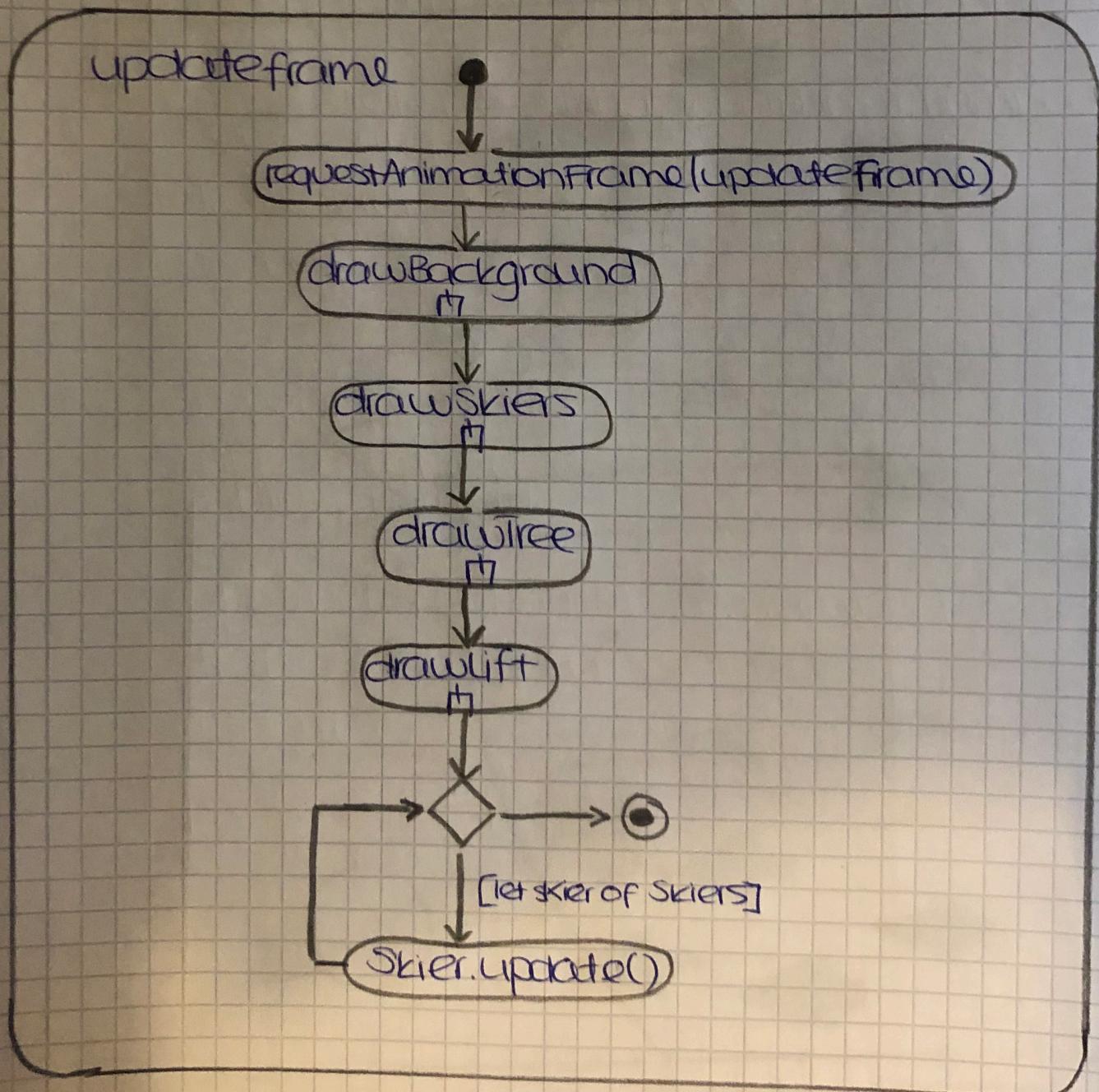
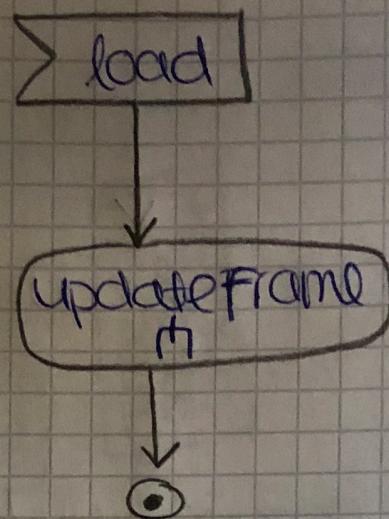
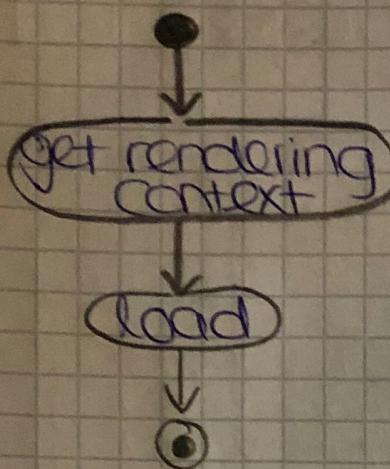
```
constructor (x: number, y: number)
```

```
drawSun ()
```

```
moveSun ()
```

```
update ()
```

Activity Diagram



drawBackground

create sky

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

fillRect with grid

Sundata.
Update()

~~#393C3E~~

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

```

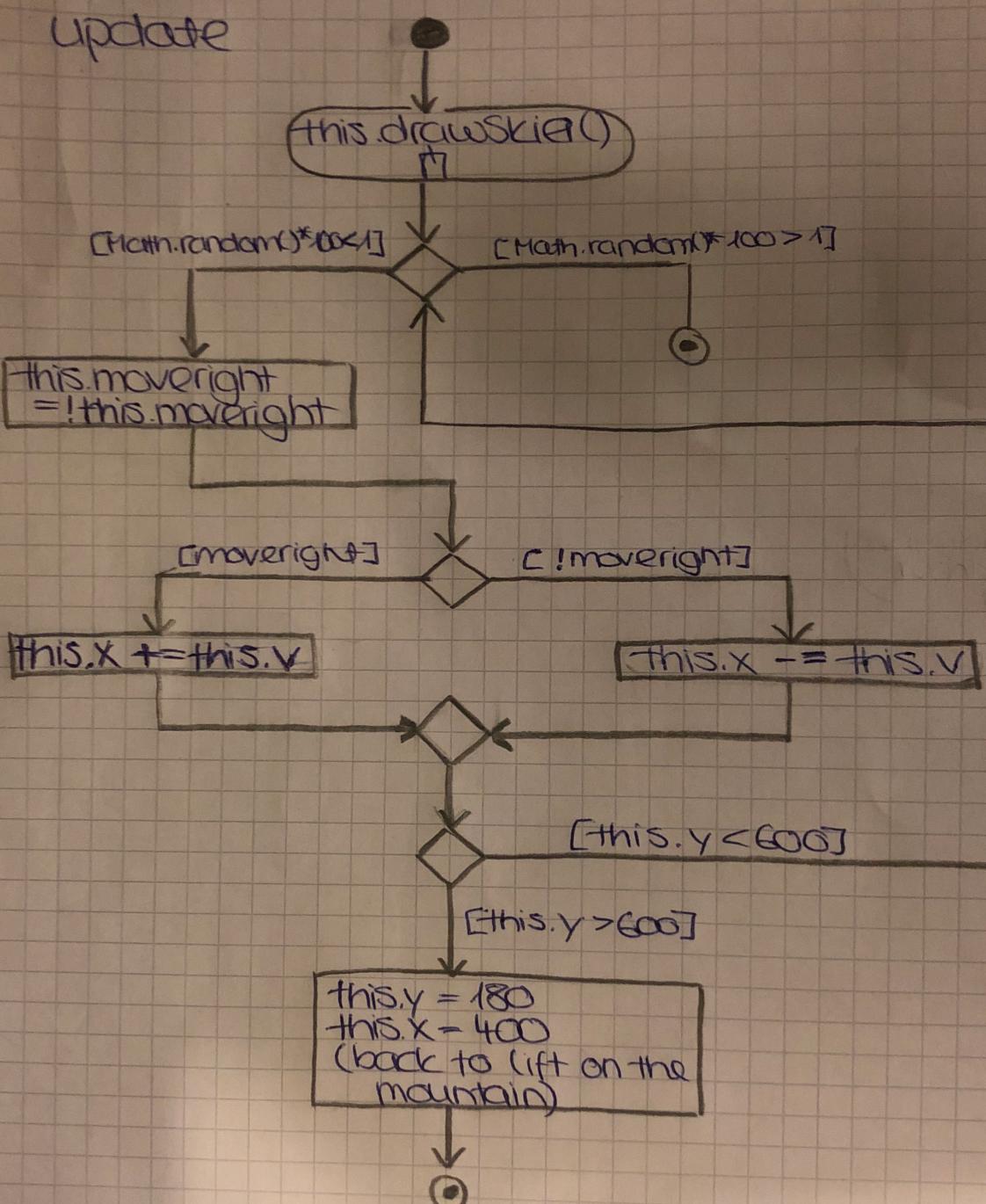
CanvasPath.arc
x: 350
y: 1010
r: 820
startAngle: 1.0 * Math.PI
endAngle: 2.0 * Math.PI

```

fill form

SKIER

update



SNOWFLAKE

update

this.drawSnowflake()

[this.y < 600]

this.y += 1

[this.y > 600]

this.y = 0

drawSnowflake
(x, y)

circ2.arc = this.x, this.y, radius,
startAngle, endAngle

fillStyle = "white"
strokeStyle = "#BDBDBD"

fillForm &
circ2.stroke()