

L10 SKIPISTE - Inheritance

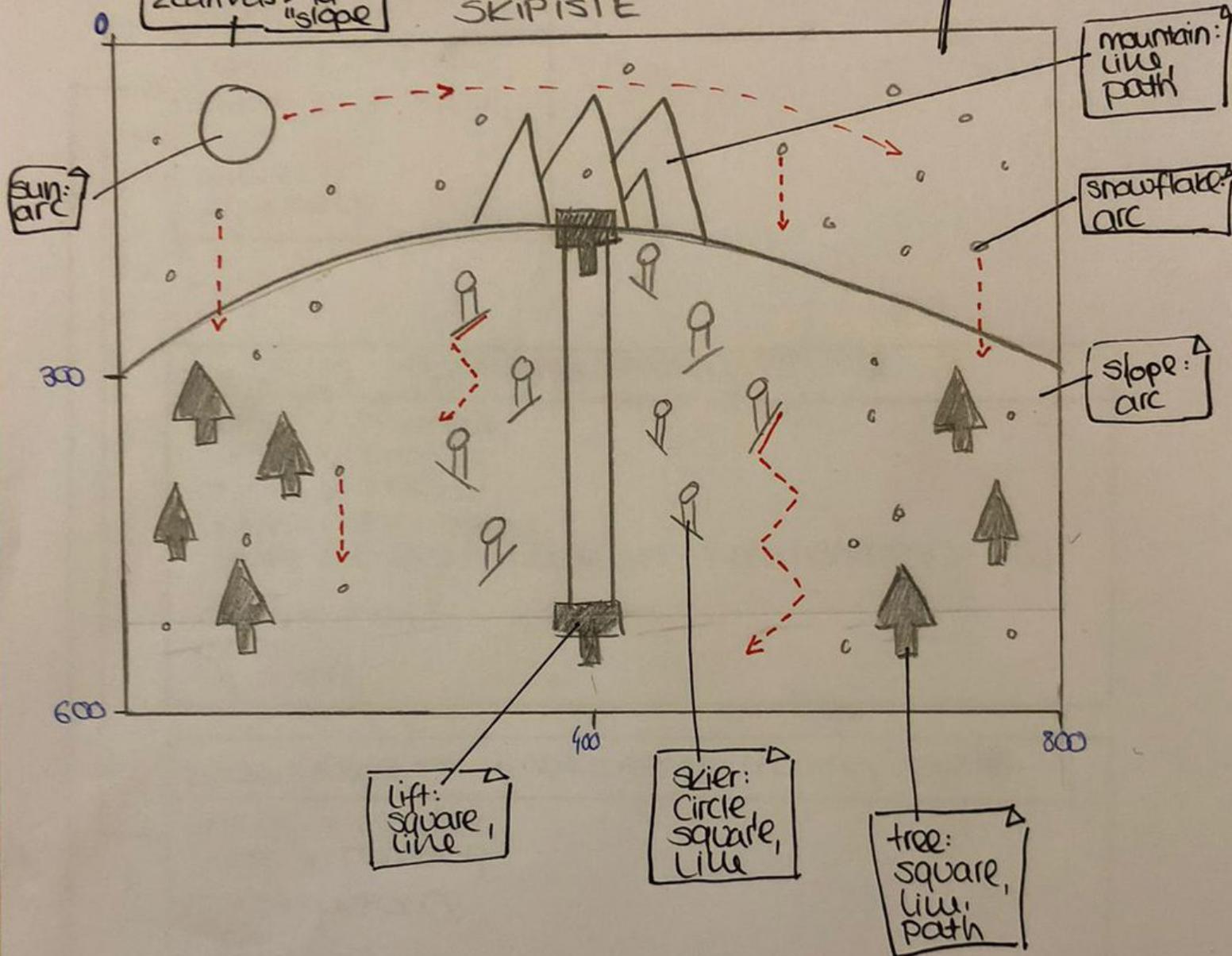
canvas w: 800, h: 600

canvas > id
"slope"

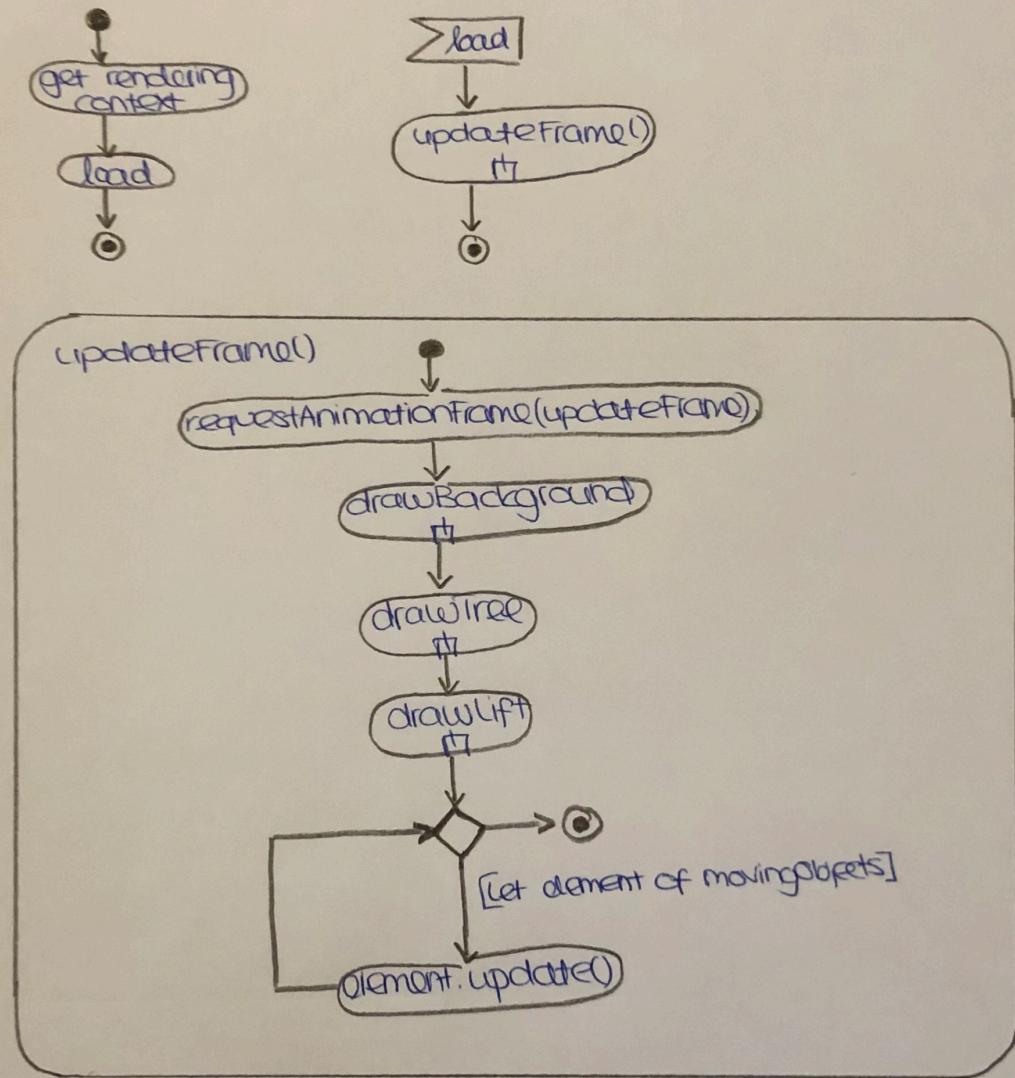
SKIPISTE

$\langle \text{ch1} \rangle \uparrow$

sky:
gradient
cyan \longrightarrow white

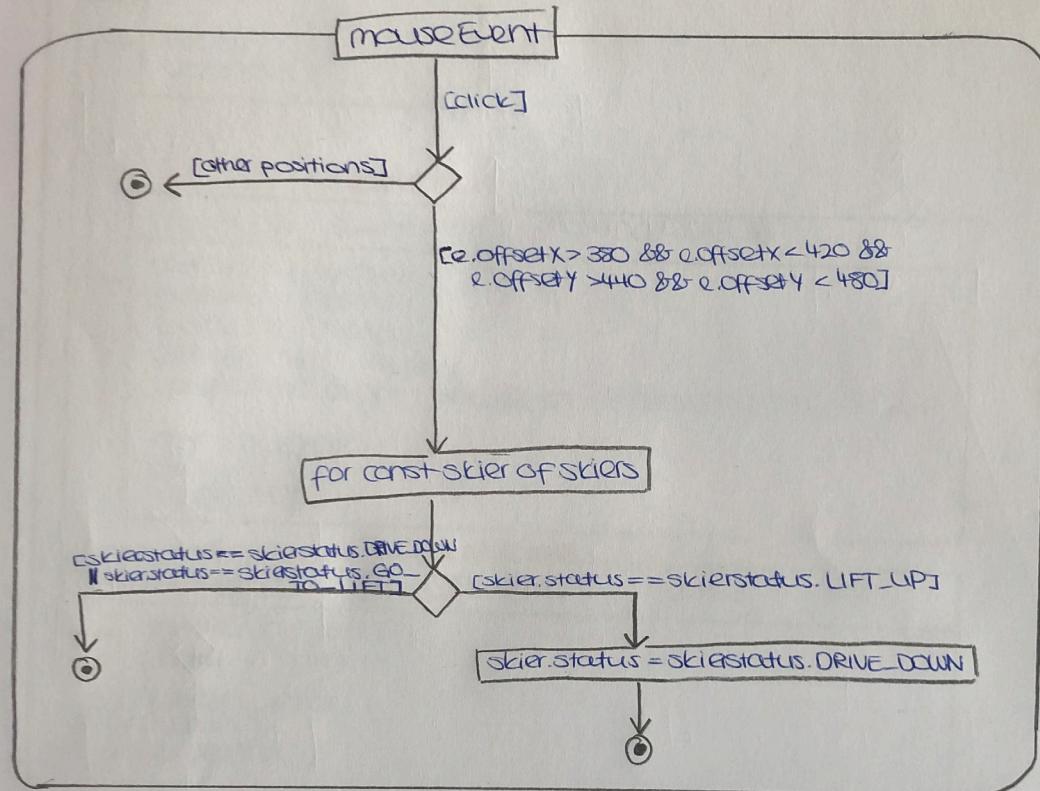


Activity Diagramm

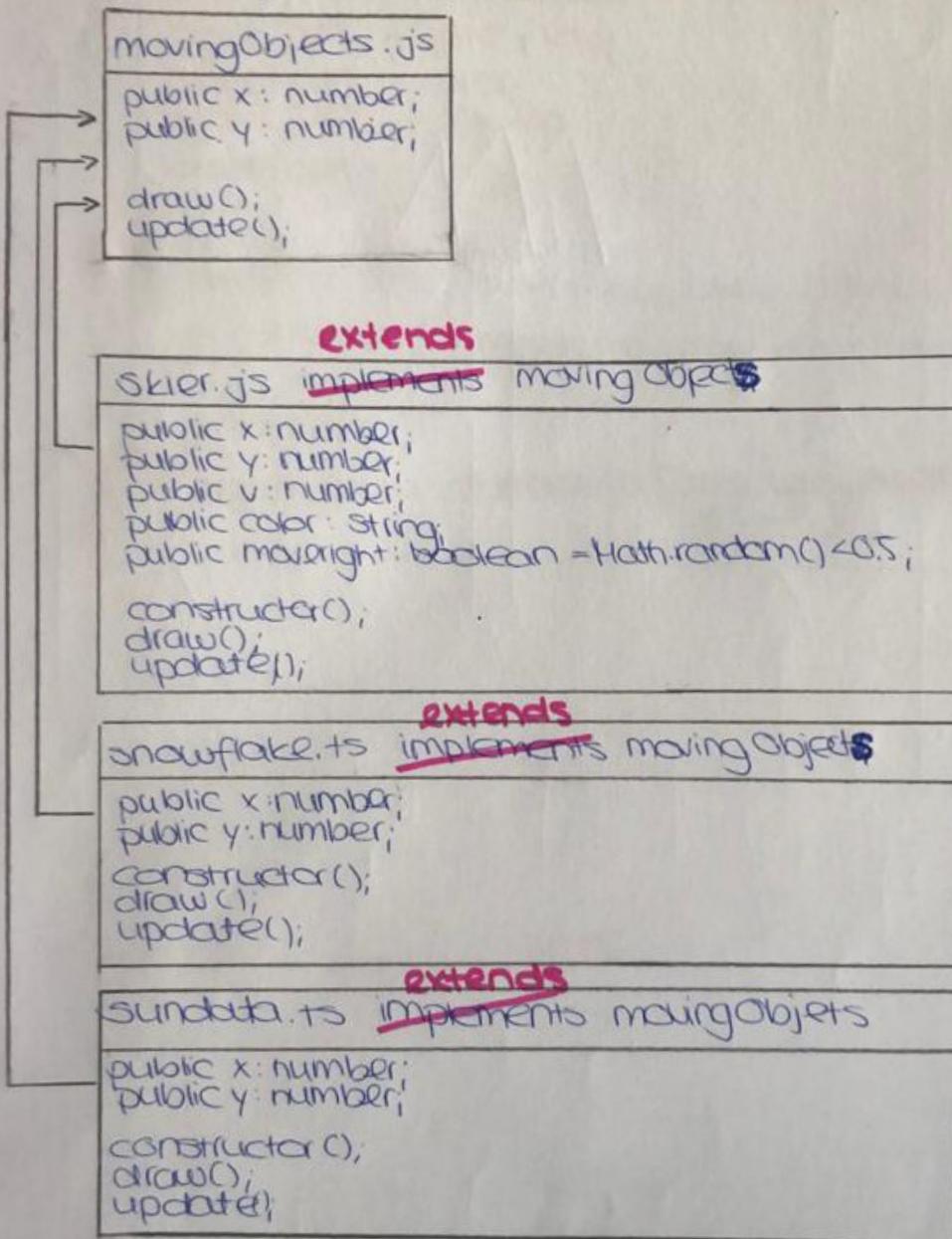


onclick function

```
canvas.addEventListener("click", (e) => {
```



Class Diagramm: rendering context



movingObjects

abstract class

```
export interface MovingObject
x: number;
y: number;

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

Skier

```
export class Skifahrer extends MovingObject
static LIFT_HEIGHT = 470;
static LIFT_X = 415;
static LIFT_UP_Y = 180;

public color;
public v;
public moveright: boolean;
public status: skierstatus.DRIVE_DOWN;

constructor { super(x, y); this.color = color; this.v = v; }

draw();
update();

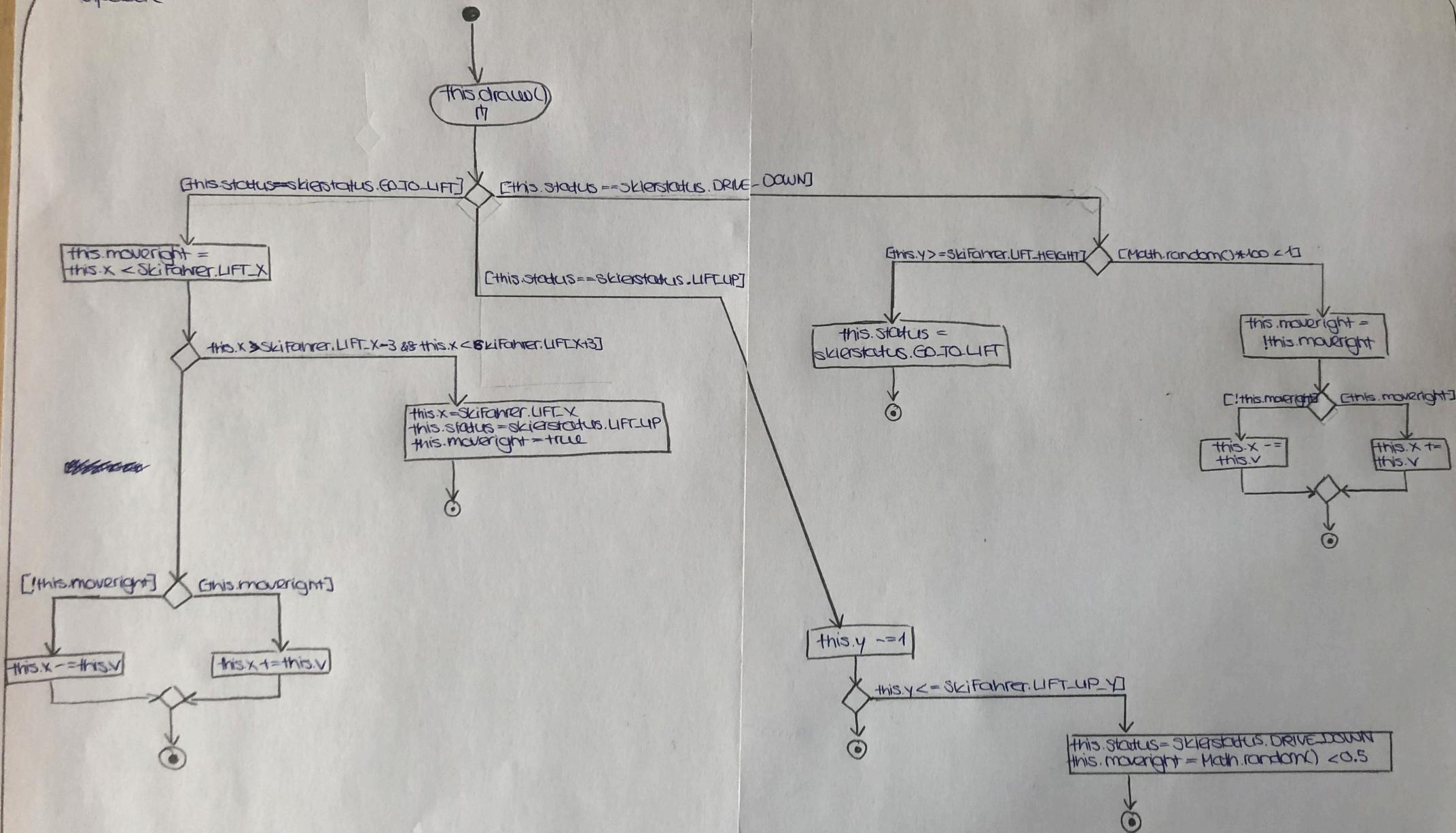
export enum skierstatus { DRIVE_DOWN, GO_TO_LIFT,
LIFT_UP; }
```

draw

```
circ2.arc = this.x + 5, this.y + 5, 8, 0, 2 * Math.PI
circ2.fillStyle = this.color
circ2.fillRect = this.x, this.y, 10, 40
circ2.lineWidth = 2
circ2.strokeStyle = "black"
circ2.strokeStyle = "black"
```

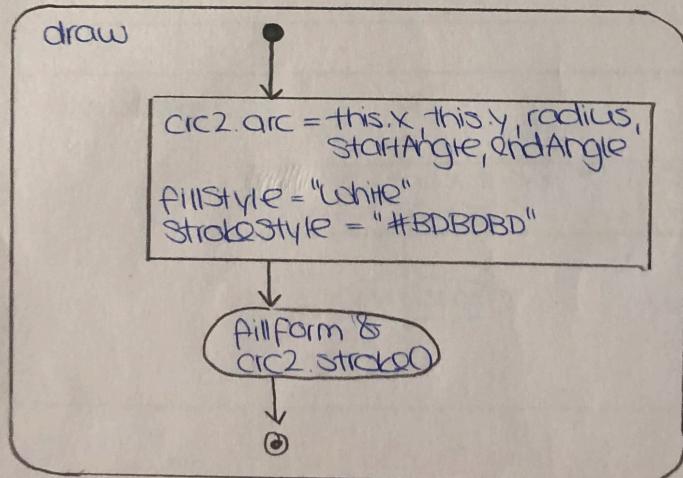
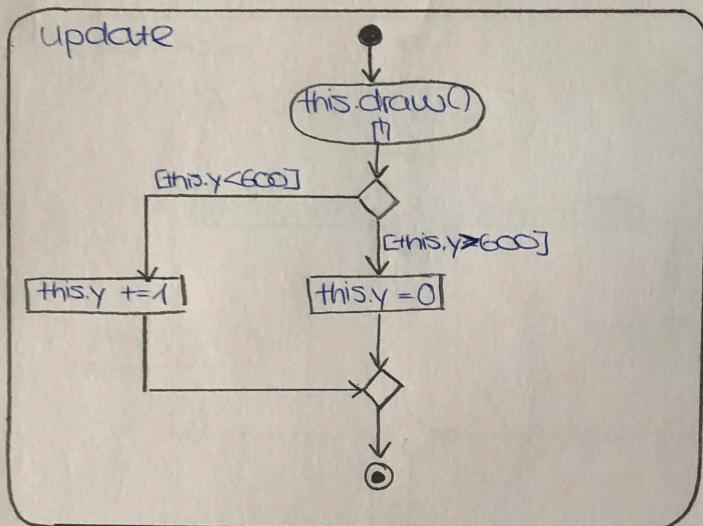
fill forms

update



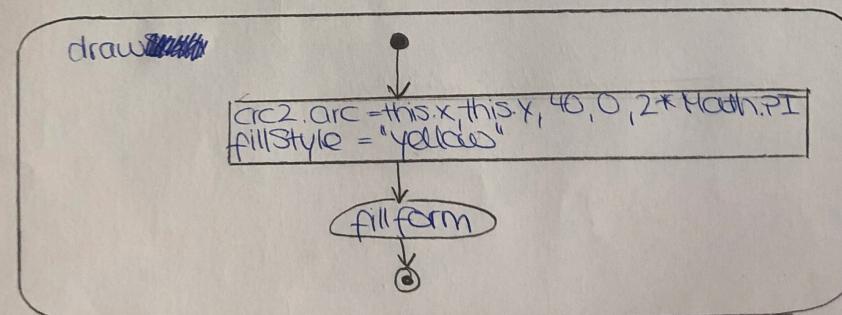
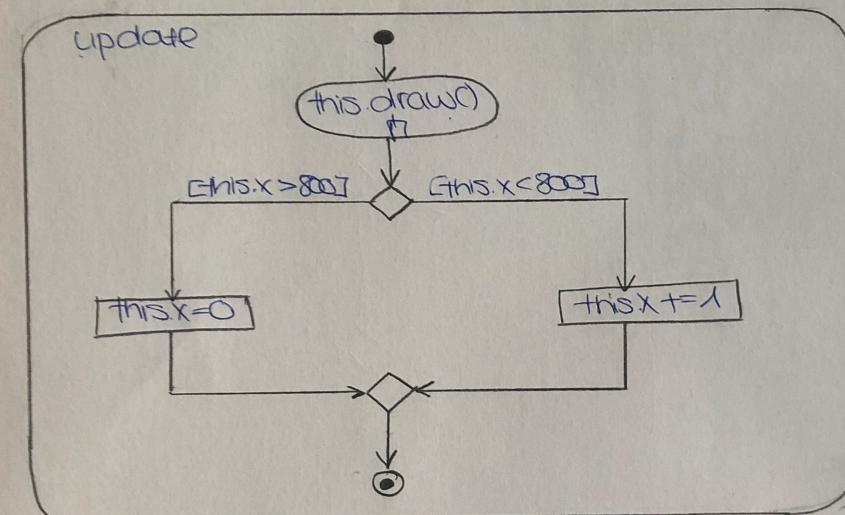
Snowflake

~~extends~~
export class Snowflake implements MovingObject
public x: number
public y: number
draw();
update();
super(x, y)



Sun

~~extends~~
export class Sun implements MovingObject
public x: number
public y: number
draw();
update();
super(x, y)



drawBackground

create sky

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

fillRect (with grid)

~~Summ.
Ur
tel~~

```
fillStyle = "#393C3E"  
createForm with  
A(460, 220)  
B(520, 130)  
C(570, 220)  
D(460, 220)
```

fill form

create Berg1

```
fillStyle = "#393C3E"  
createForm with  
A(280, 200)  
B(320, 90)  
C(370, 200)  
D(280, 200)
```

fill form

create Berg2

```
fillStyle = "#595E62"  
createForm with  
A(320, 220)  
B(400, 50)  
C(450, 220)  
D(320, 220)
```

fill form

create Berg3

```
fillStyle = "gray"  
createForm 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

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
```

