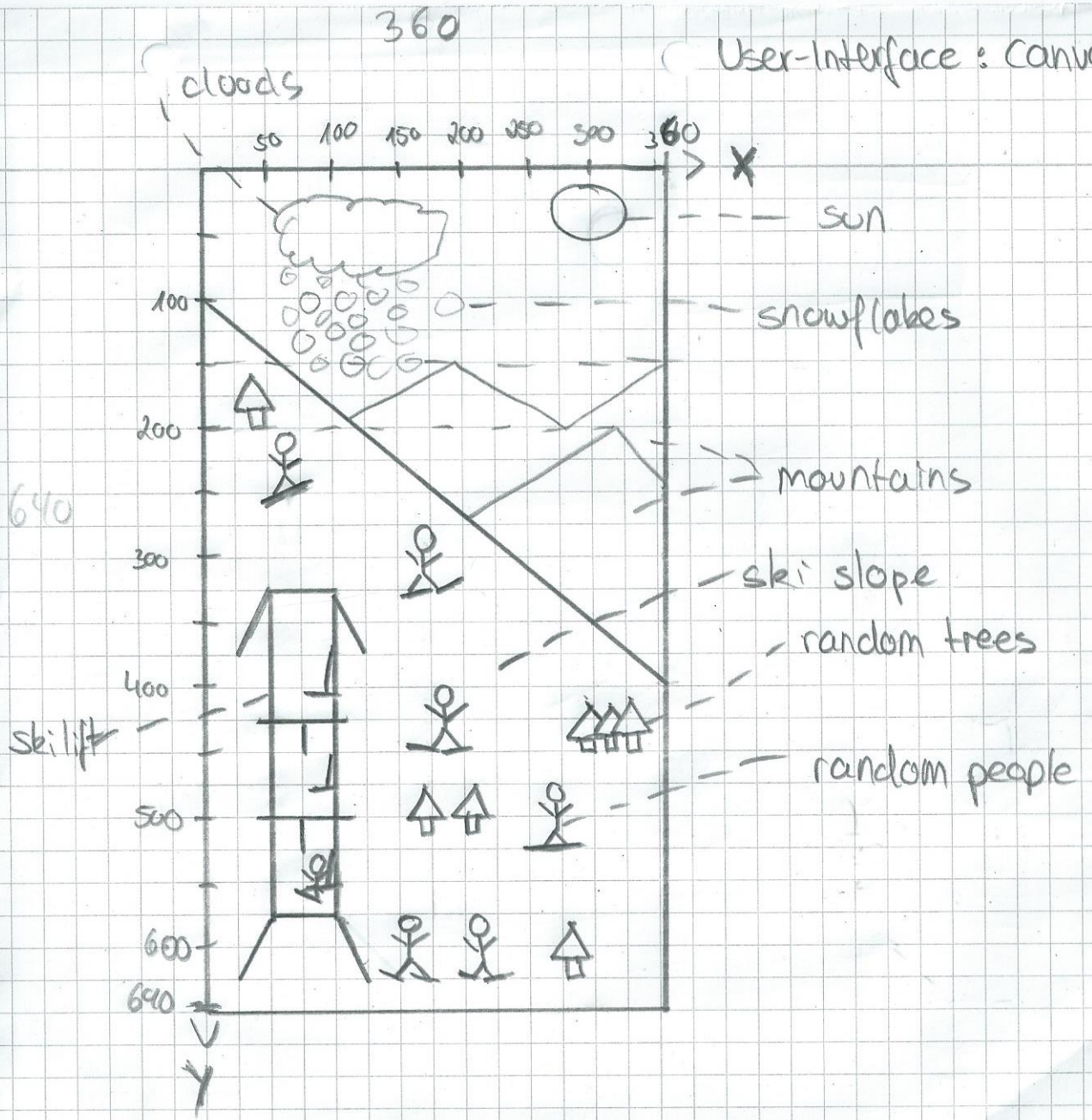
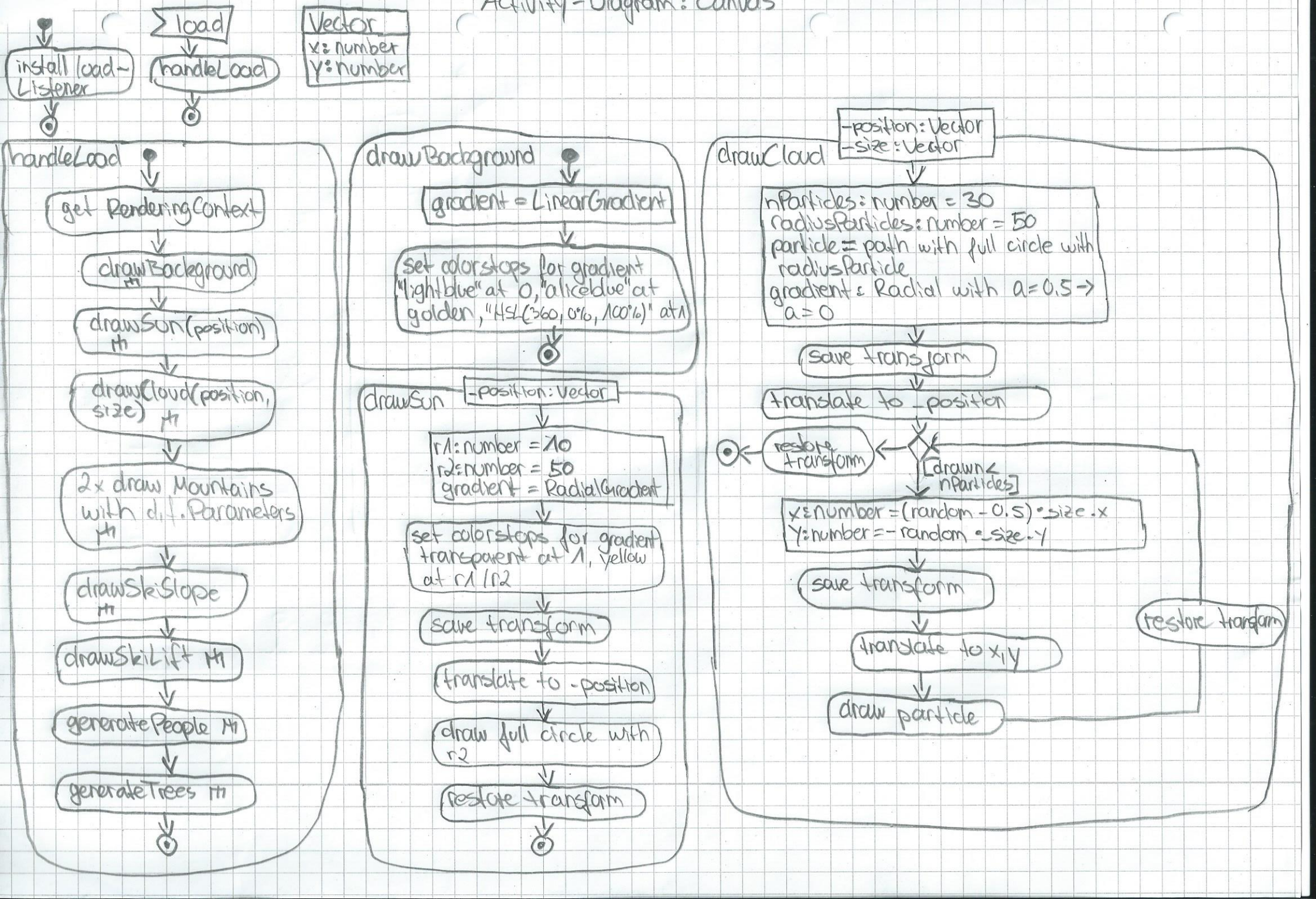
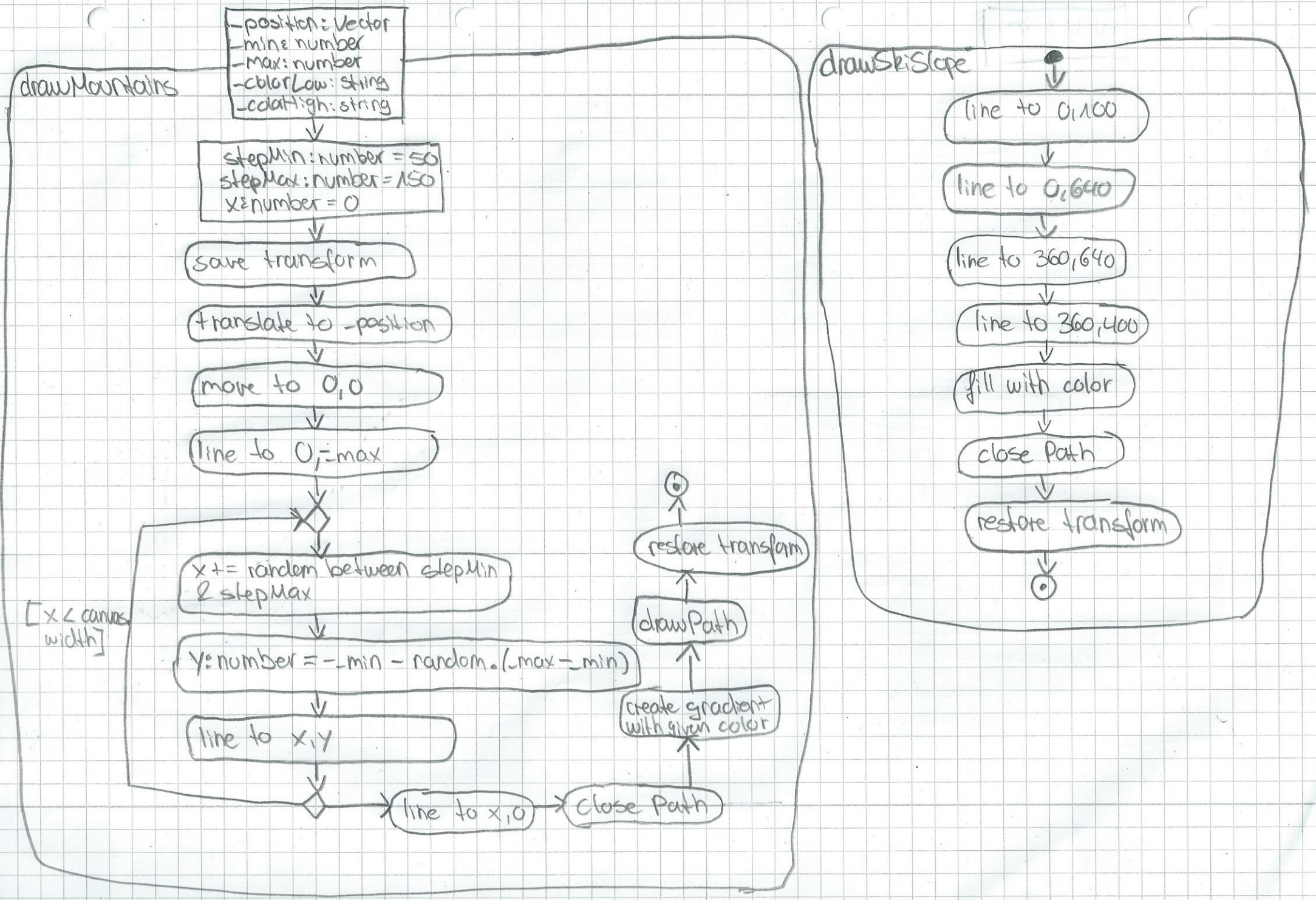
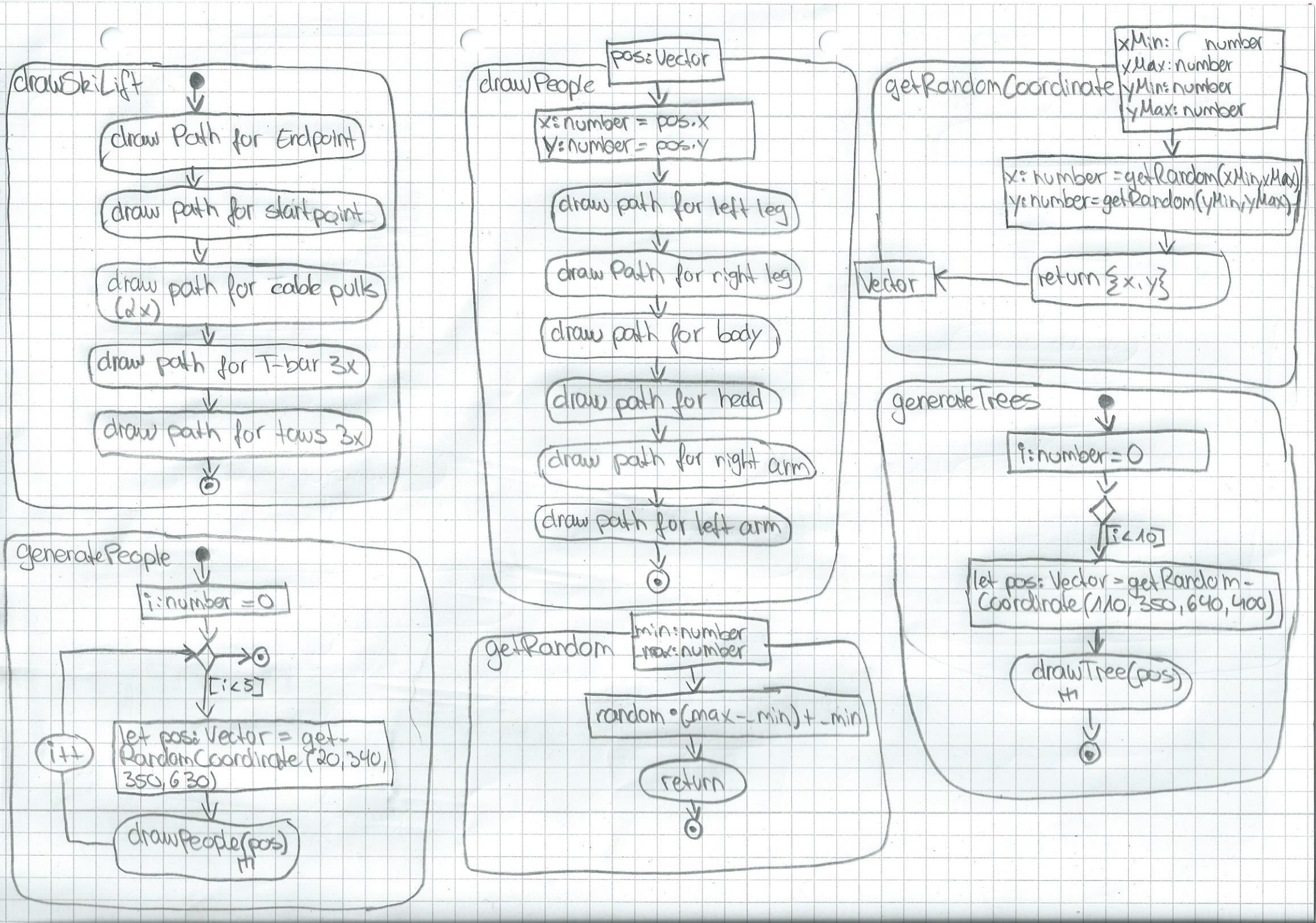
User-Interface : Canvas

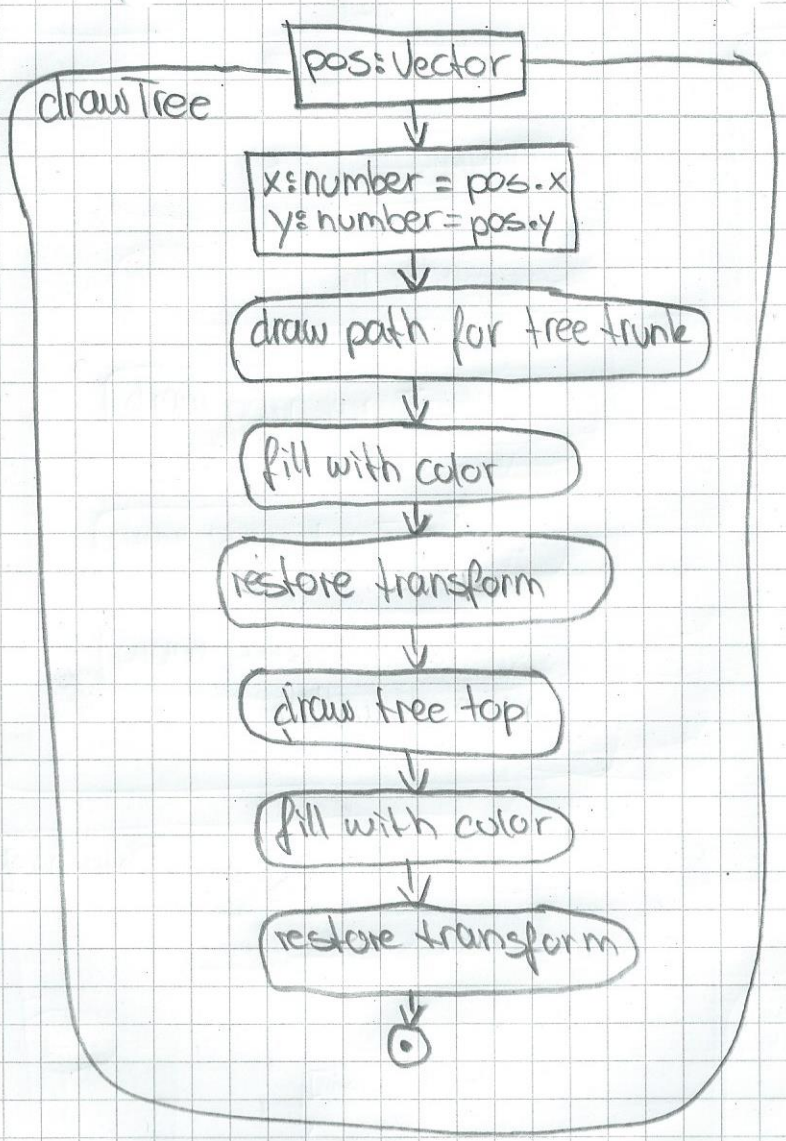


Activity-Diagram: Canvas




drawMountains
-position: Vector
-min: number
-max: number
-colorLow: string
-colorHigh: string
stepMin: number = 50
stepMax: number = 150
x: number = 0
save transform
translate to -position
move to 0,0
line to 0,-max
[x < canvas width]
x += random between stepMin & stepMax
y: number = -min - random.(max-min)
line to x,y
line to x,0
close Path
create gradient with given color
drawPath
restore transform
drawSkiSlope
line to 0,100
line to 0,640
line to 360,640
line to 360,400
fill with color
close Path
restore transform


drawSkiLift
draw Path for Endpoint
draw path for startpoint
draw path for cable pulls (2x)
draw path for T-bar 3x
draw path for taws 3x
generatePeople
i: number = 0
[i<5]
let pos: Vector = getRandomCoordinate(320, 340, 350, 630)
drawPeople(pos)
i++
drawPeople
pos: Vector
x: number = pos.x
y: number = pos.y
draw path for left leg
draw Path for right leg
draw path for body
draw path for head
draw path for right arm
draw path for left arm
getRandom
min: number
max: number
random * (max - min) + min
return
getRandomCoordinate
xMin: number
xMax: number
yMin: number
yMax: number
x: number = getRandom(xMin, xMax)
y: number = getRandom(yMin, yMax)
return {x, y}
Vector
generateTrees
i: number = 0
[i<10]
let pos: Vector = getRandomCoordinate(110, 350, 640, 400)
drawTree(pos)
i++


drawTree
pos: Vector
x: number = pos.x
y: number = pos.y
draw path for tree trunk
fill with color
restore transform
draw tree top
fill with color
restore transform