

Main



```
let crc2: CanvasRenderingContext2D
let canvas: HTMLCanvasElement
let lifetime: number
let color: string
let shape: string
let rocket: Rocket[] = []
let rs1: boolean = true
let rs2: boolean = false
let rs3: boolean = false
let rs4: boolean = false
```

add event listener on window

-event: Event

handleLoad

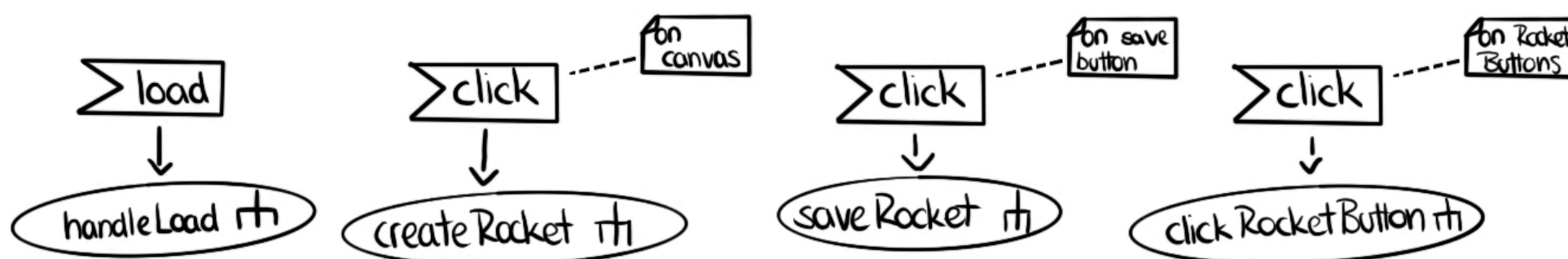
set canvas = html canvas
set crc2 = canvas context

adjust canvas height and width

install click listener on
canvas, save button and the
4 Rocket buttons

window.setInterval(animateRocket r1, 20)

get Saved Rocket r1



save Rocket

-event: Event

let formData: FormData = new FormData

sendData(formData) r1



for let entry of formData

lifetime = formData("the size")
color = formData("the color")
shape = formData("the shape")

get Random Number

-min: number
-max: number

return a random number
between min & max



-event: MouseEvent

create Rocket

let rect: DOMRect = canvas.getBoundingClientRect()
let mouseX: number = event.clientX - rect.left
let mouseY: number = event.clientY - rect.top
let formData: FormData = new FormData

for let entry of formData

lifetime = formData("the size")
color = formData("the color")
shape = formData("the shape")

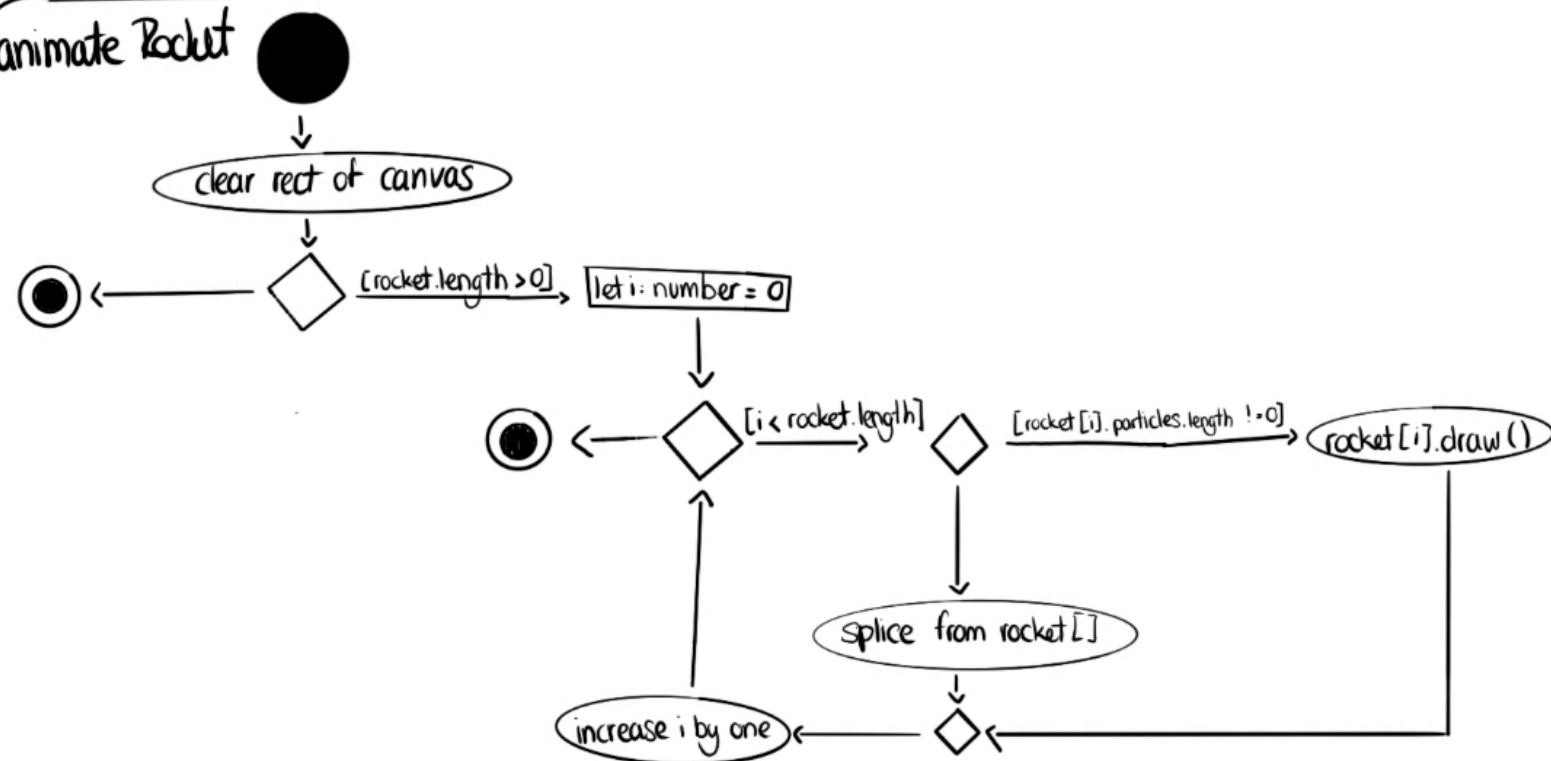
let rocketPosition: Vector = new Vector(mouseX, mouseY)
let rocketCreated: Rocket = new Rocket(lifetime, color, shape, rocketPosition)

push rocketCreated in rocket[]



Main 2

animate Rocket



clickRocketButton

-event: MouseEvent

