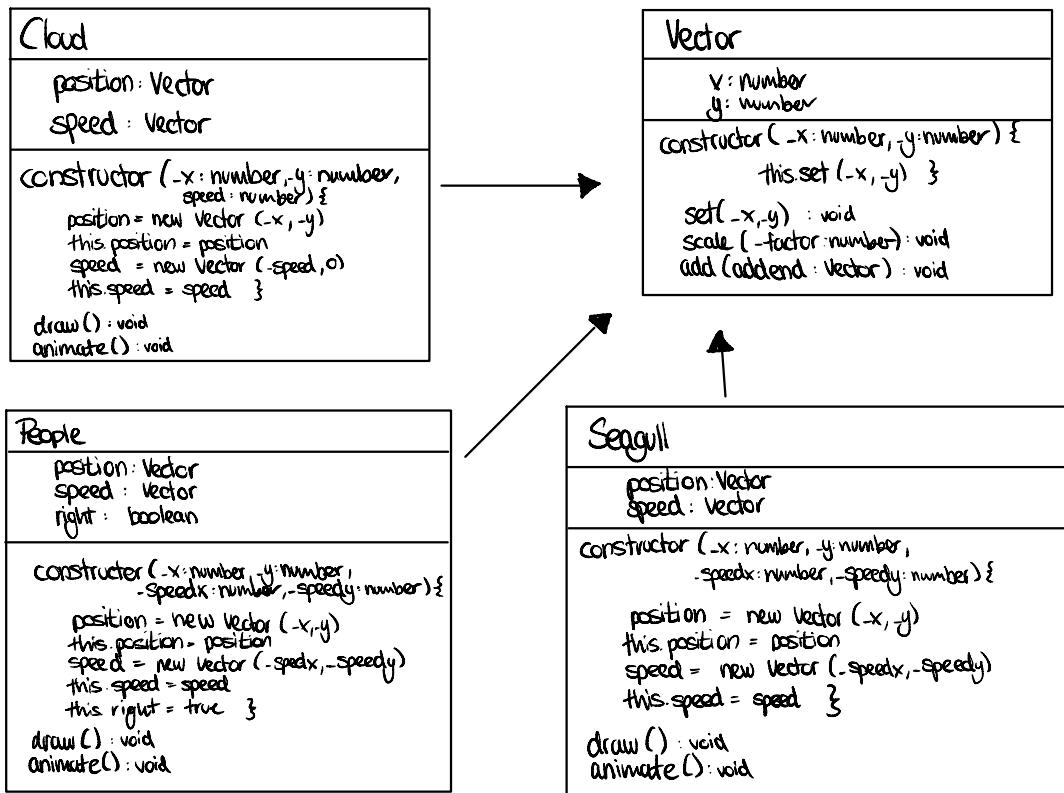
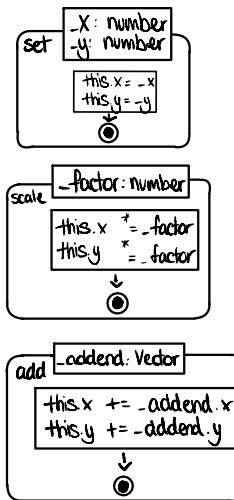


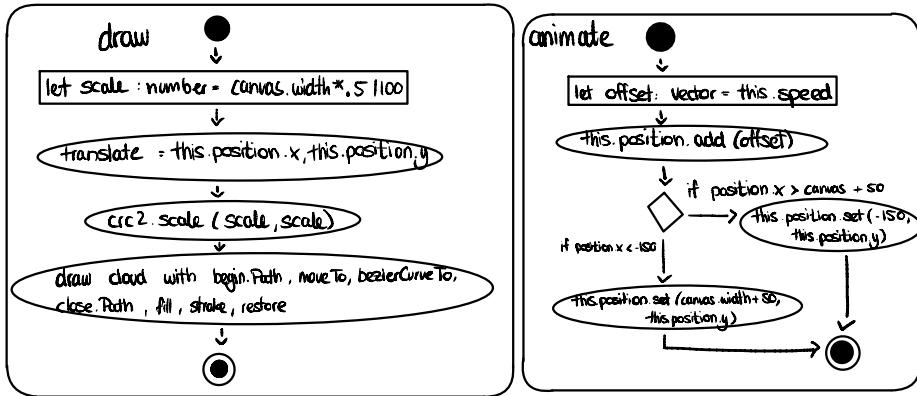
Classes



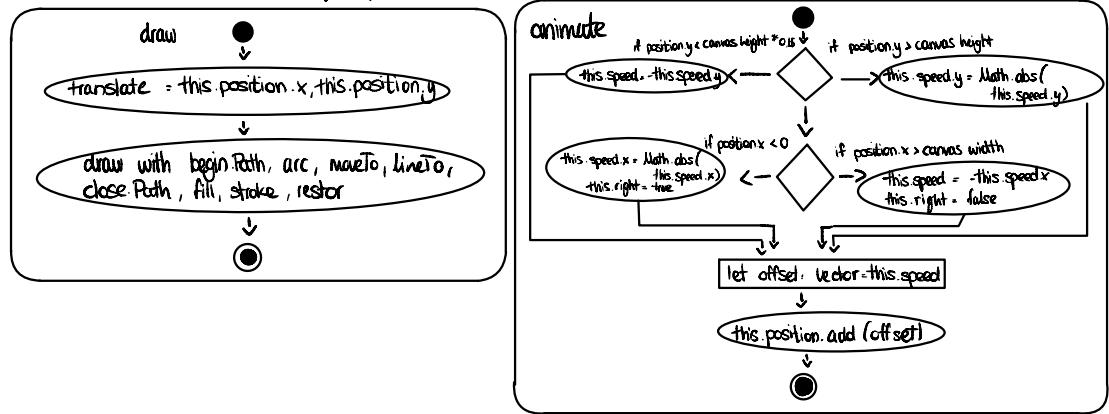
Vector Methods



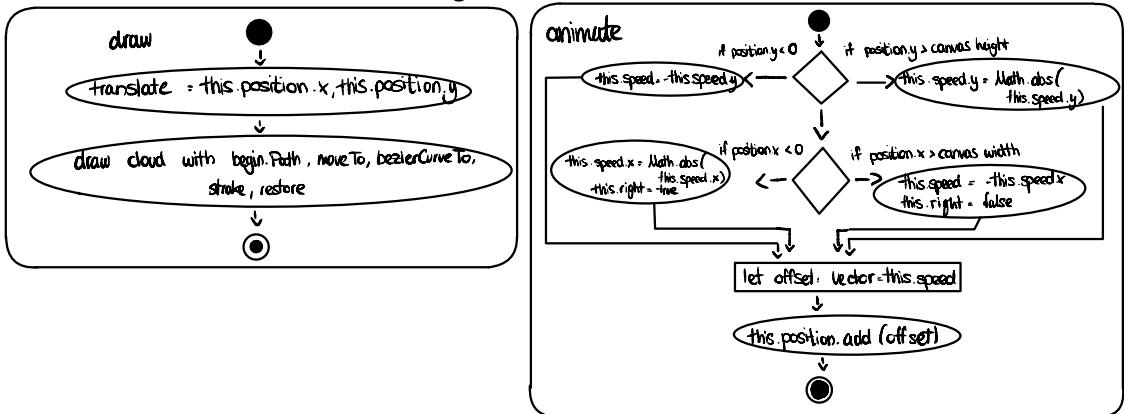
Cloud Methods



People Methods



Seagull Methods



Main

```
let crc2: CanvasRenderingContext2D
```

load

handleLoad

install load listener on window

handleLoad

```
let canvas: HTMLCanvasElement  
people: People[] = []  
clouds: Cloud[] = []  
seagulls: Seagull[] = []
```

set canvas width to window inner width * c.7
set canvas height to window inner height * c.8

draw Background

draw Sun

draw Water

draw Sand

draw Rocks

see
Lab 2

objects

```
let imgData: ImageData = crc2.getImageData(0, 0, c.width, height)
```

drawSeagull

```
-x: number  
-y: number  
-speedx: number  
-speedy: number
```

```
let seagull: Seagull = new Seagull(-x, -y, -speedx, -speedy)
```

seagulls.push(seagull)

drawPeople

```
-x: number  
-y: number  
-speedx: number  
-speedy: number
```

```
let people: People = new People(-x, -y, -speedx, -speedy)
```

people.push(people)

objects

draw Seagull (-x, -y, -speedx, -speedy)

draw Cloud (-x, -y, -speedx)

draw People (-x, -y, -speedx, -speedy)

requestAnimationFrame (drawScene)

drawScene

clear canvas
put Image Data

draw and animate for all
objects in arrays with loops

requestAnimationFrame (drawScene)

drawCloud

```
-x: number  
-y: number  
-speedx: number
```

```
let cloud: Cloud = new Cloud(-x, -y, -speedx)
```

clouds.push(cloud)