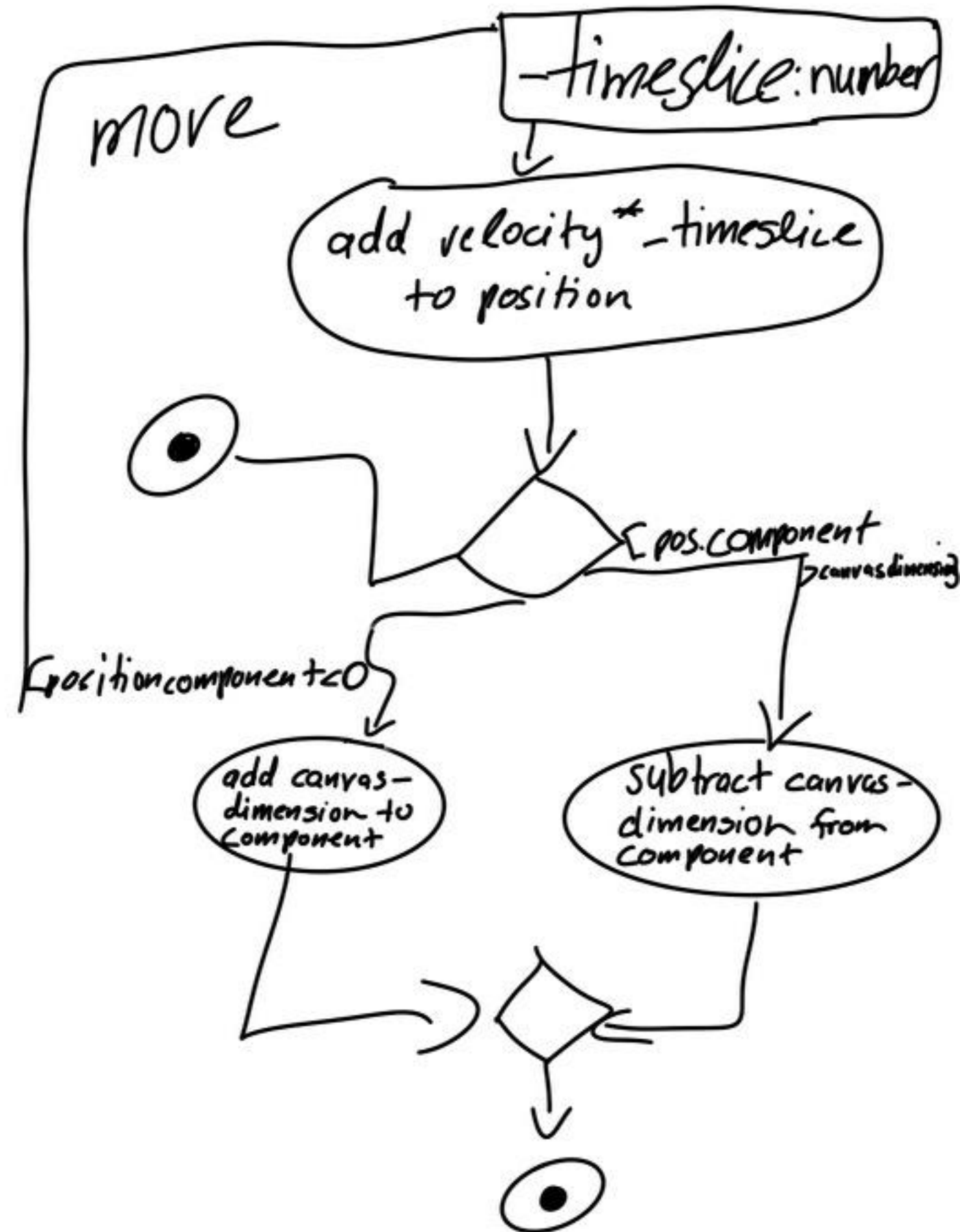
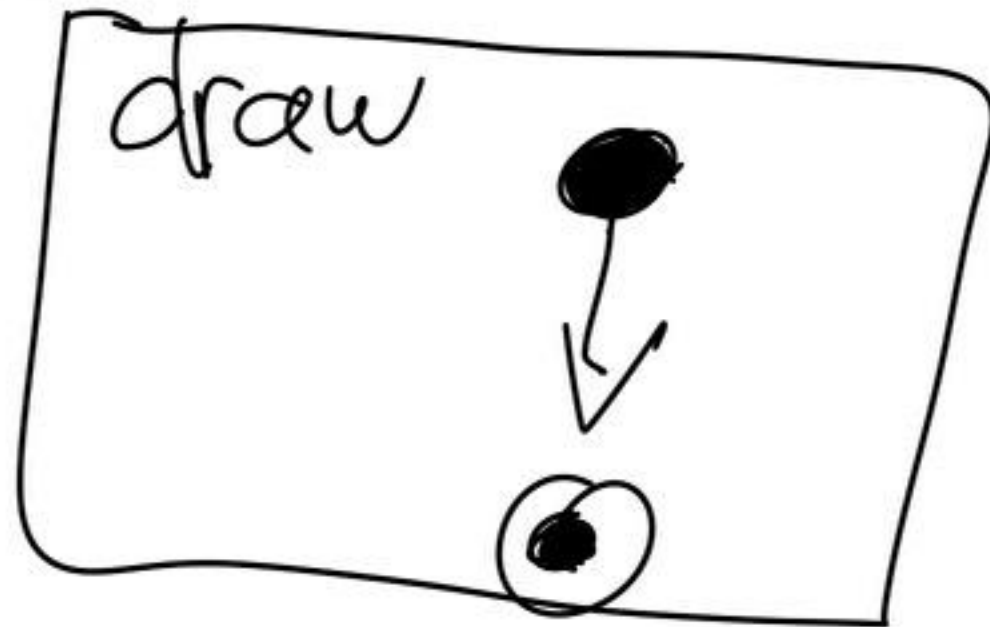
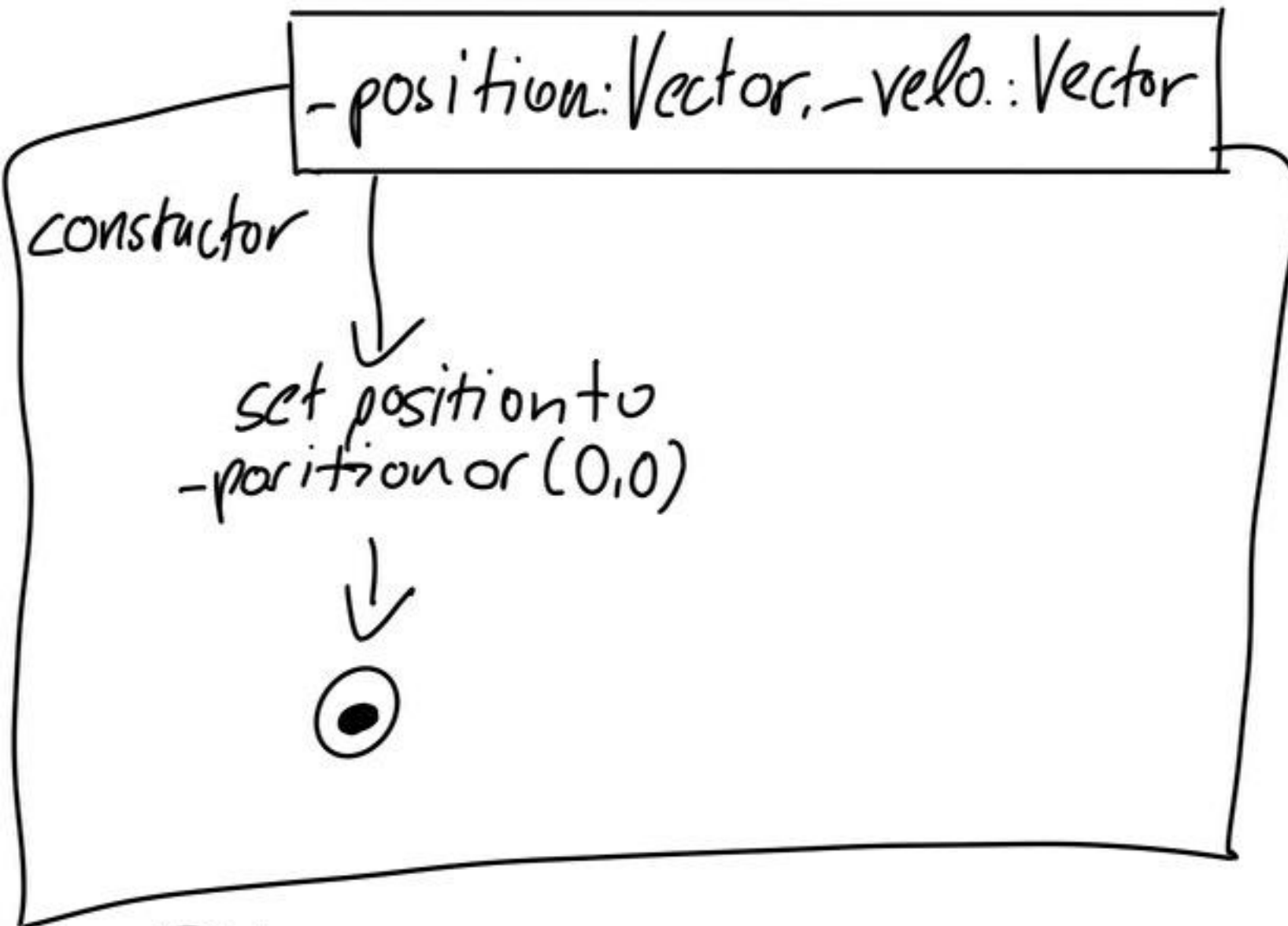
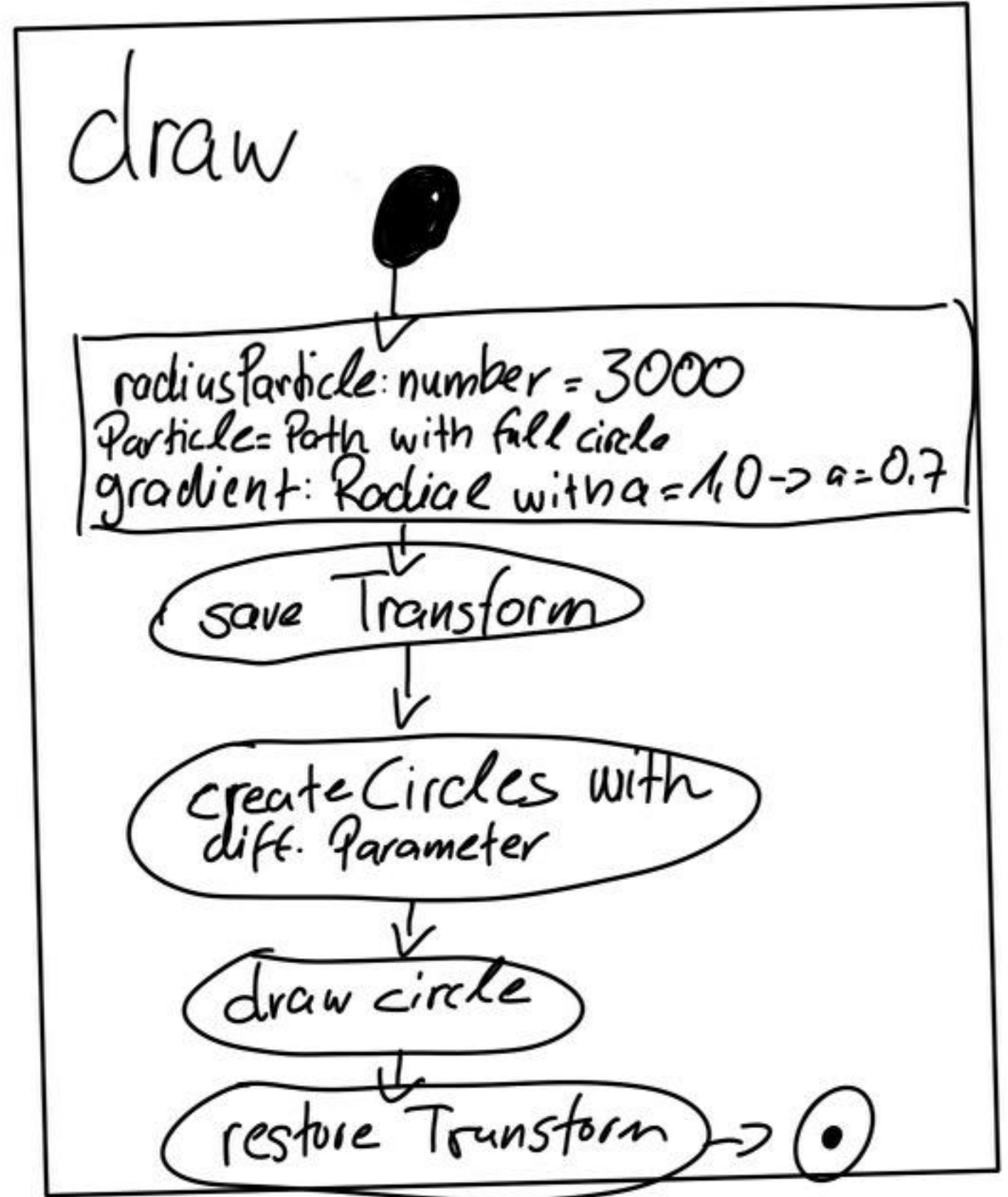
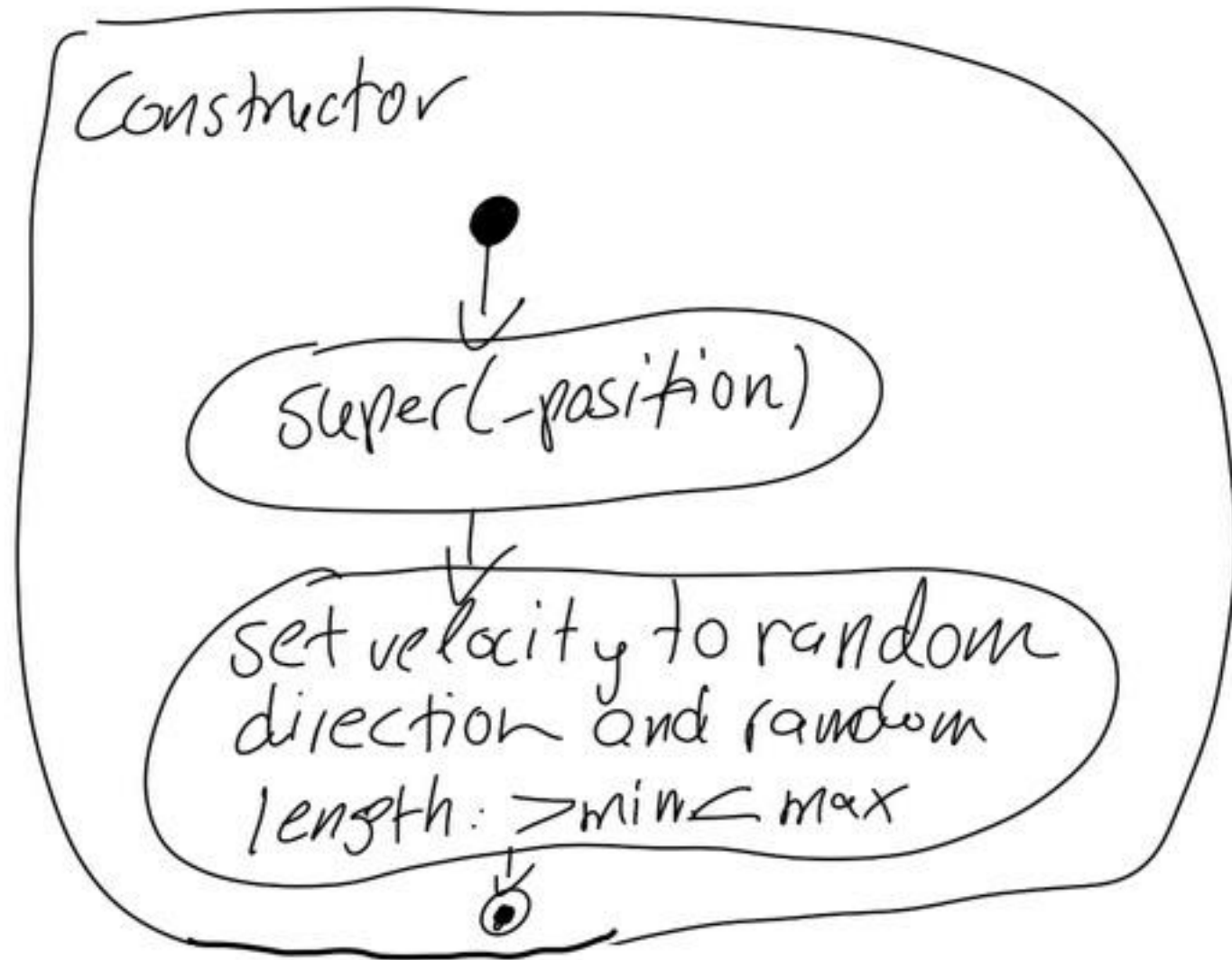


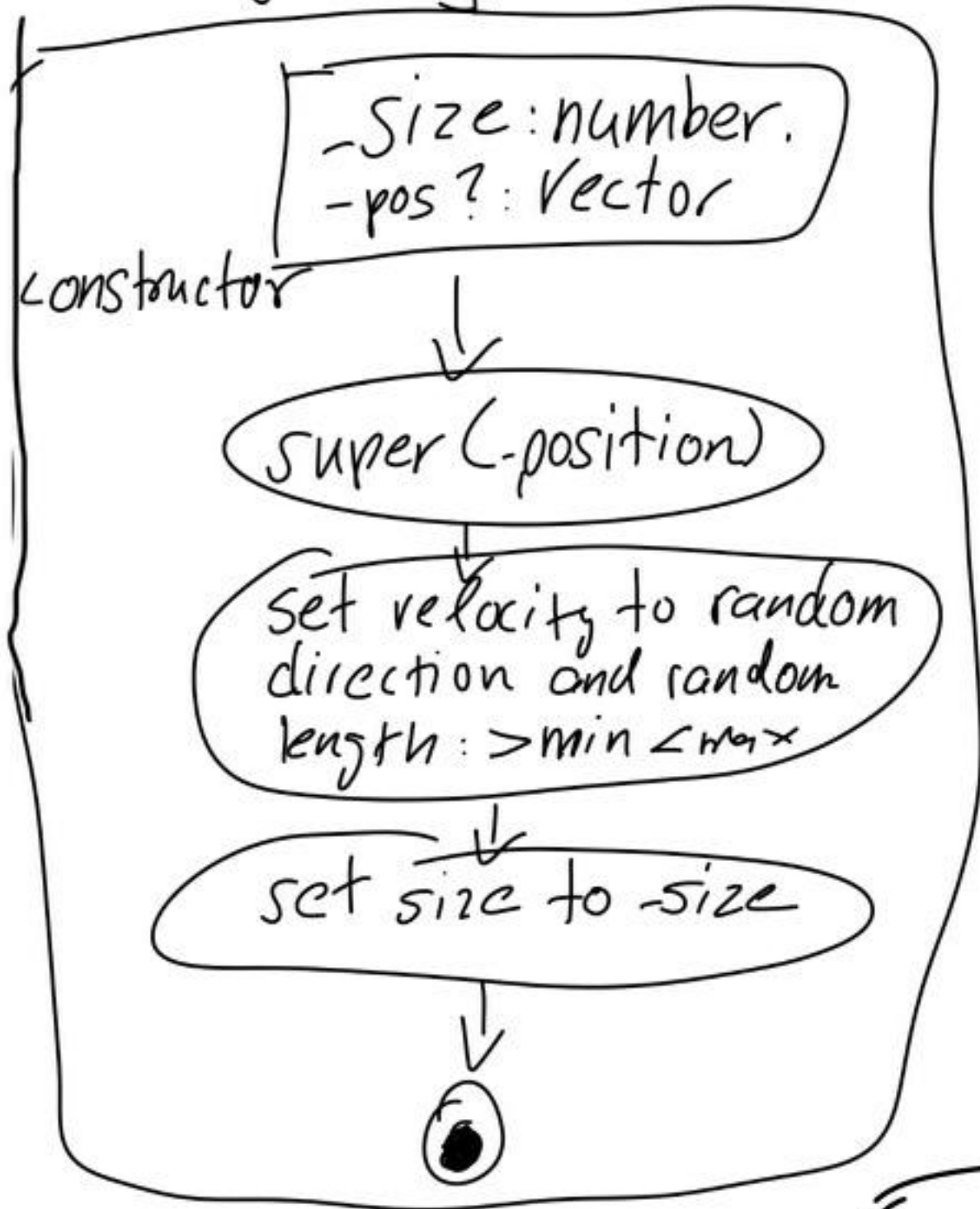
Activity Diagram: Moveable



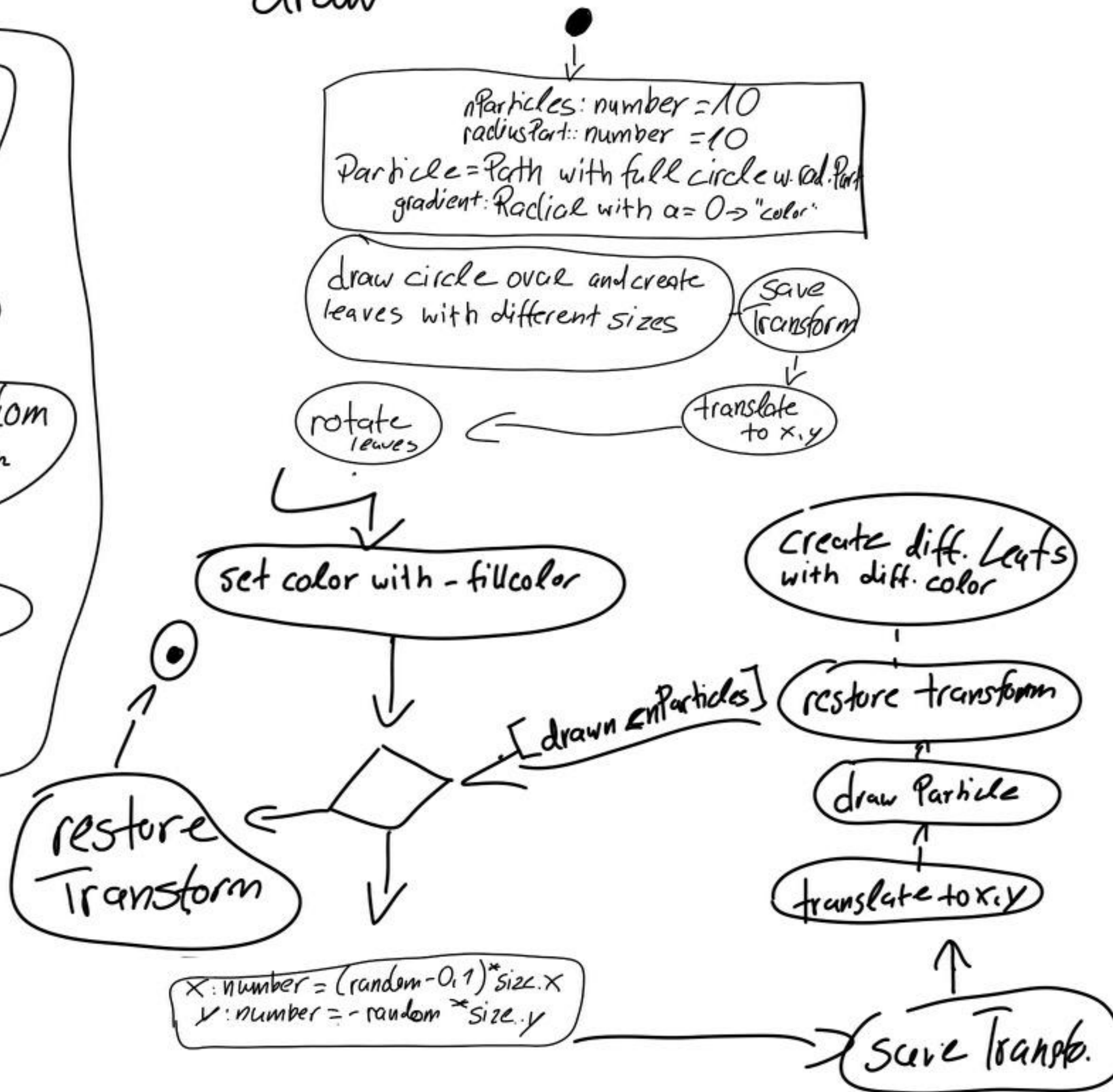
Activity Diagram: Cloud



Activity Diagram: Leaf

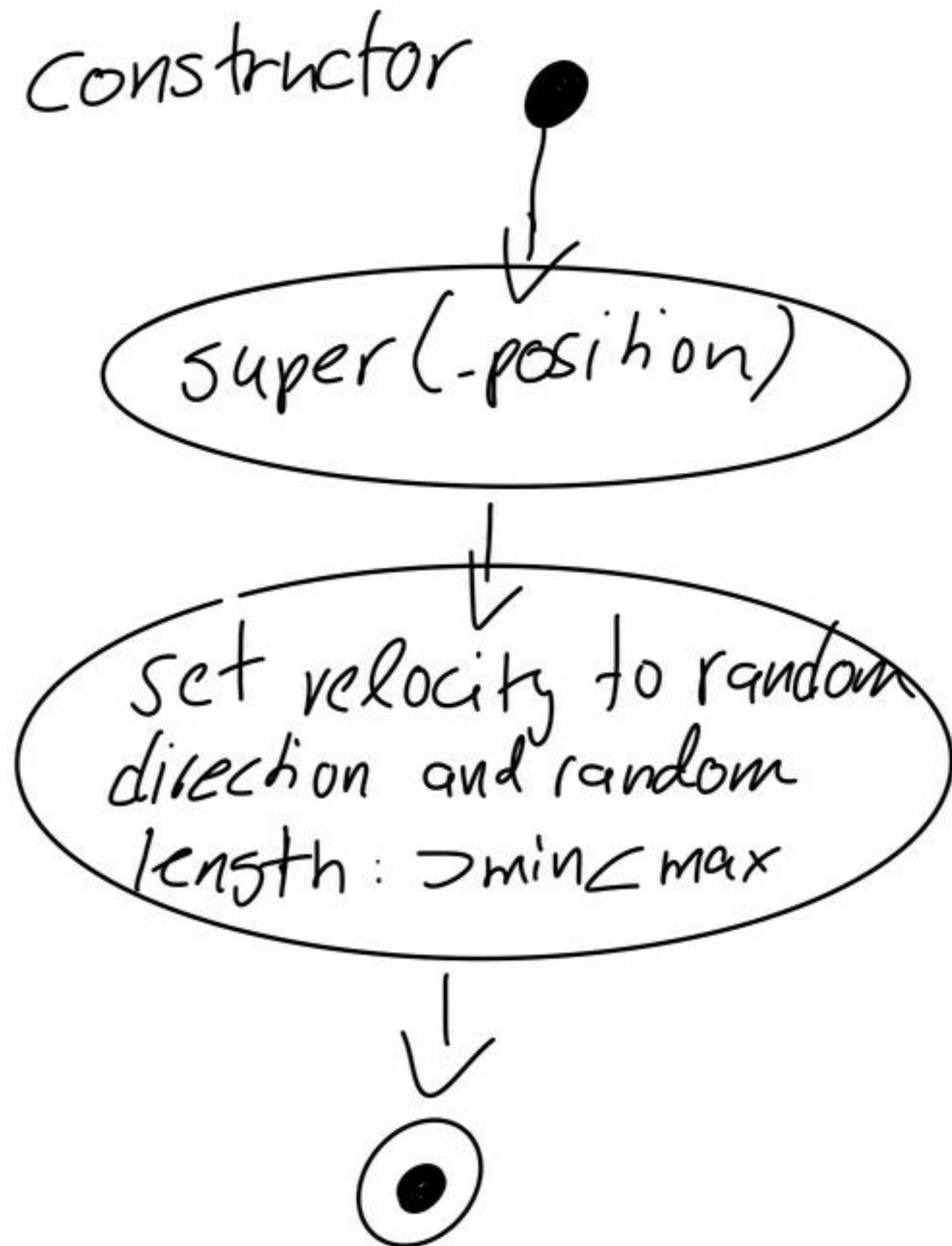


draw

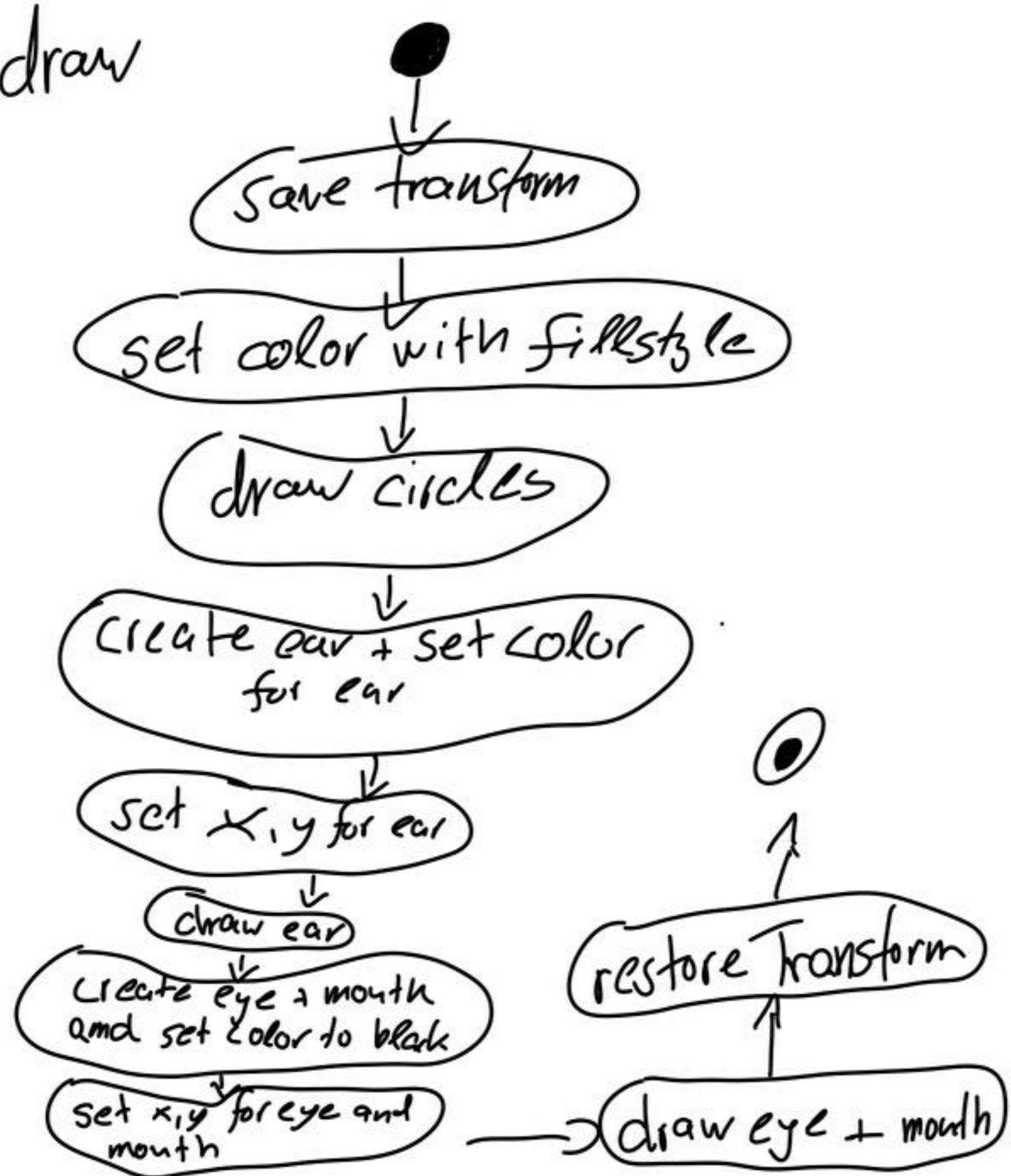


Activity Diagram: Squirrel

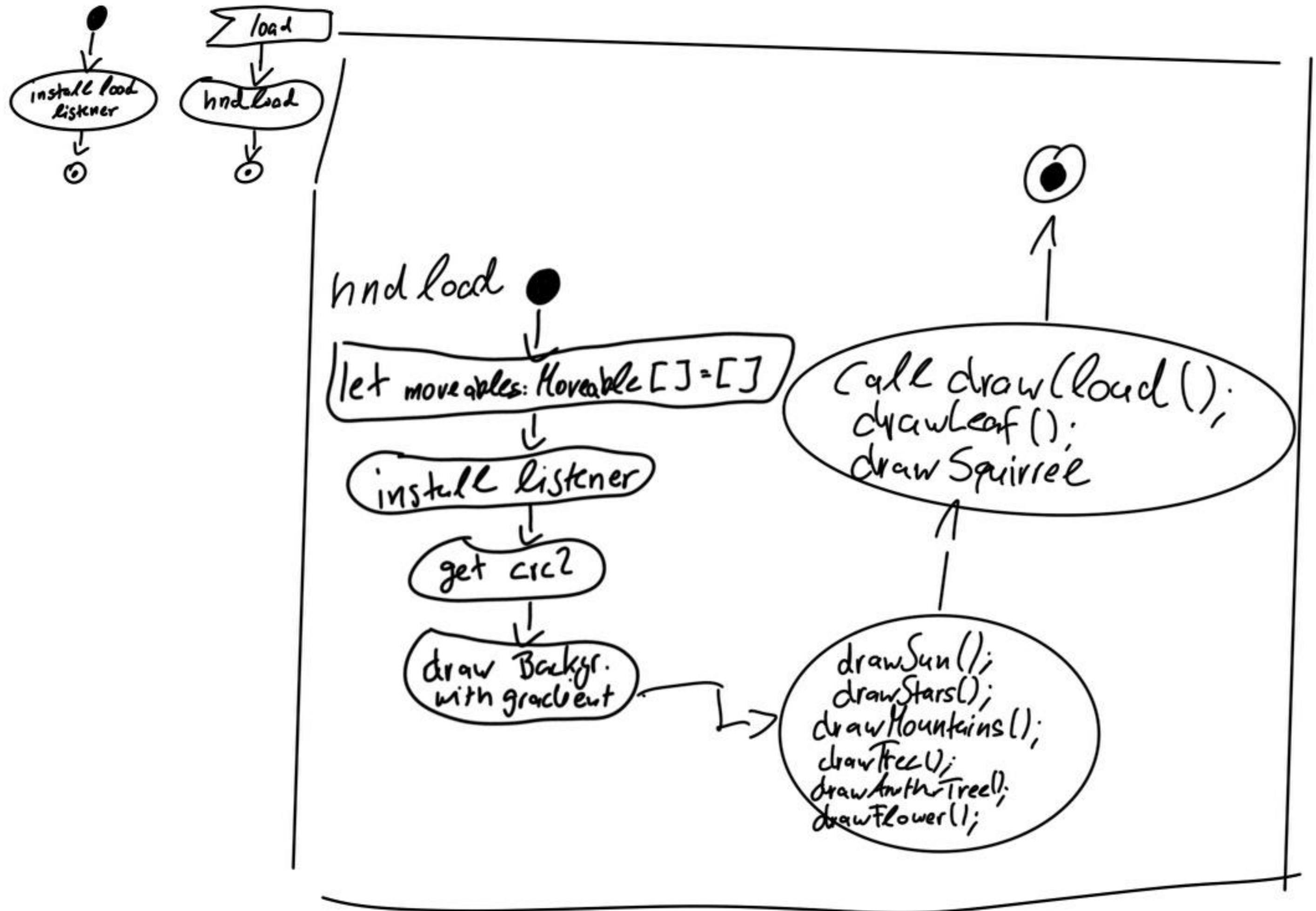
constructor



draw



Activity Diagram: Main



CanvasRenderingContext

Moveable

position: Vector
velocity: Vector
size: number

constructor(...position: Vector, ...velo: Vector
move(-timeslice: number): void
draw(): void

Vector

x: number
y: number

constructor(-x: number, -y: number)
set(-x: number, -y: number): void
scale(-factor: number): void
add(-addend: Vector): void
copy(): Vector

Cloud

constructor(-size: number, pos?: Vector)
draw(): void

Leaf

size: number

constructor(-size: number
draw(): void

Squirrel

constructor()
draw(): void

11.1 Gold Herbst

- size: number

Constructor

super (position, velocity)

set velocity to random direction and random length $\Rightarrow \min \sim \max$



draw

begin path

```

let nParticles: number
let radius: Particle: number
let particle: Path 2D
let gradient: canvas Gradient

```

particular

garment

fill style with gradient

Save

trouble do x,y

↓

$x: \text{number} = (\text{random} - 0.5) \times \text{this_size}$
 $y: \text{number} = \text{random} \times \text{this_size}$

Translate \hookrightarrow to x, y

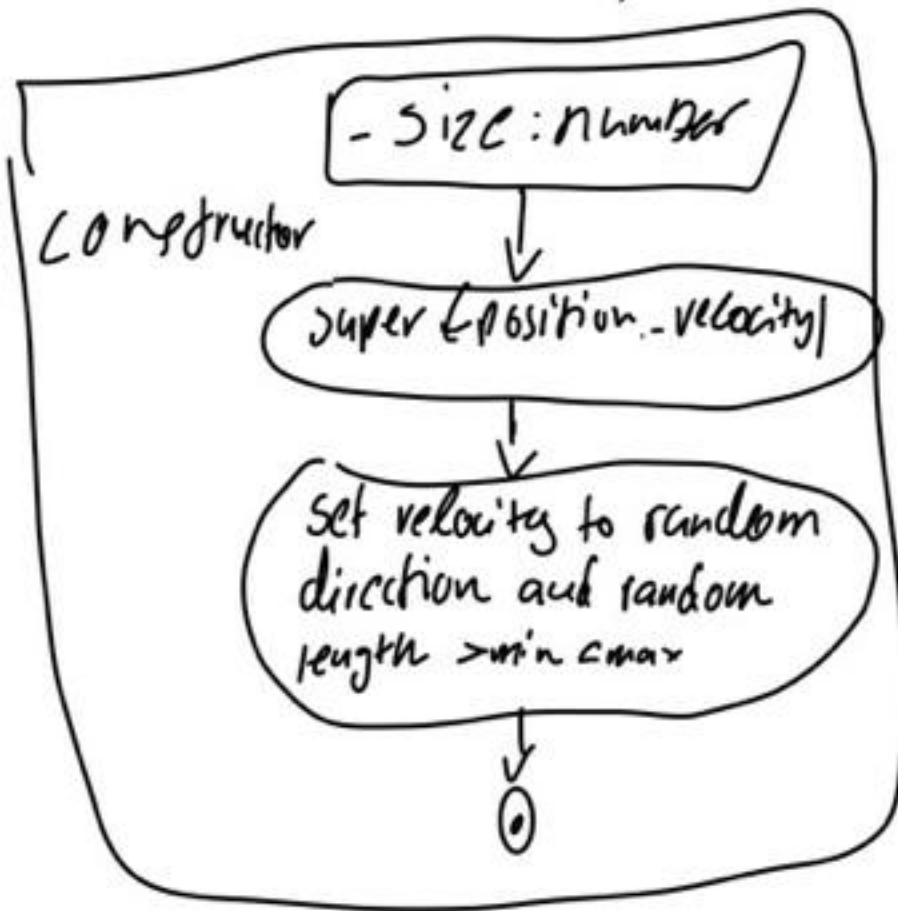
Save transform

draw particle

①

Leaf

11.1 Gold Hoops



draw

