Top diagram labels (right side):
- Blase (math random)
- Fisch (math random)
- Wasser (1300, 450)
- Sandkörner (klein) math random
- Sand (1300, 150)
- Stein (900, 150, 900, 550)

Axis values:
Left: 1300/450 · 0, 100, 200, 300, 400 · 1300/150 · 500, 600
Bottom: 0, 100, 200, 300, 400, 500, 600, 700, 800, 900, 1000, 1300

Alge (150, 145)
(170, 165)
(60, 55)
(80, 75)
(130, 135)

Blase

$arc = (-x, -y, 12, 0, 2 \cdot \text{Math.Pi})$

Fisch (u. flosse, auge)

Flosse: move to $(-x +50, -y)$
line to $(-x +70, -y -10)$
line to $(-x +70, -y +10)$

Fisch: arc $(-x, -y, 55, 0, 2 \cdot \text{Math.Pi})$
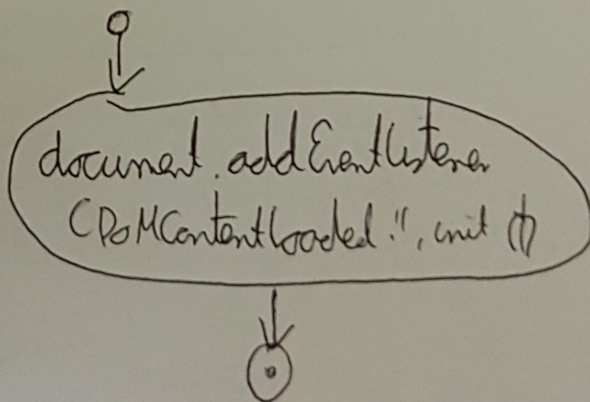fillstyle "grey"

Auge: arc $(-x -35, -y -5, 8, 0, 2 \cdot \text{PI})$

Stein
move to $(1100, 550)$
quadraticCurveto $(900, 150, 900, 550)$
fillstyle = "dimgrey"

Alge
move to $(55, 550)$;
quadraticCurveto $(50, 350, 45, 550)$;
fillstyle = "green"

A D

document.addEventListener
("DOMContentLoaded", mit ⚲)

→

init Bsp.Luftblasen

```
canvas = document.getElementByTagName("canvas")[0]
crc = canvas.getcontext("2d")
```

[i > 6] → ⊙

[i < 6]

i++

```
let x : number = Math.random() + canvas.width
let y : number = Math.random() + canvas.height
```

drawBlase

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drawBlase — x : number, — y : number

```
let blase1 : Path2D = new Path2D()
```

blase.arc(— x , — y , 12, 0, 2 · Math.Pi)

crc.fillStyle = "lightblue"

crc.stroke (blase)