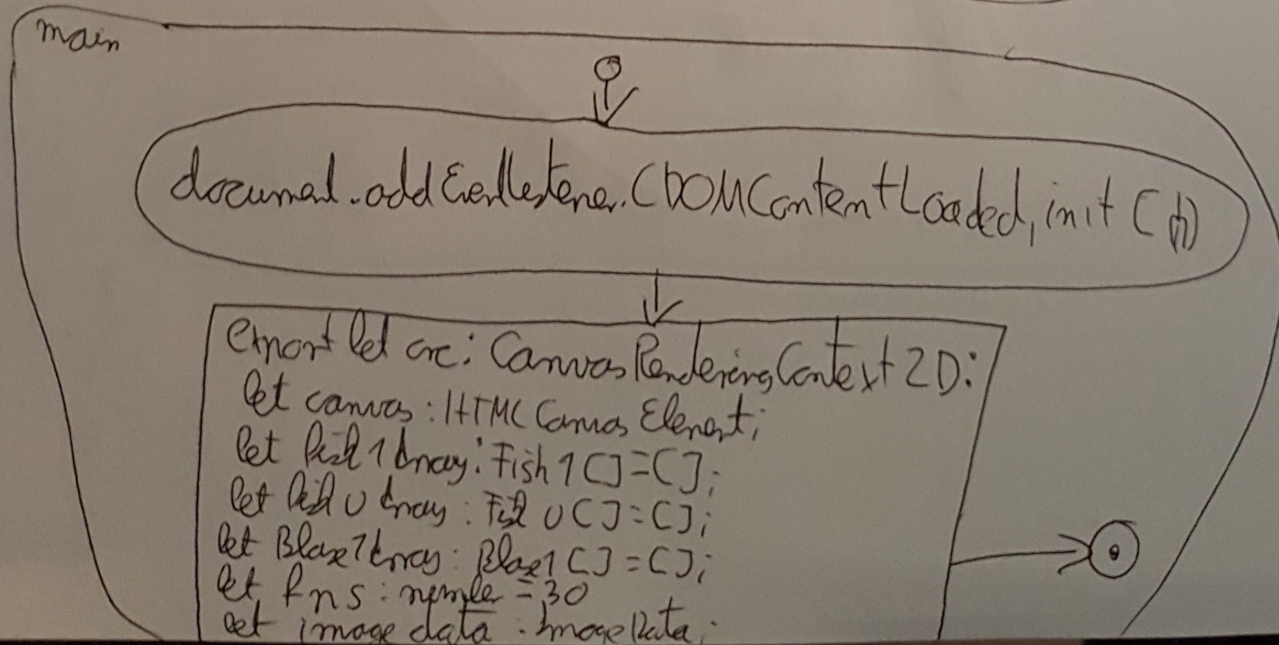
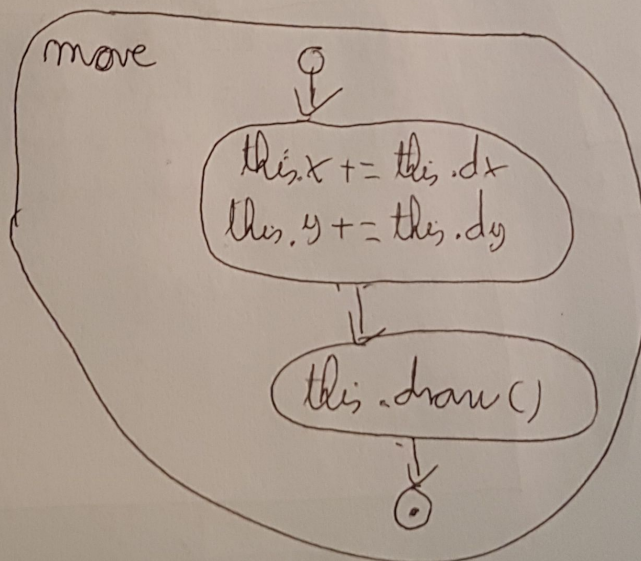
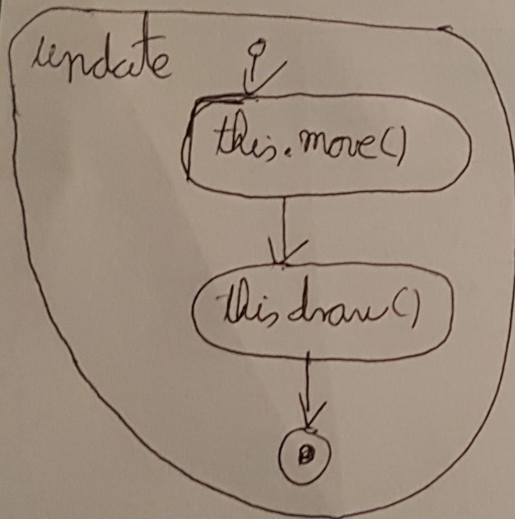
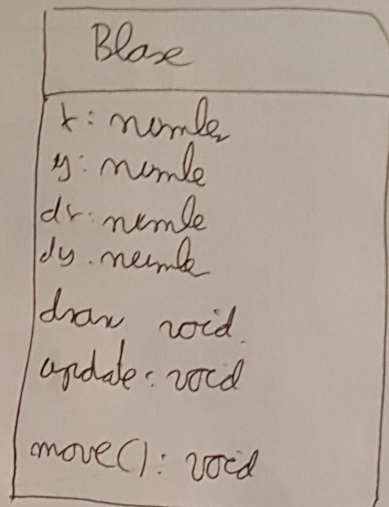
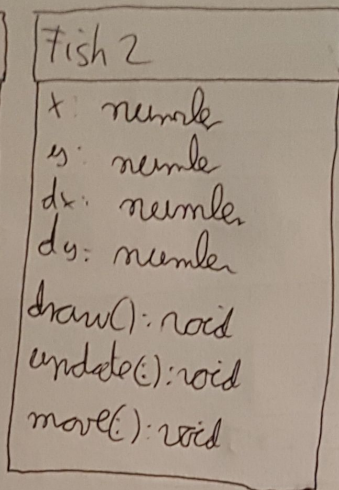
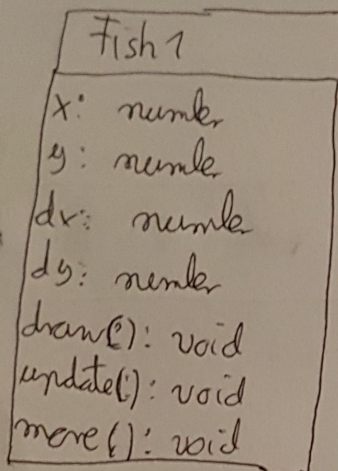


Konzept 11

Klassen



init

canvas = document.getElementById("canvas")[0];
ctx = canvas.getContext("2d")

draw background

imageData = ctx.getImageData(0, 0, canvas.width, canvas.height)

let i = numbe = 0

~~let i = 0~~

$i < 8$

undo it

i++

let x: numbe = Math.random() * canvas.width;
let y: numbe = Math.random() * canvas.height;
let dx: numbe = Math.random() * 10 - 8;
let dy: numbe = Math.random() * 10 - 8;
let fish 1: Fish 1
fish 1 = new fish 1();
fish 1 x = x;
fish 1 y = y;
fish 1 dx = dx;
fish 1 dy = dy;

fish 1 ctx.push
fish 1 draw

update



window.setTimeout(update, 1000, hrs);
ctx.clearRect(0, 0, canvas.width, canvas.height);
ctx.fillText(hrsData[hrsData.length-1], 0, 0)



let i: number = 0

