

Kinder

x: number
y: number
dx: number
dy: number

draw(): void

move(): void

Person

x: number
y: number

draw(): void

Schnee

x: number
y: number
xd: number

draw(): void
move(): void

main

let cre 2: Canvas Rendering Context
let frames: number = 25
let snow: Snowflakes []
let child: Children []

init

update snow

update children



init

let canvas: HTMLCanvasElement

↓
Background() →

[i > Anzahl] (o)

↓ [i < Anzahl]

let snowflake flake = new Flake(1)

↓
flake.x = Math.random() * canvas.w

flake.y = Math.random() * canvas.h

↓

flake.push(flake)

i++

Background

↓
draw Hill

↓
draw Sun

↓
draw Sky

↓
draw Clouds



update

Window.set Timeout

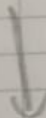
↓
crc2 clear Rect (0, 0, crc2.canvas.width, crc2.canvas.height)



i > length



i < length



let snowflakeflake = flakes[i]



flake.move()
flake.draw

i++

