

Object 1 Object 2 usw.

class Snowflake {

x: number
y: number
dx: number
dy: number
color: string

Attribute

drawFlake(): void {

ctx2.beginPath();

ctx2.arc(x, y, size, 0, 2 * Math.PI);

ctx2.fillStyle = "white";

ctx2.fill();

ctx2.strokeStyle = "lightgrey";

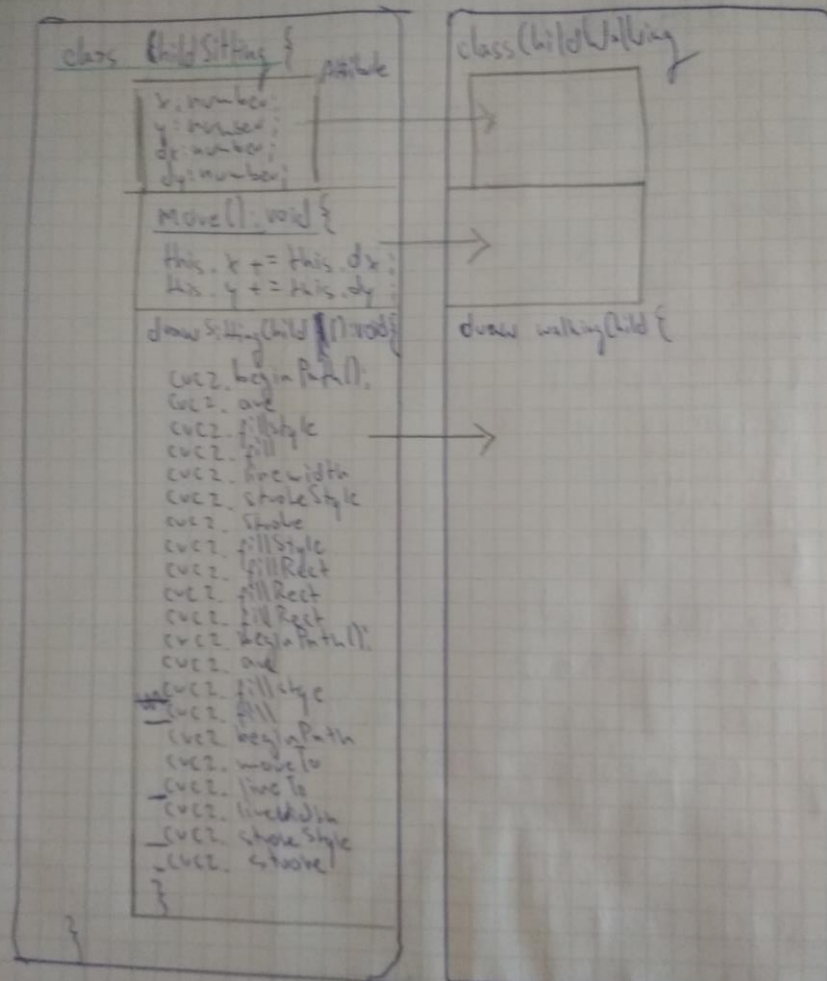
ctx2.stroke();

moveFlake(): void {

this.x += this.dx;

this.y += this.dy;

}



```

class Sleigh {
    x: number;
    y: number;
    dx: number;
    dy: number;

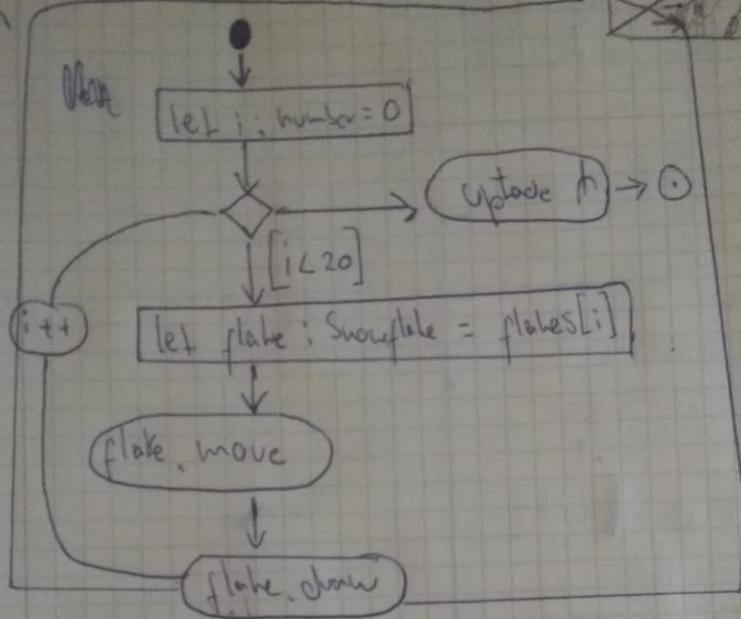
    move(): void {
        this.x += this.dx;
        this.y += this.dy;
    }

    draw Sleigh: void {
        cv2.beginPath
        cv2.moveTo
        cv2.lineTo
        cv2.lineWidth
        cv2.strokeStyle
        cv2.stroke
        cv2.stroke
        cv2.beginPath
        cv2.moveTo
        cv2.lineTo
        cv2.lineWidth
        cv2.strokeStyle
        cv2.stroke
        cv2.beginPath
        cv2.moveTo
        cv2.lineTo
        cv2.lineWidth
        cv2.strokeStyle
        cv2.stroke
        cv2.stroke
    }
}

```

Bezugsmethoden der Objekte:

Flatten



Kind Sitzend
Kind Stehend
Kind Schlaffend

