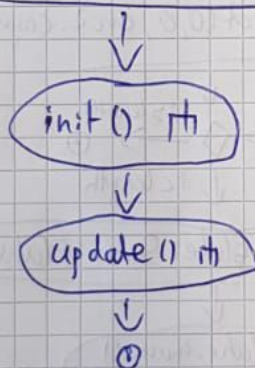


main

```

let ctx2: CanvasRenderingContext2D;
let flakes: Show[]
let children:
let timmy: Timmy[]
let jimmy: Jimmy[]

```

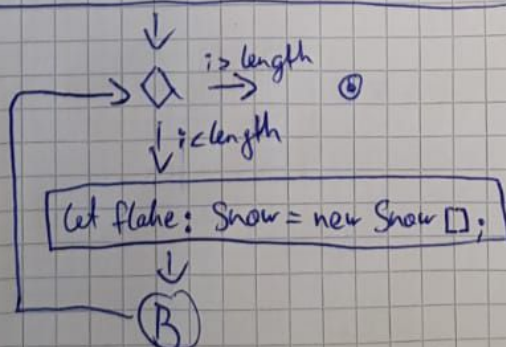


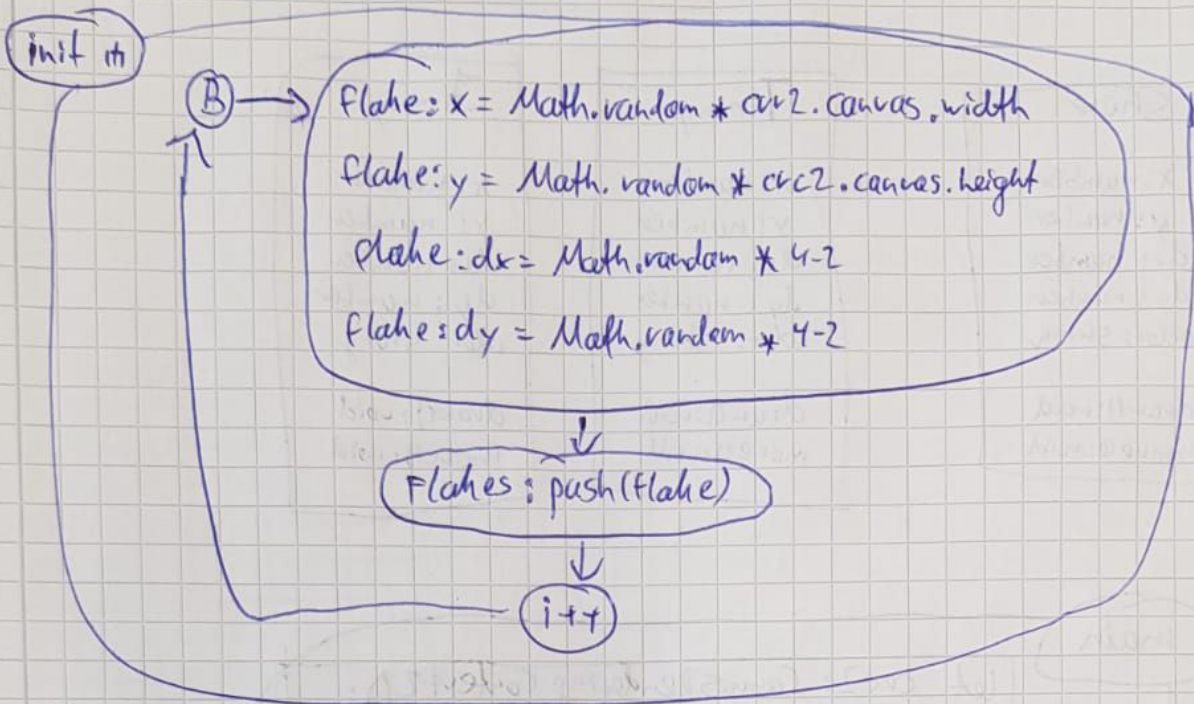
init m

```

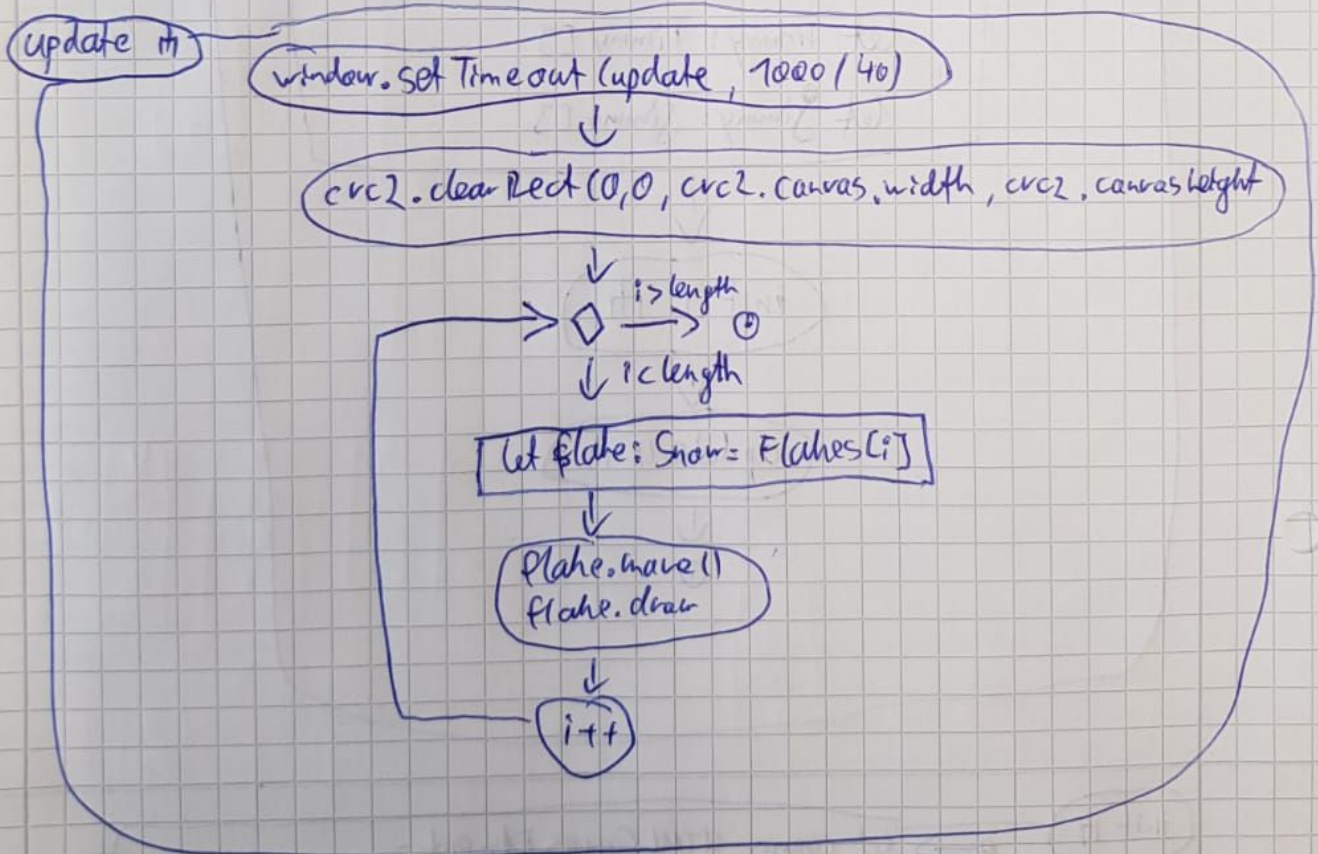
let canvas: HTMLCanvasElement =
document.getElementById("canvas");

```





Selbes Prinzip für Chalk Timmy + Jimmy



Selbe Funktion für die weiteren Elemente