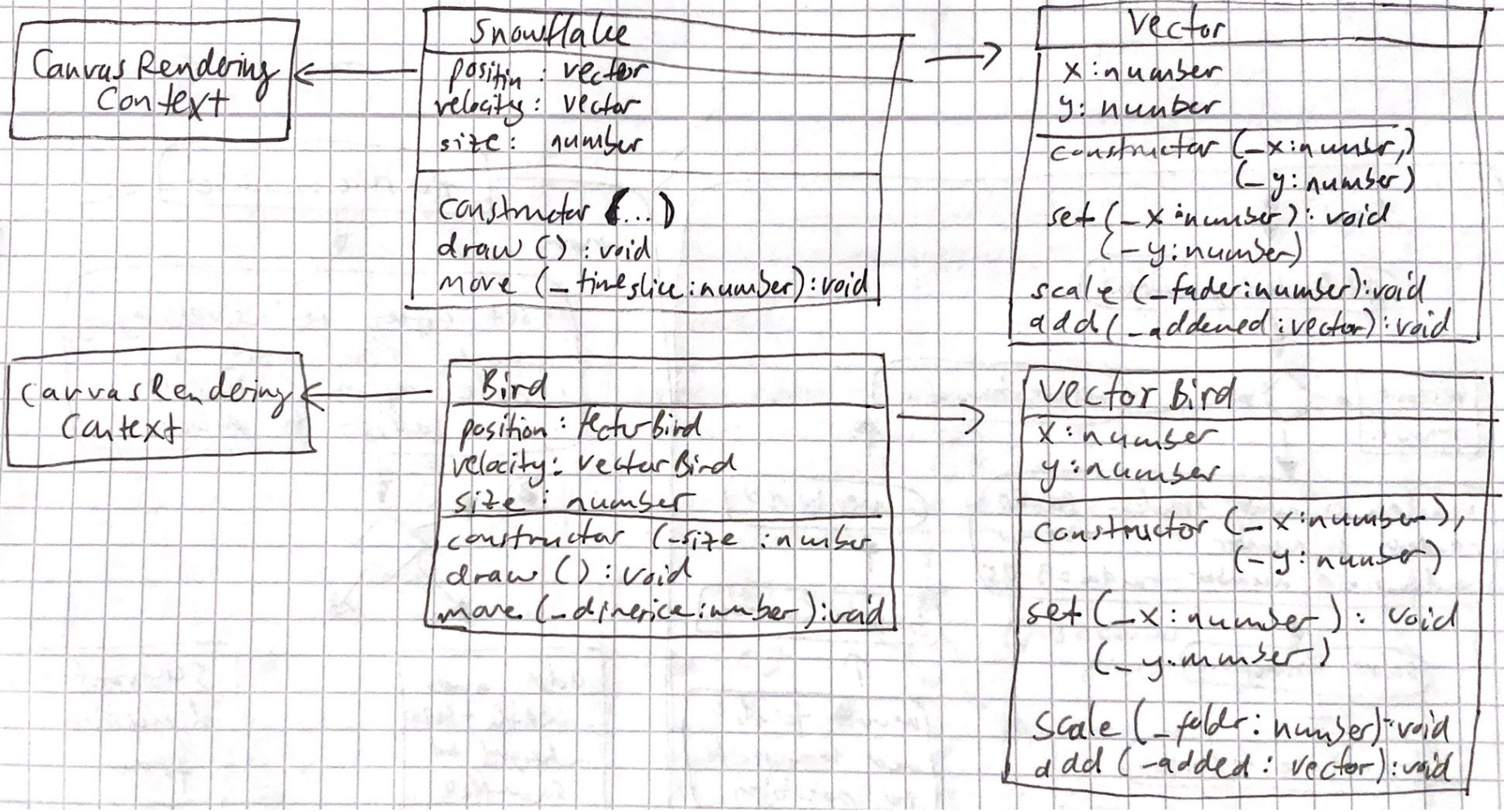
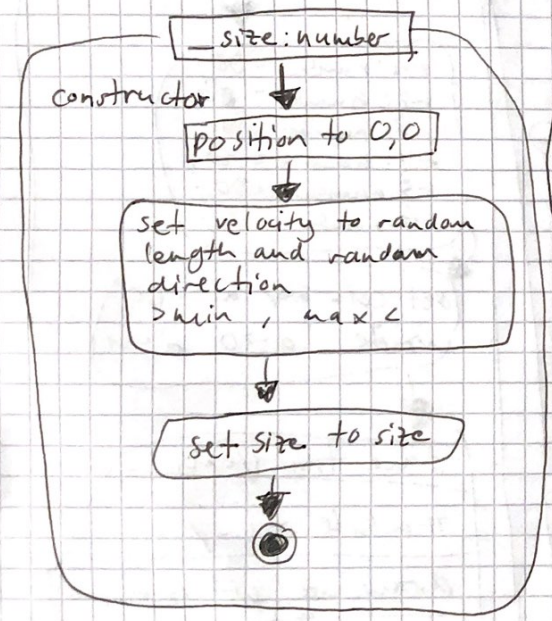
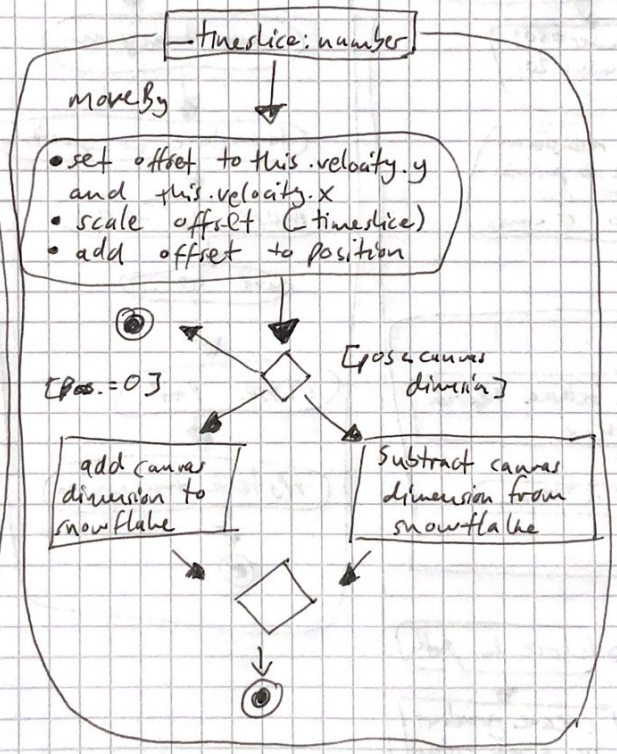
9.2 Class diagram

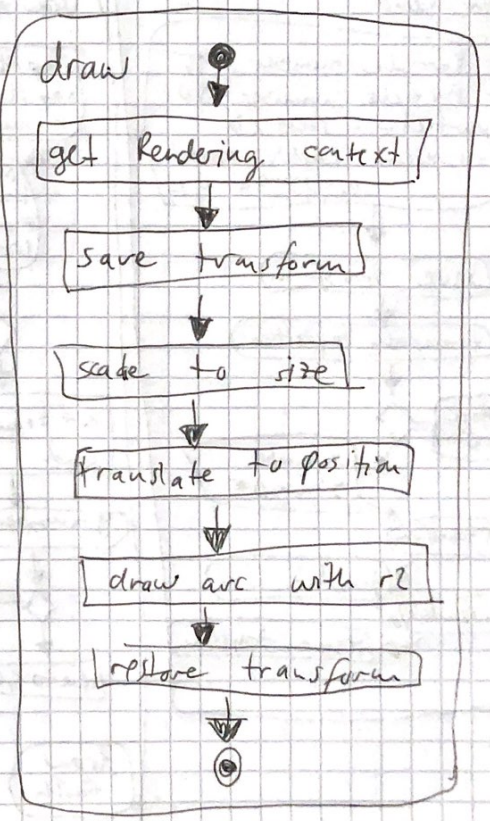


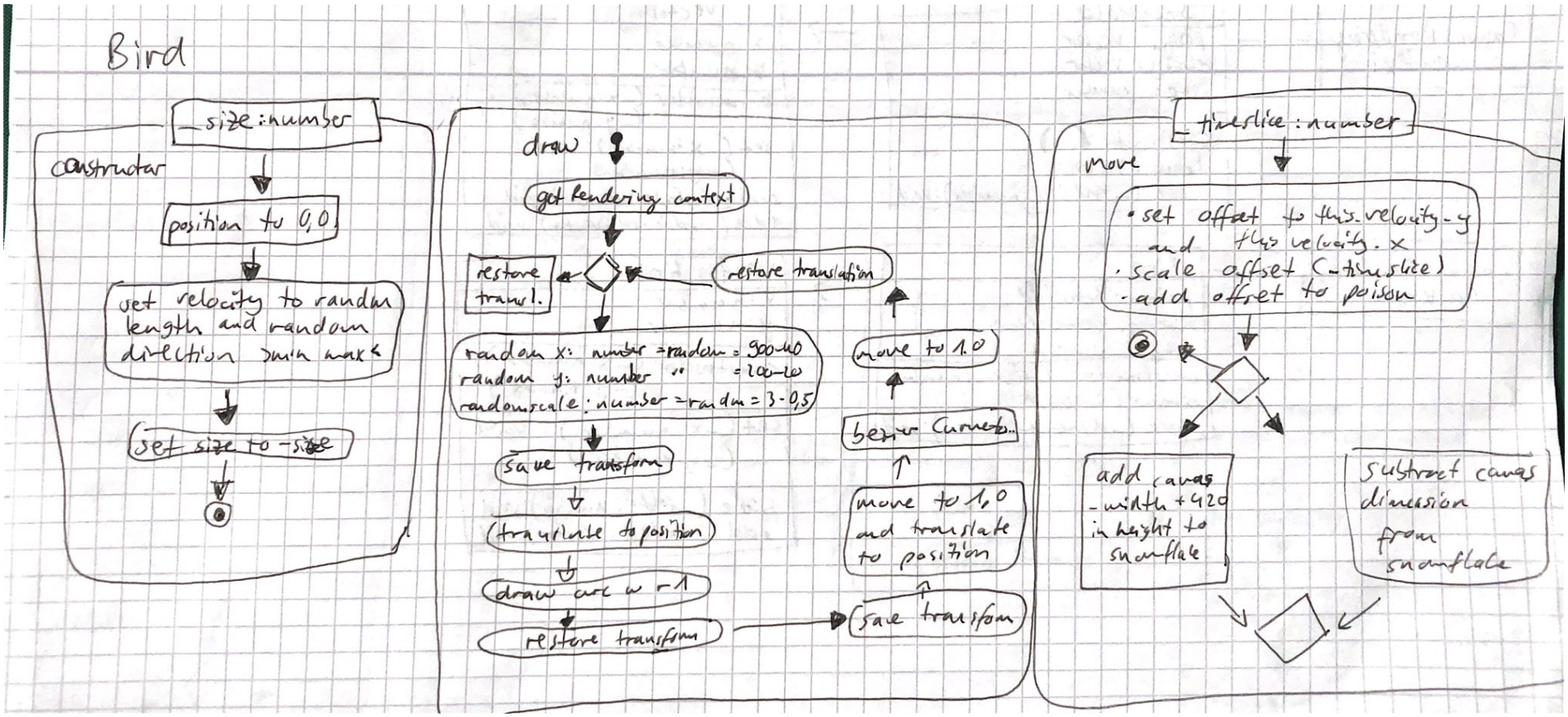
9.2 AD

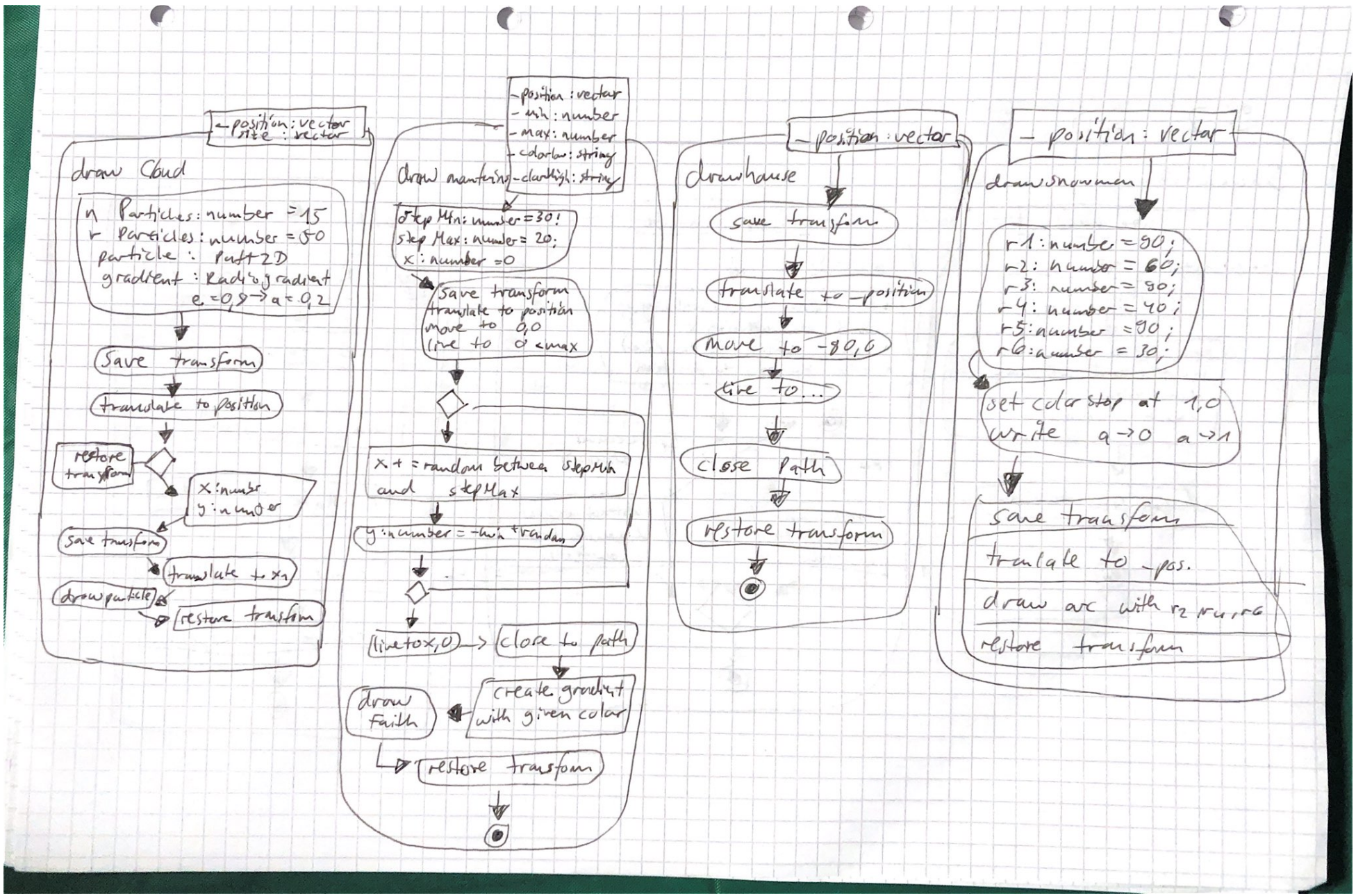
Snowflake








Bird
_size:number
constructor
position to 0,0
set velocity to random length and random direction min max
set size to -size
draw
get rendering context
restore transl.
restore translation
random x: number = random = 900-40
random y: number " = 200-60
randomscale: number = randm = 3-0,5
save transform
translate to position
draw arc w r-1
restore transform
save transform
move to 1,0 and translate to position
bezier Curveto..
move to 1,0
_timeslice:number
move
• set offset to this.velocity.y and this.velocity.x
• scale offset (-timeslice)
• add offset to poison
add canvas - width +420 in height to snowflake
substract canvas dimension from snowflake


drawCloud
-position: vector
size: vector
n Particles: number = 15
r Particles: number = 50
particle: Puff2D
gradient: RadialGradient
e.=0,9 → a=0,2
Save transform
translate to position
restore transform
x: number
y: number
Save transform
translate to x,y
drawparticle
restore transform
drawMountains
-position: vector
-min: number
-max: number
-colorLow: string
-colorHigh: string
stepMin: number = 30;
stepMax: number = 20;
x: number = 0
Save transform
translate to position
move to 0,0
line to 0 < max
x += random between stepMin and stepMax
y: number = -min + random
lineTo x,0
close to path
create gradient with given color
drawFaith
restore transform
drawHouse
-position: vector
save transform
translate to -position
move to -80,0
line to...
close Path
restore transform
drawSnowman
-position: vector
r1: number = 90;
r2: number = 60;
r3: number = 50;
r4: number = 40;
r5: number = 90;
r6: number = 30;
set colorstop at 1,0
write a→0 a→1
save transform
translate to -pos.
draw arc with r2 r4, r6
restore transform