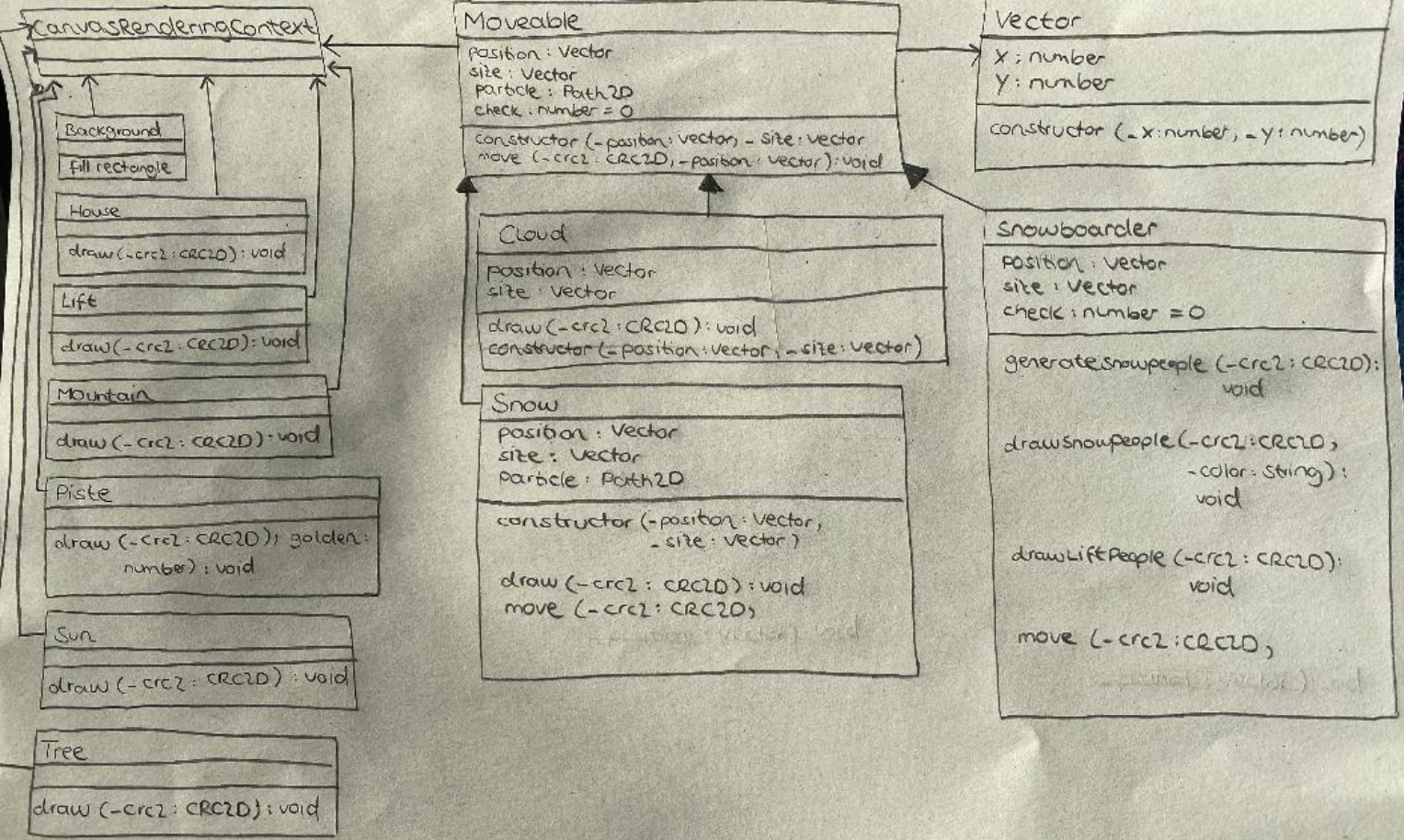
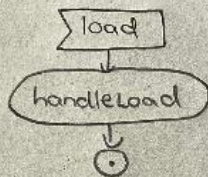
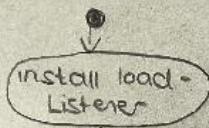


10 - Klassendiagramm



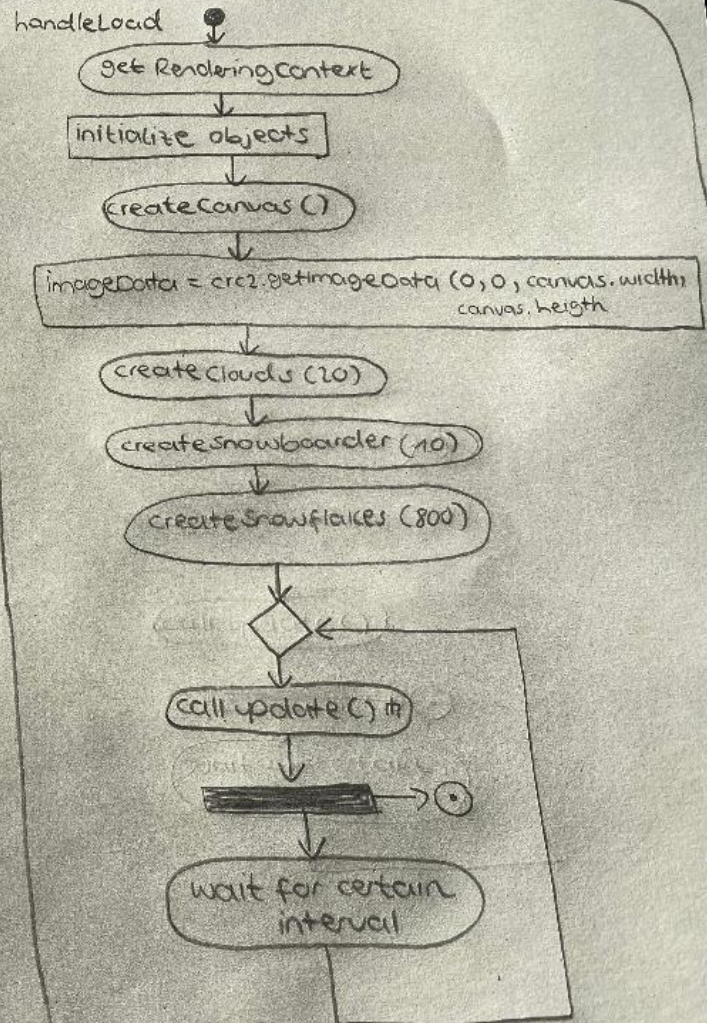


# L10 - Aktivitätsdiagramm



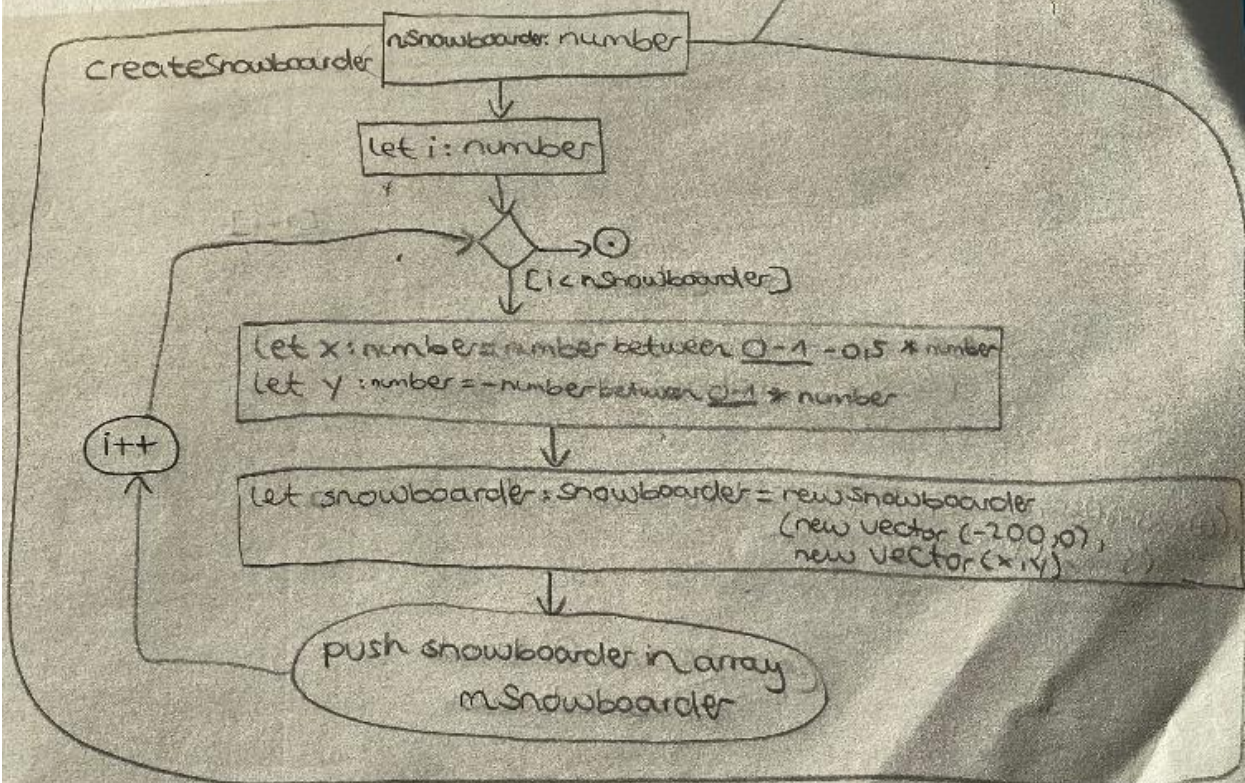
```

let crc2 : CRC2D
let snowflakes : snow[] = []
let msnowboarder : snowboarder[] = []
let cloudOne : cloud[] = []
let cloudTwo : cloud[] = []
let background : Background
let house : House
let lift : Lift
let mountain : Mountain
let snowboarder : snowboarder
let piste : Piste
let sun : Sun
let tree : Tree
let golden : number
let imageData : ImageData
  
```



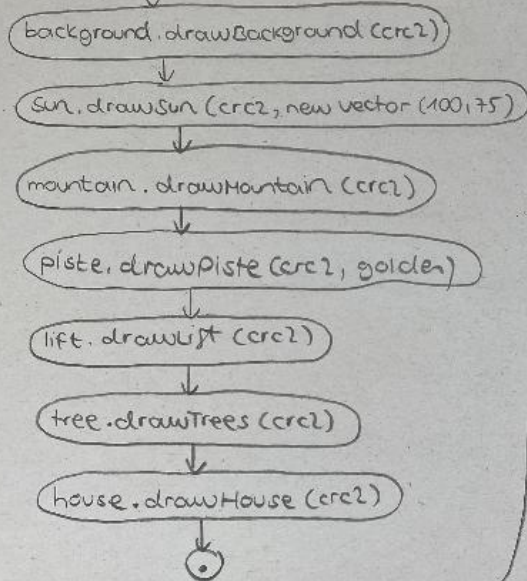


createClouds  
create Snowflakes  
gleiches Prinzip

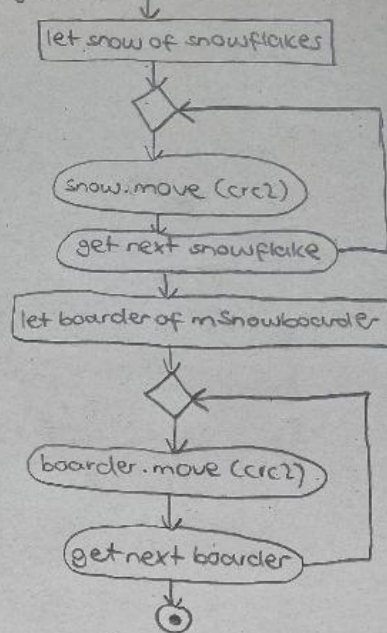




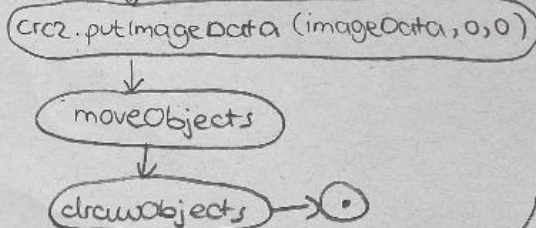
## Create Canvas



## moveObjects



## update



# drawObjects

Snowboarder.drawLiftPeople (crc2)

let cloud of cloudOne



cloud.drawcloud (crc2)

get next cloud

let cloud of cloudTwo



cloud.drawcloud (crc2)

get next cloud

let boarder of m snowboarder



boarder.generateSnowPeople (crc2)

get next person

get next snowflake

snow.drawSnow (crc2)



let snow of snowflakes



# Moveable L10

