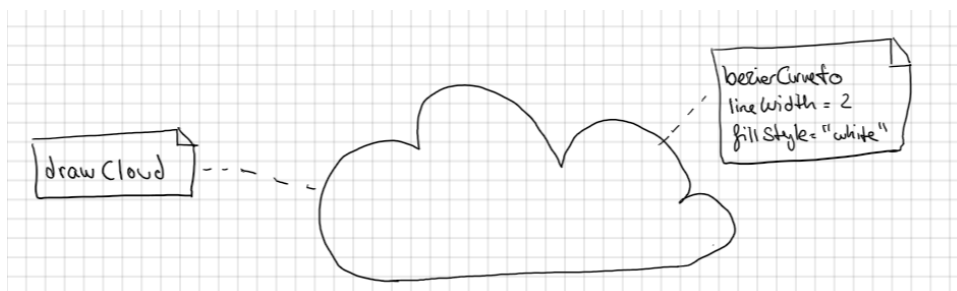
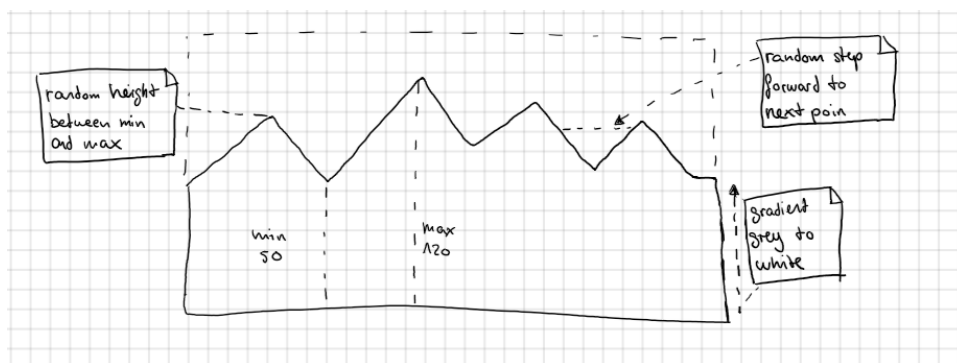
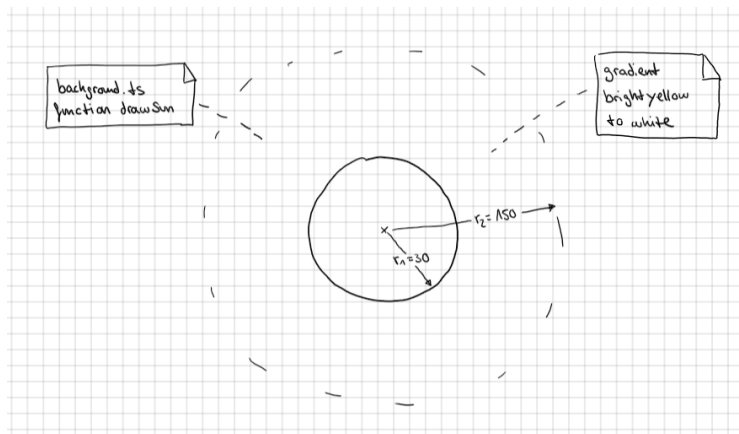
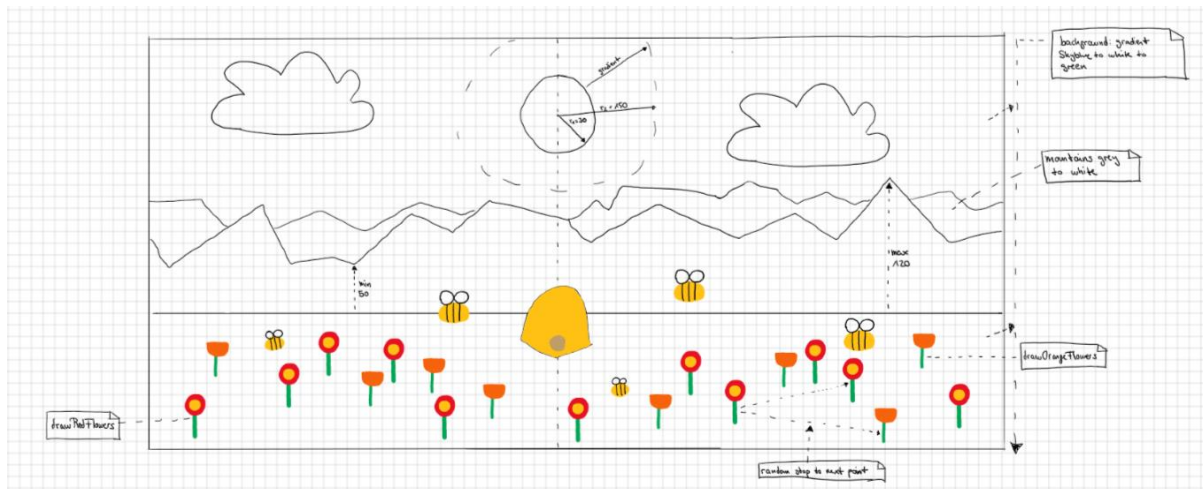
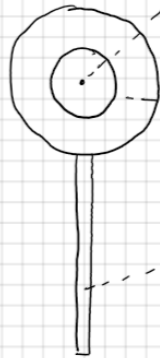


L09.2 Bienen Blumenwiese Canvas Konzeption

UI-Scribble



drawRedFlower:

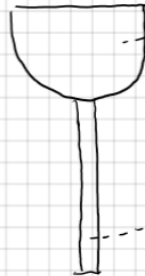


```
fillStyle = "firebrick"
arc(-x+2, -y-40, 15, 0, 2 * Math.PI)
```

```
fillStyle = "gold"
arc(-x+2, -y-40, 7, 0, 2 * Math.PI)
```

```
fillStyle = "darkgreen"
fillRect(-x, -y, 4, -30)
```

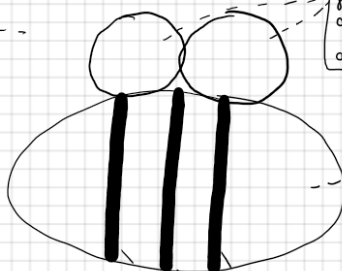
drawOrangeFlower:



```
arc(-x+2, -y-10, 15, 0, Math.PI, false)
lineWidth = 5
fillStyle = "orangered"
```

```
fillStyle = "darkgreen"
fillRect(-x, -y, 4, 30)
```

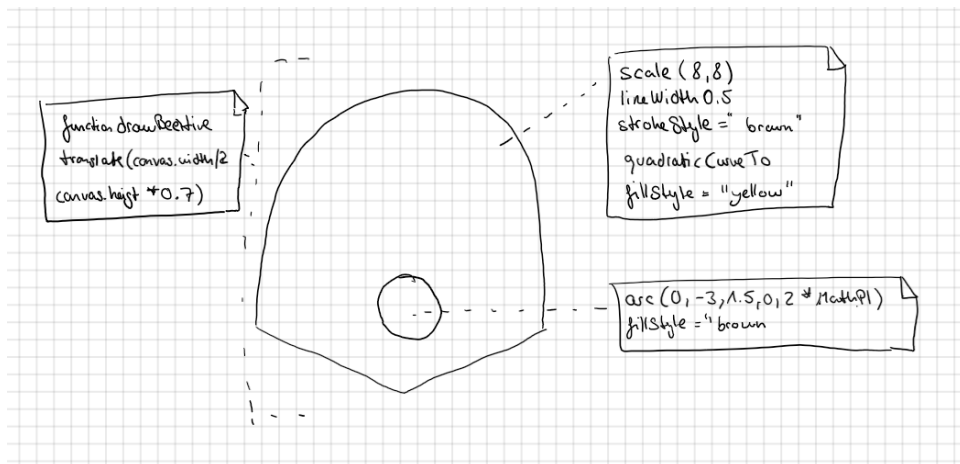
```
scale(this.randomScale,
      this.randomScale)
translate(this.pos.x, this.pos.y)
```



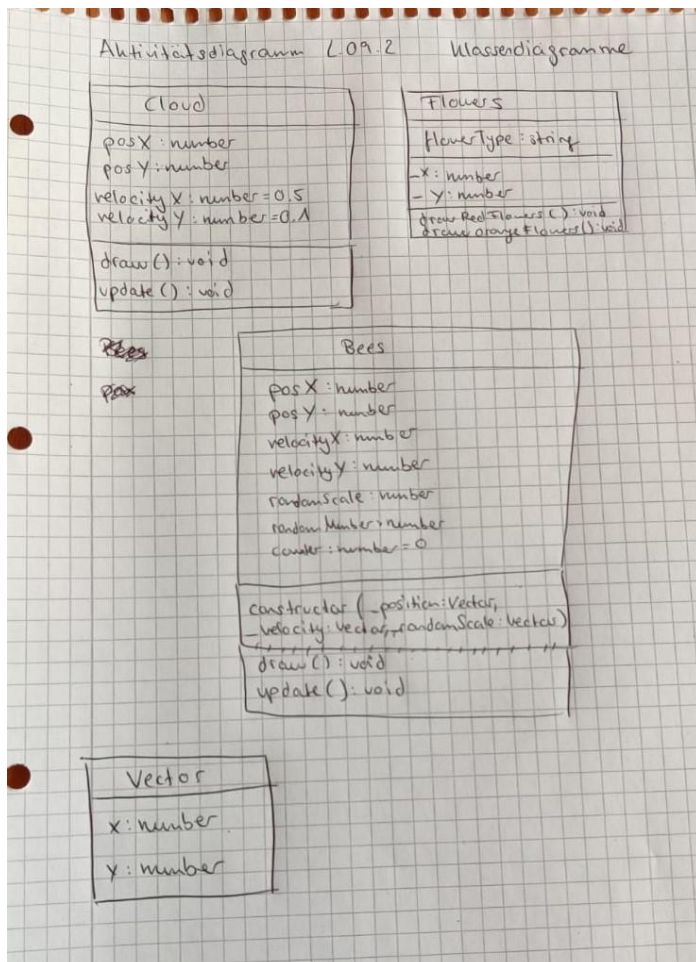
```
lineWidth = 2
strokeStyle = "black"
fillStyle = "white"
arc(-5, -11, 5, 0, Math.PI * 2, false)
and
arc(5, -11, 5, 0, Math.PI * 2, false)
```

```
lineWidth = 2
strokeStyle = "black"
fillStyle = "gold"
arc(0, 0, 8, 0, Math.PI * 2, false)
```

```
strokeStyle = "black"
lineWidth = 1
(with moveTo, lineTo)
```



Aktivitätsdiagramm - Klassendiagramm



Aktivitätsdiagramm

LO9.2 Aktivitätsdiagramme Biene Blumenwiese Canvas

