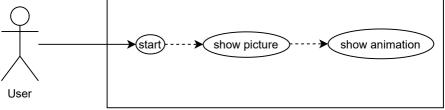
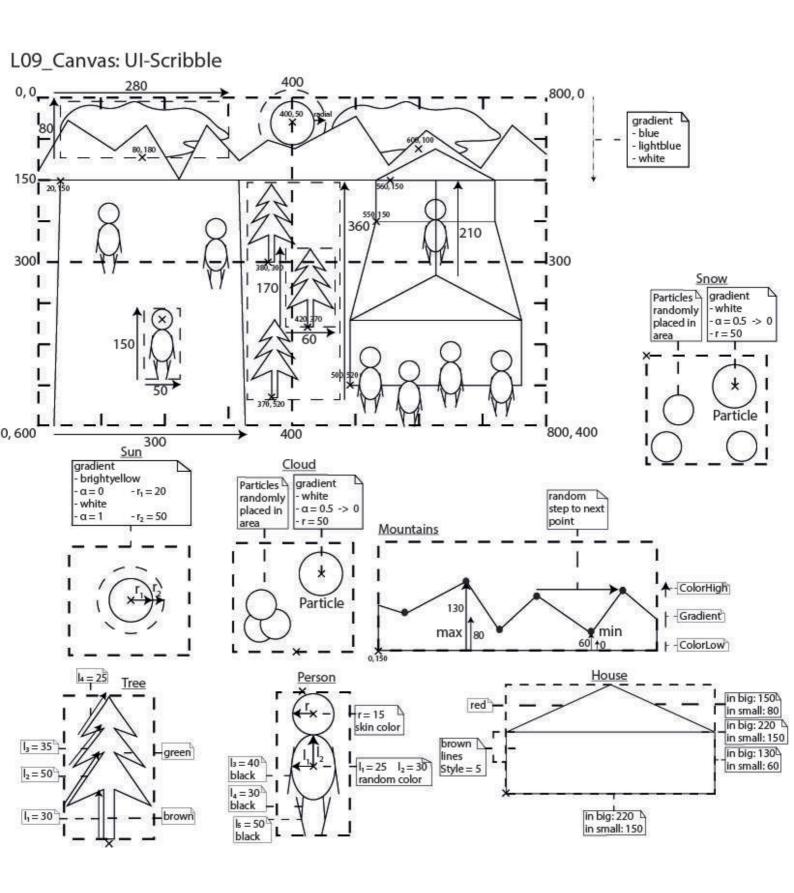
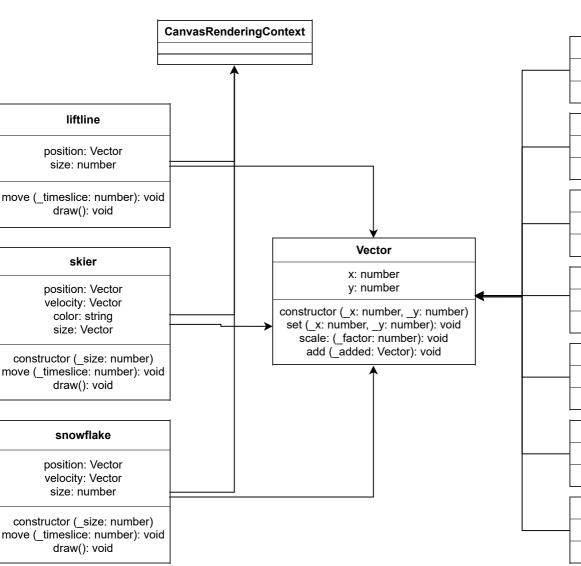
L09_Canvas - Use Case Diagram





L09_Canvas - Class Diagram



position: Vector draw(): void

Sun position: Vector

draw(): void

Cloud

position: Vector draw(): void

Mountain

position: Vector

draw(): void

Way

position: Vector

draw(): void

House

position: Vector

draw(): void

Tree

position: Vector

draw(): void

L09_Canvas - Activity Diagram 20 fps load install load listener handleLoad 🗂 update 🗂 _position: Vector _position: Vector _position: Vector event: Event min: number _max: number _size: Vector _size: Vector drawBackground drawTree handleLoad _colorLow: string __colorHigh: string drawWay drawMountains translate to _position translate to _position gradient = LinearGradient get RenderingContext _stepMin: number = 30 with $y_1 = 90$ _stepMax: number = 60 x: number = 0 open path to draw a line set color stop for gradient drawBackground 🗂 from blue to lightblue to white save transform start line in 0, 0 start line in 0, 0 translate to _position drawSun (_position) draw lines from way draw lines from wall fill crc2 with gardient open path to draw a line fill lines make stroke 3x drawCloud (_position, _size) close path start line in 0, 0 close path 2x drawMountains with position: Vector different parameters restore transform drawSun draw line to 0, -_max 2x drawWay with 2x drawWay with different parameters r_1 : number = 20 start line in 0, -100 r₂ : number = 50 gradient = RadialGradient with $\alpha = 0$ and $\alpha = 1$ 2x drawHouse with different parameters position: Vector draw lines from wall x += stepMin + random *(stepMax - stepMin) _size: Vector drawHouse set color stop for gradient fill lines brightyellow in r1 x < with of drawLiftline (_position) y: number = -_min - random * (_max - _min) white in r2 canvas translate to _position close path 3x drawTree with draw line to x, y Щ save transform different parameters open path to draw a line restore transform translate to _position drawPeople with differerent position, start line in 0, 0 _color and same _size draw full circle with r₂ draw line to x, 0 draw lines from wall drawSnow (_position, _size) restore transform make stroke close path drawSnow close path nParticles: number = 60 gradient = LinearGradient with $y_1 = -_{max}$ _position: Vector

drawPeople with

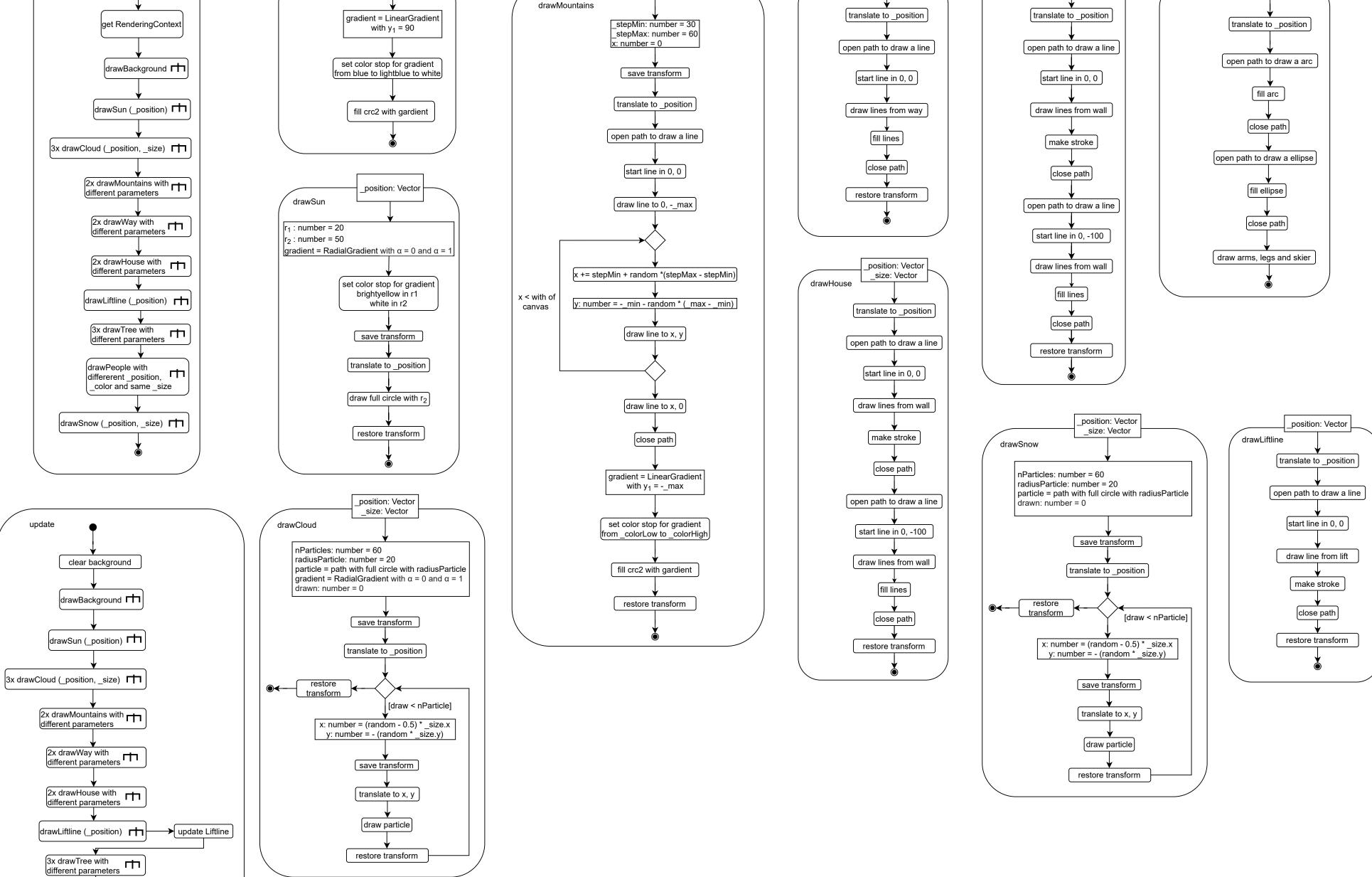
drawSnow (_position, _size)

differerent position,

_color and same _size

▶ update People

update Snow



_position: Vector

_color: string

_size: Vector

´drawPeople