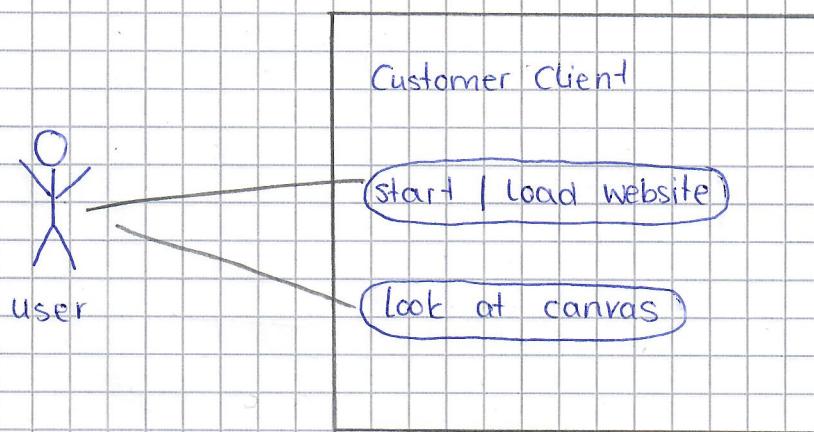
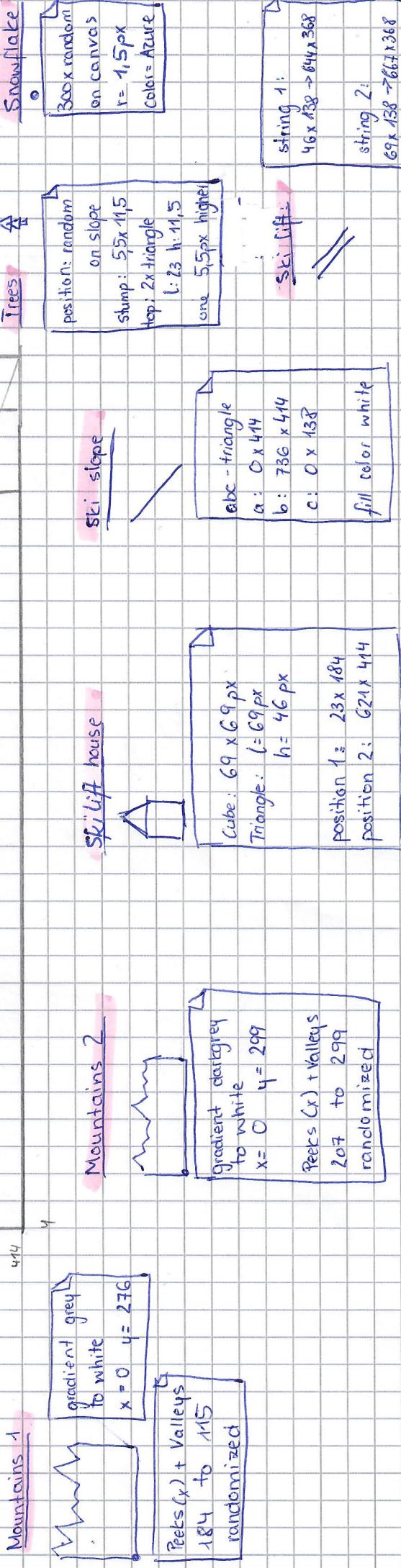
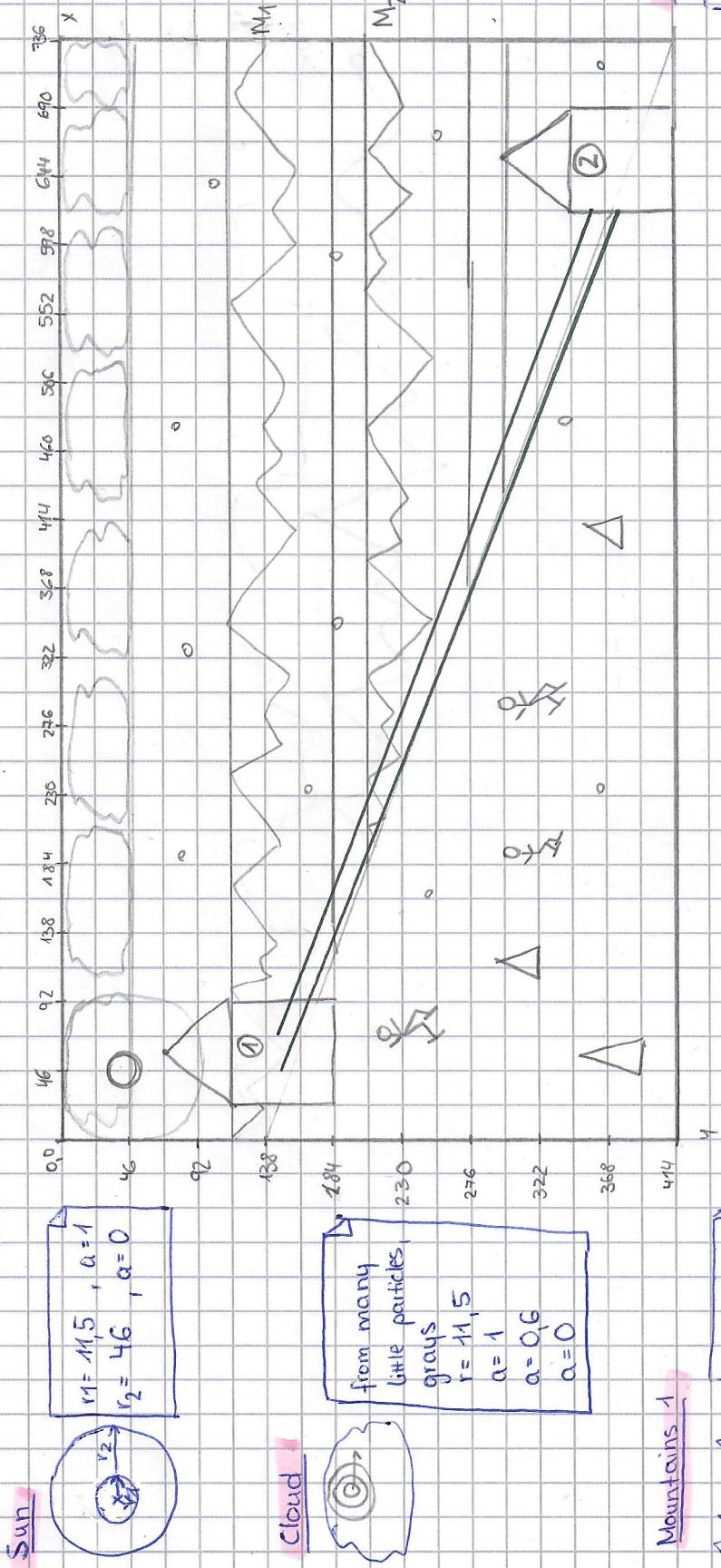


Use Case

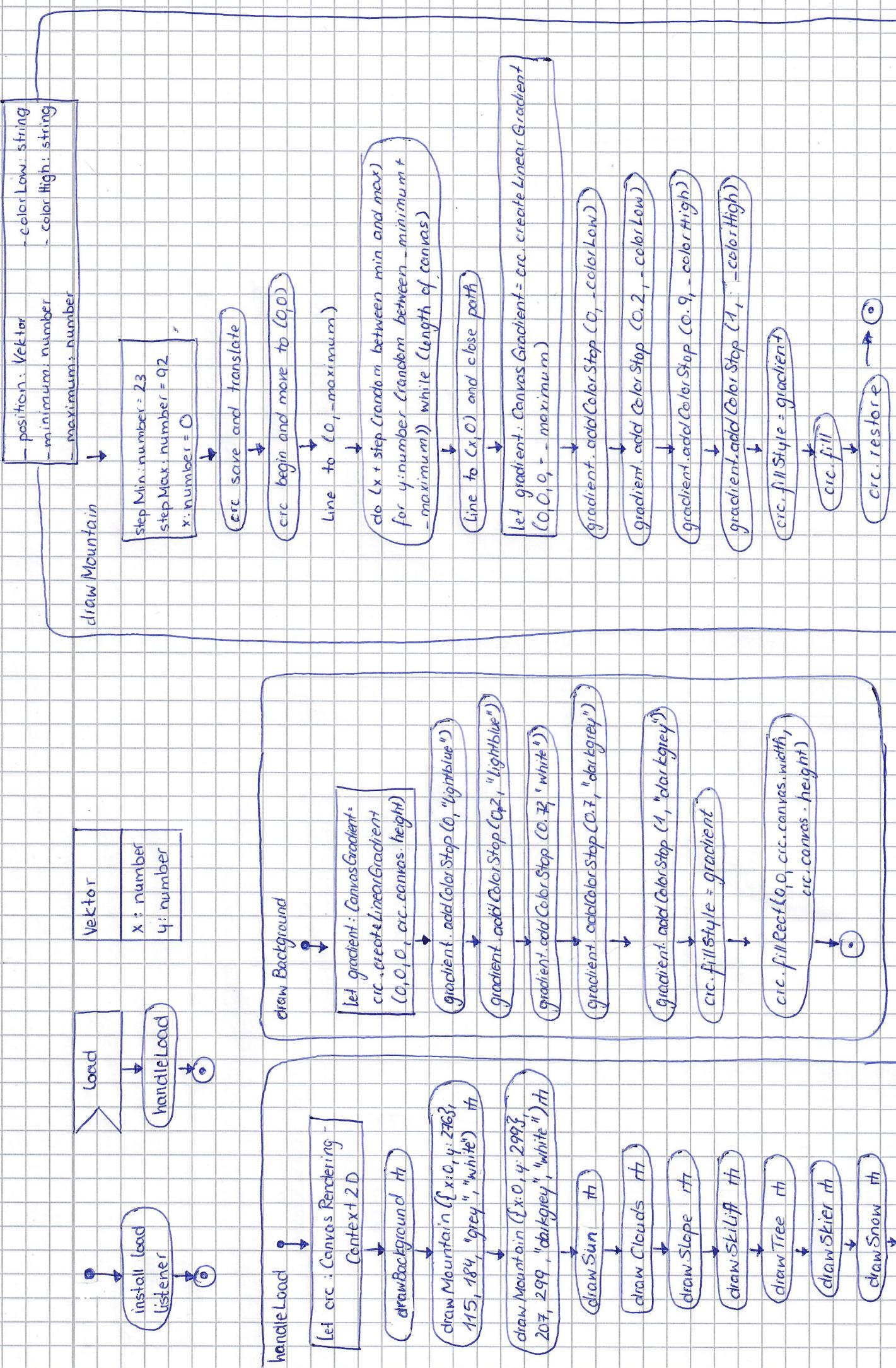


User Interface

Standard - Canvas 736 x 414 px (iPhone 8, horizontal)



Activity diagram



drawSun

```
-position: vector = (x: 46, y: 46)  
r1: number = 11,5  
r2: number = 46  
  
let gradient: CanvasGradient =  
  crc.createRadialGradient  
(0, 0, r1, 0, 0, r2)
```

```
gradient.addColorStop(0, "yellow")  
gradient.addColorStop(1, "lightyellow")
```

```
crc.save()
```

```
crc.translate()
```

```
crc.fillStyle = gradient
```

```
crc.arc(0, r2, 0, 2 * PI)
```

```
crc.fill()
```

```
crc.restore()
```

```
o
```

drawCloud

```
-position: vector = (x: 368, y: 23)  
size: vector = (x: 700, y: 46)  
nParticles: number = 300  
radiusParticle: number = 11,5  
particle: Path2D = new Path2D()
```

```
let gradient: CanvasGradient =  
  crc.createRadialGradient(0, 0, 0, 0, radiusParticle)
```

```
gradient.addColorStop(0, "lightgrey")
```

```
gradient.addColorStop(0, "Gainboro")
```

```
gradient.addColorStop(1, "transparent")
```

```
particle.arc(0, 0, radiusParticle, 0, 2 * PI)
```

```
crc.save()
```

```
crc.translate(-position.x, -position.y)
```

```
crc.fillStyle = gradient
```

```
drawn: number = 0
```

