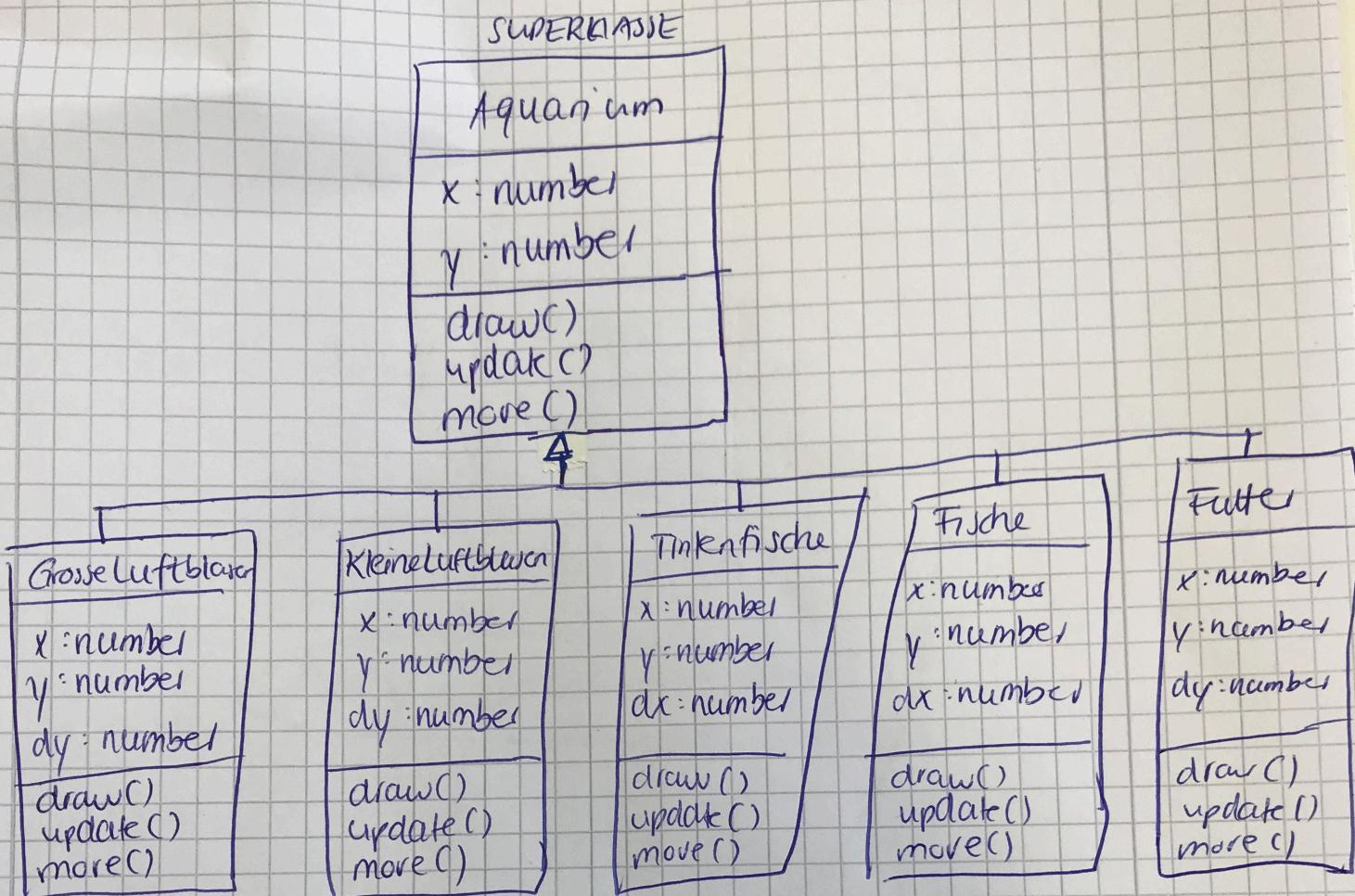
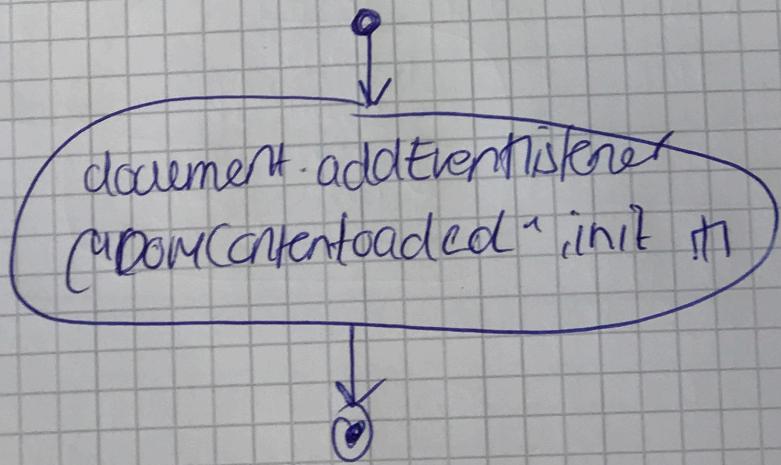
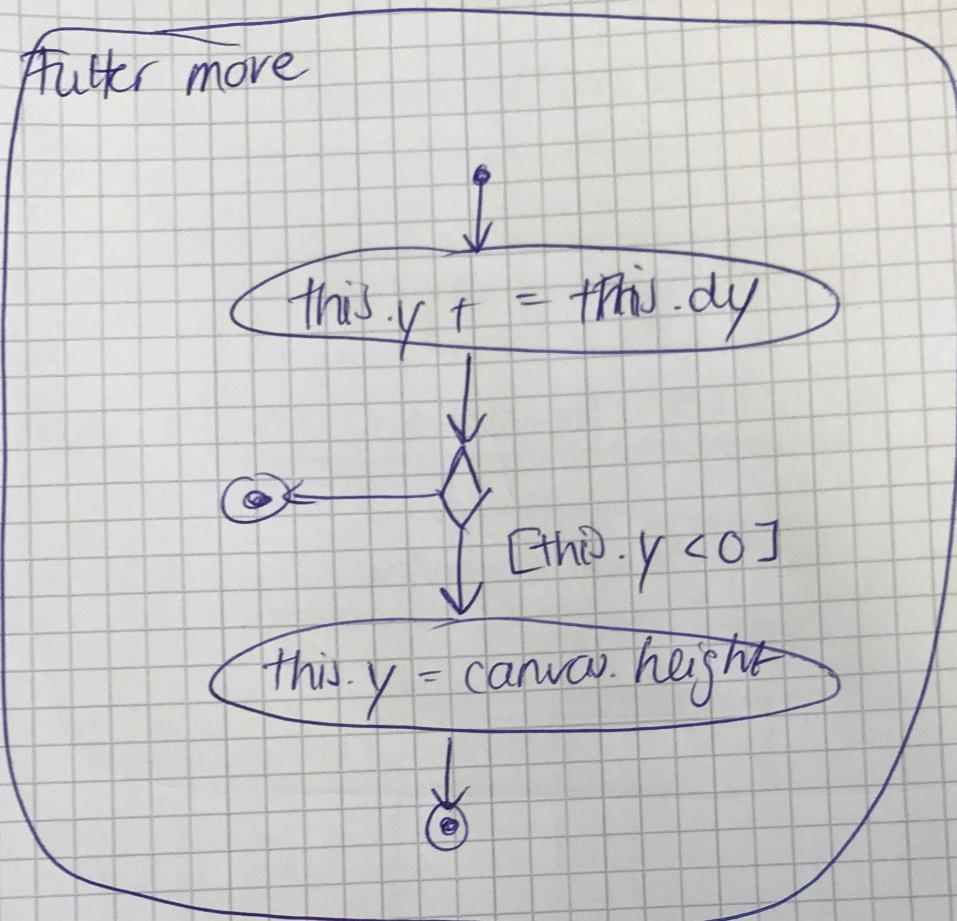


Aufgabe 12 - Konzept



Aktivitätsdiagramme



init

document.addEventListener ("click", futterGeben
m)

canvas = document.getElementById ("canvas")
crl = canvas.getContext ("2d")

function drawBackground

let i : number = 0

update ()

i++

fisch.draw
tinti.draw
klein.draw
gross.draw
futteri.draw

