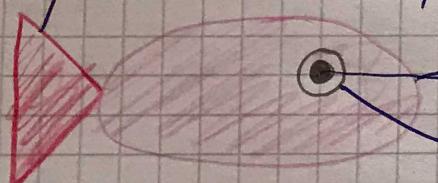


`arc = -x, -y, 20`
`strokeStyle = #00C5CD`



Schwartz: `moveTo (-x - 50, -y + 4)`
`lineTo (-x - 70, -y + 25)`
`lineTo (-x - 70, -y - 15)`
`fillStyle = #CD6090`
`strokeStyle = #8B00A5D`



Körper: `ellipse = -x, -y, 30, 50, 1.5`
`fillStyle = #FFB6C1`
`strokeStyle = #8B00A5D`

Auge: `arc = -x + 70, -y - 2, 8`
`fillStyle = #FFFFFF`
`strokeStyle = #000000`

Pupille: `arc = -x + 20, -y - 2, 5`
`fillStyle = #000000`

`ellipse = -x - 60, -y + 20,`
`10, 40, 10`
`fillStyle =`
`57406C`

Körper: `arc = (-x, -y, 50)`
`fillStyle = #57406C`

Mund: 1.) `moveTo (-x - 30, -y - 5)`
`bezierCurveTo (-x - 50, -y + 50, -x + 20, -y + 60, -x + 20, -y + 20)`

2.) `moveTo (-x - 30, -y - 5)`
`bezierCurveTo (-x - 60, -y + 60, -x + 10, -y + 30, -x + 20, -y + 20)`

`ellipse = (-x - 45, -y + 52)`
`10, 40, 10`
`fillStyle = #57406C`

Auge: `arc = -x + 20, -y - 5, 8`
`fillStyle = #FFFFFF`
`strokeStyle = #000000`

Pupille: `arc = -x - 10, -y - 15, 5`
`fillStyle = #000000`

ellipse: `-x + 5, -y + 65, 10, 40, 9.9`
`fillStyle: #57406C`

ellipse: `-x - 20, -y + 65, 10, 40, 9.9`
`fillStyle: #57406C`



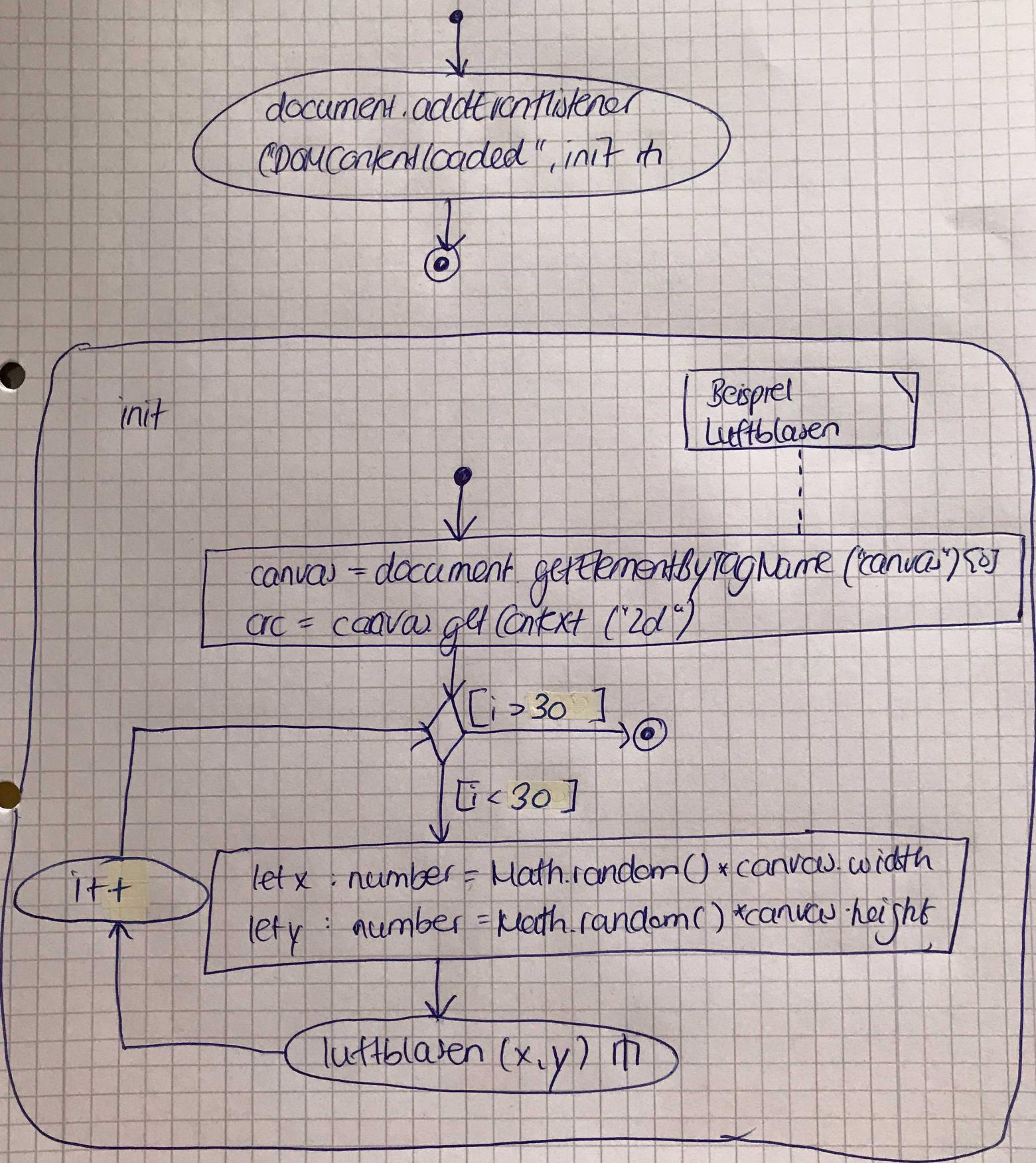
moreTo : -x+75, -y+40

bezierCurveTo : -x+130, -y+62.5, -x+130, -y+25, -x+100, -y+25

bezierCurveTo : -x+85, -y+25, -x+75, -y+37, -x+75, -y+40

fillStyle = #fff8dc

Aktivitätsdiagramme



luftblasen

- x:number, - y:number

let blauen : Path2D = new Path2D()

blauen.arc(-x, -y, 20, 0, 0, 2 * Math.PI)

crc.strokeStyle = "#00c5cd"

crc.stroke(blauen)

