



create Object

- x: number  
- y: number

erc2.fillStyle  
figt Farbe hinein

erc2.lineWidth  
figt Linien Breite  
ein

Begin Path()  
close Path()  
Objekt wird an  
richtige Stelle gezeichnet

random/Schein  
für Objekte

let ctx2 = CanvasRenderingContext2D

let i: number = 0

↓ [i < Anzahl Bäume (100)]

[i < ~~Anzahl Bäume~~ (100)]

i++

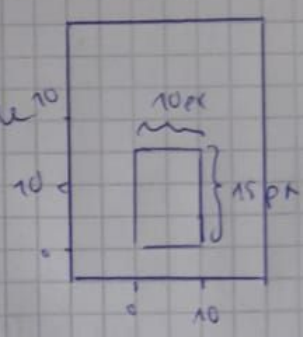
let x: number = Math.random() \* ctx2.canvas.width

let y: number = Math.random() \* ctx2.canvas.height

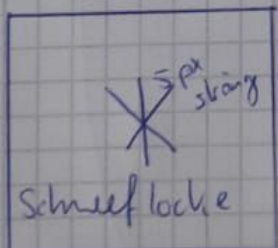
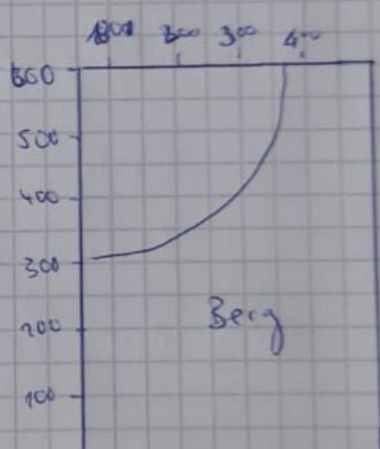
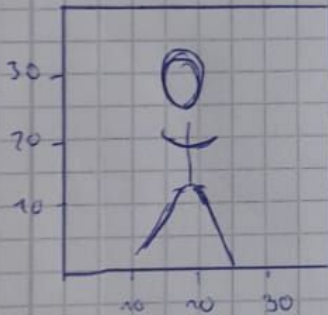
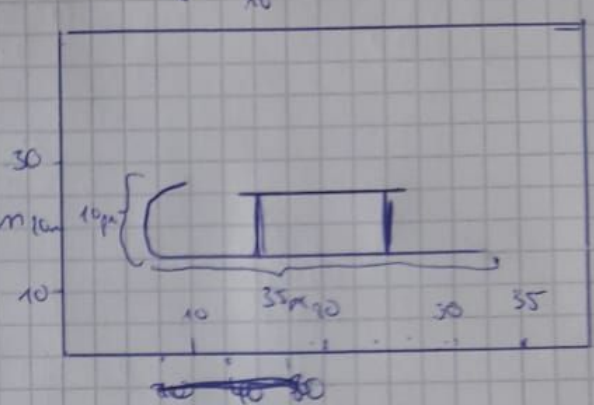
create object



Wolke



Baum



Schneeflocke

