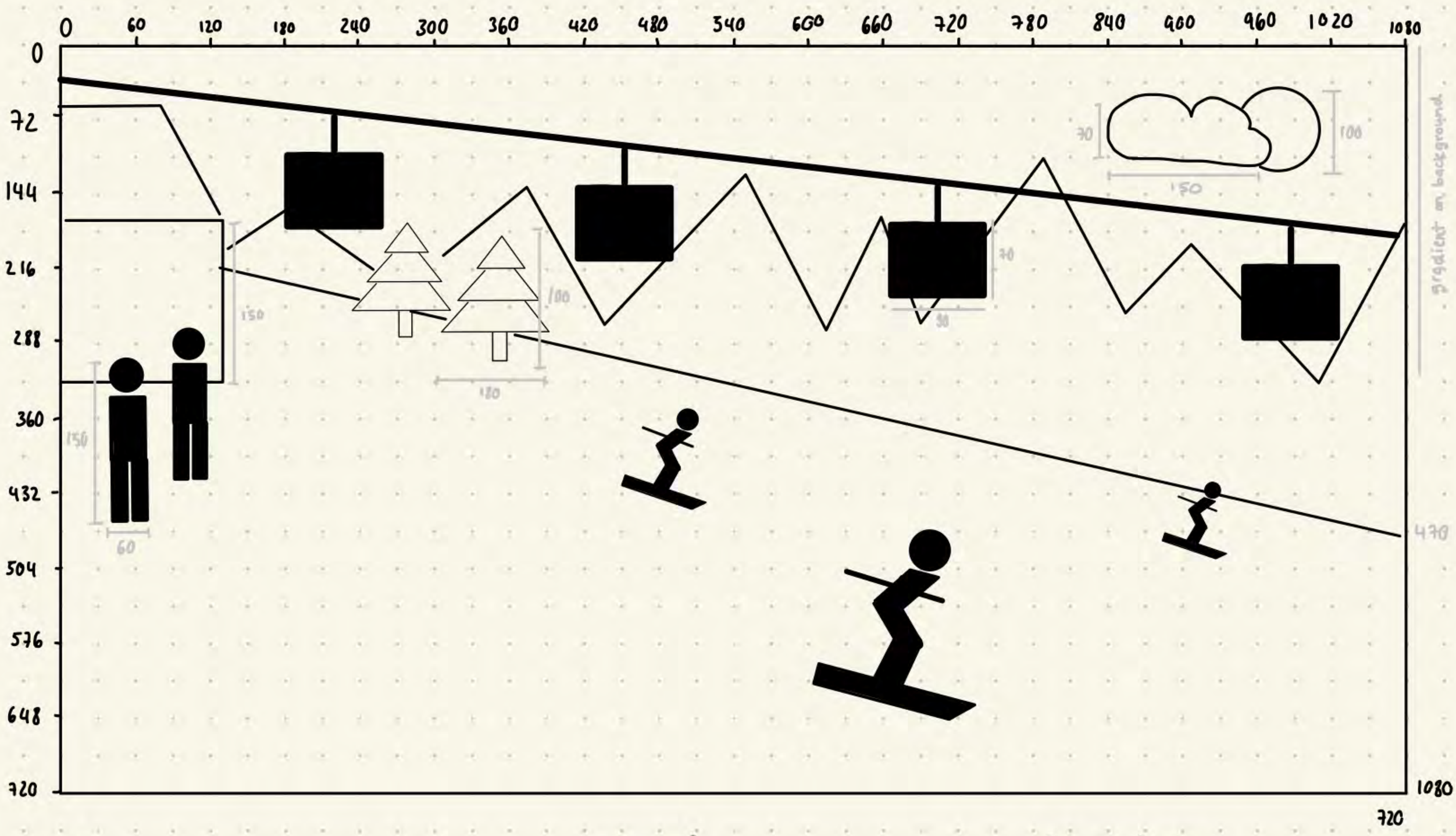
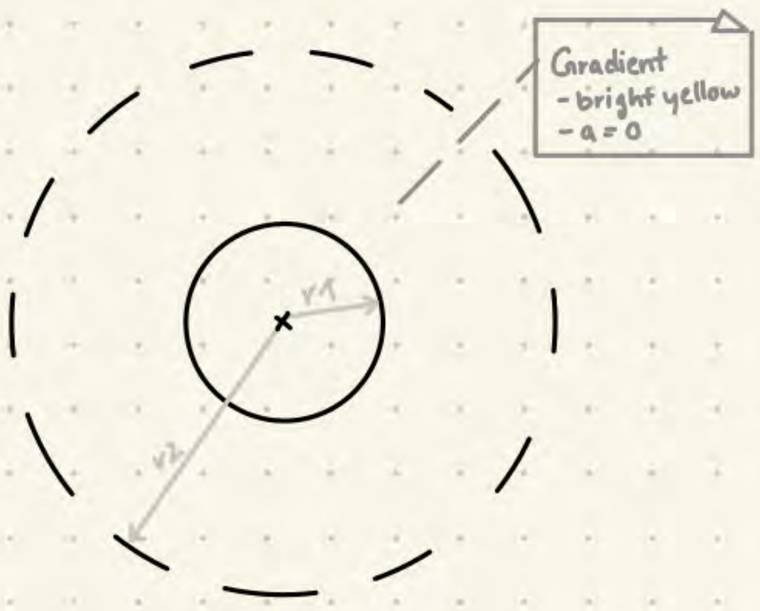
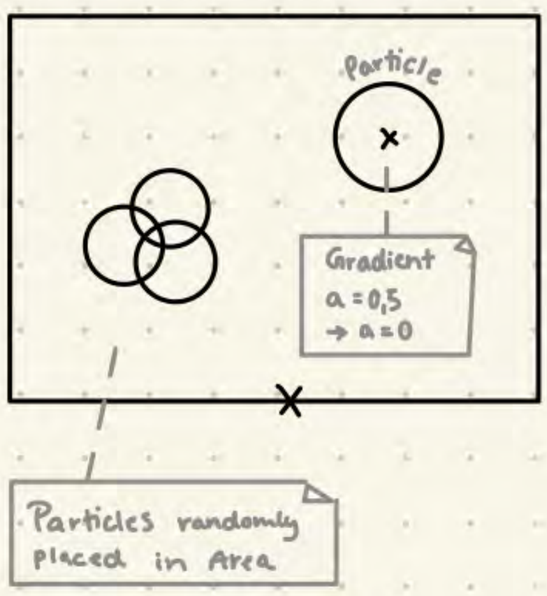
Skipiste Scribble



Sun

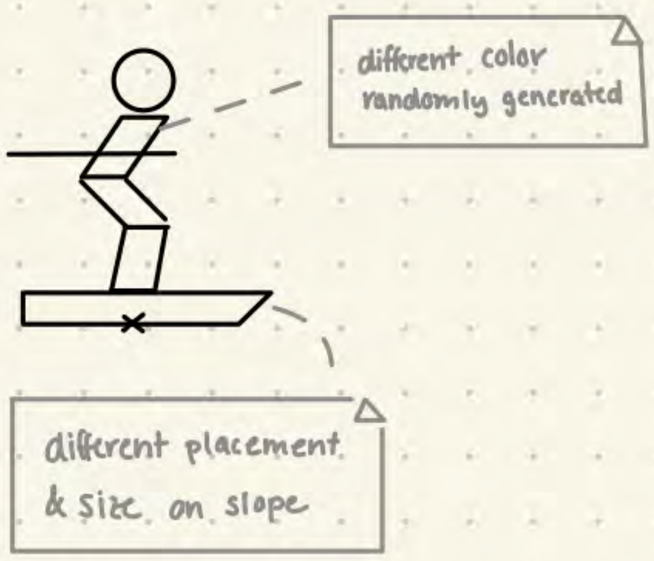


Cloud

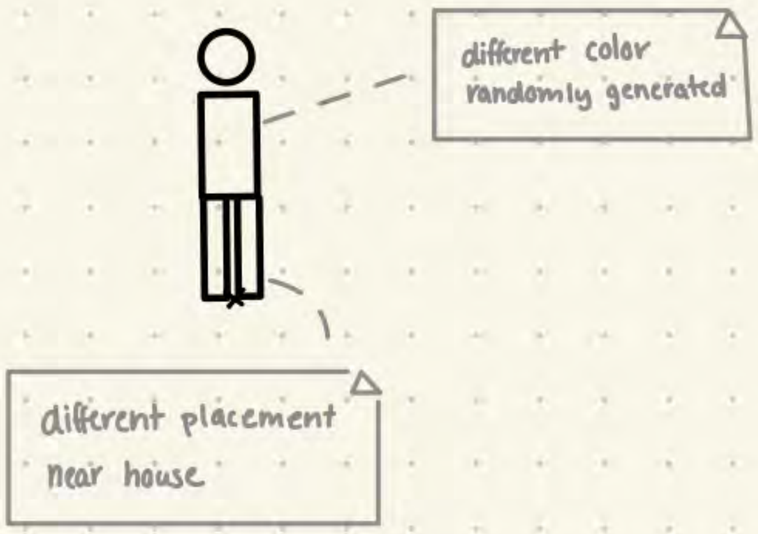


Mountains

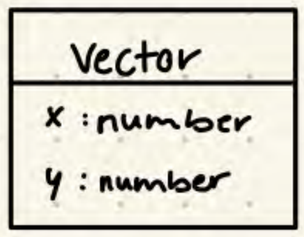
Skier

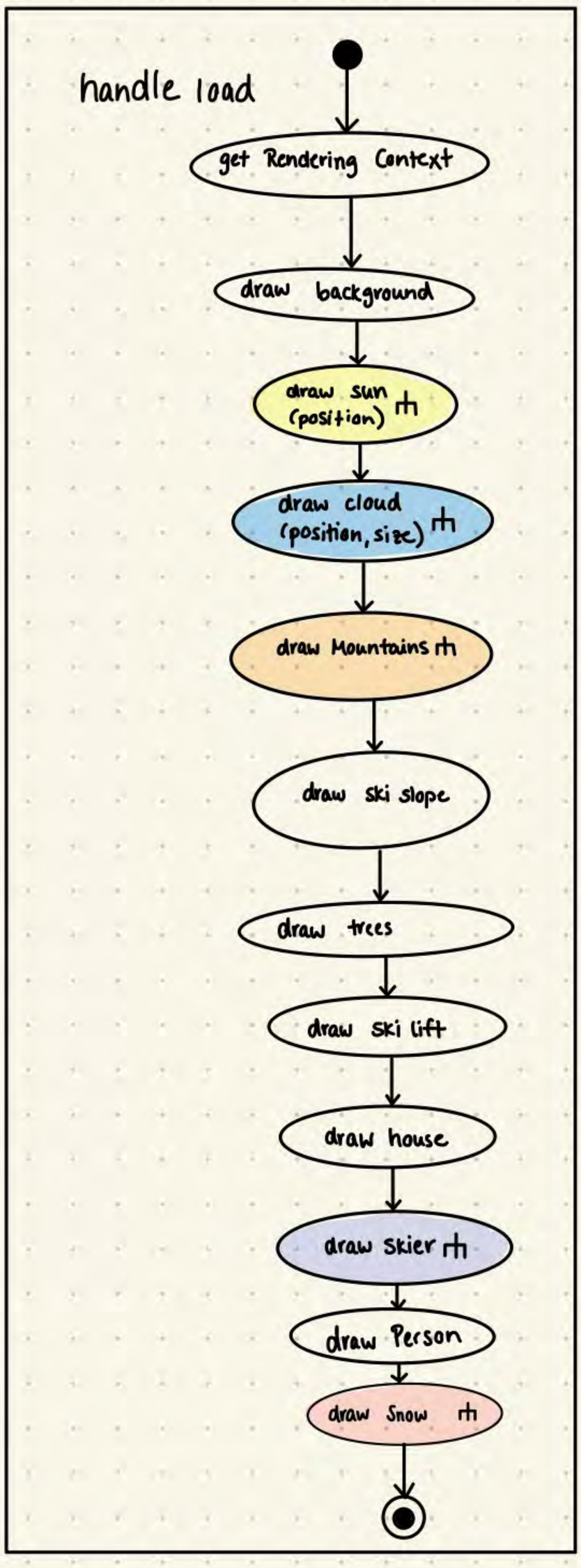


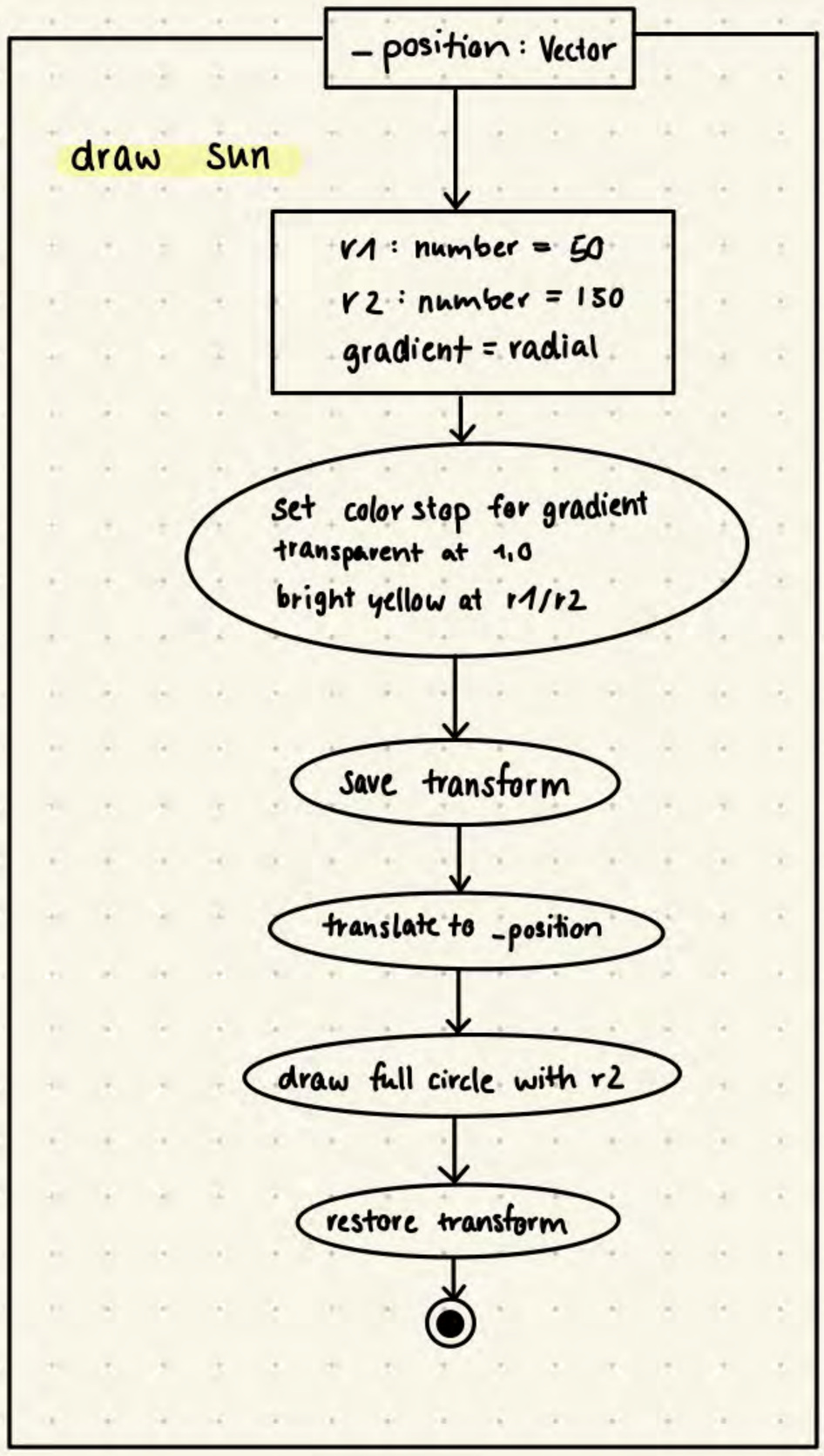
Person

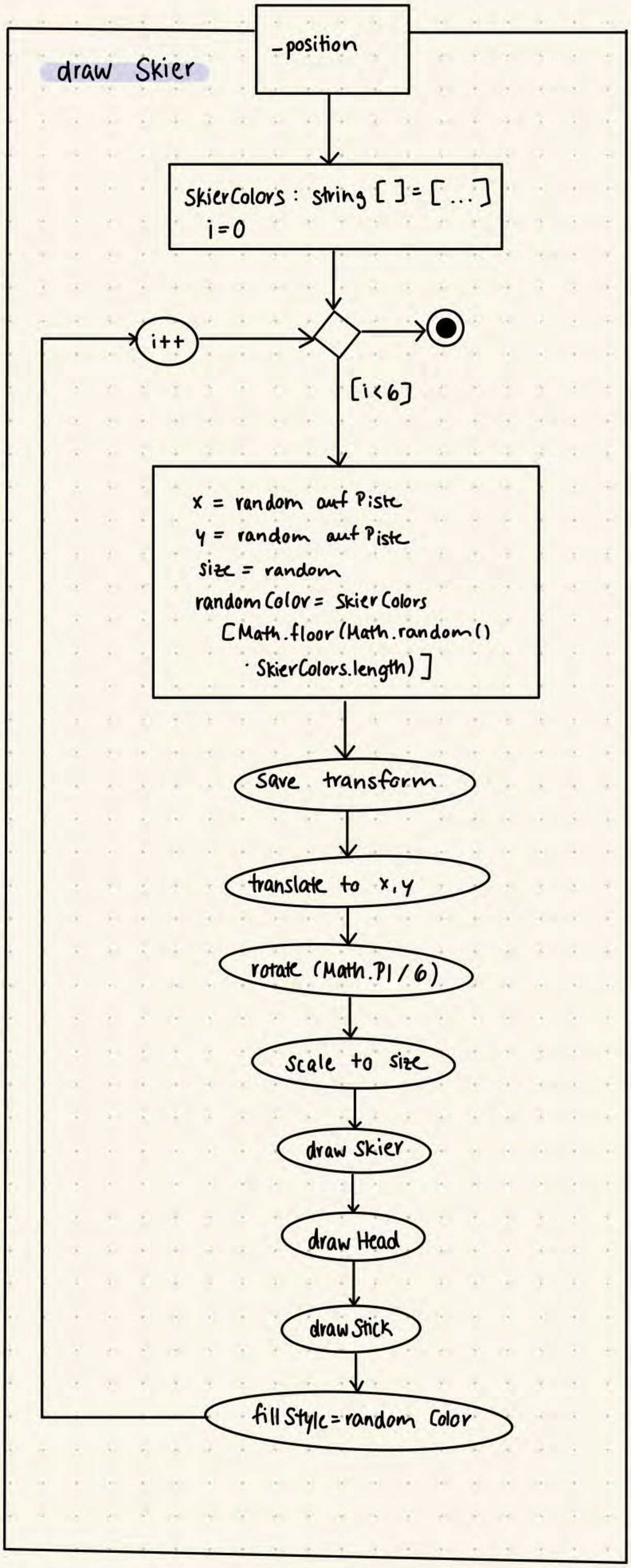


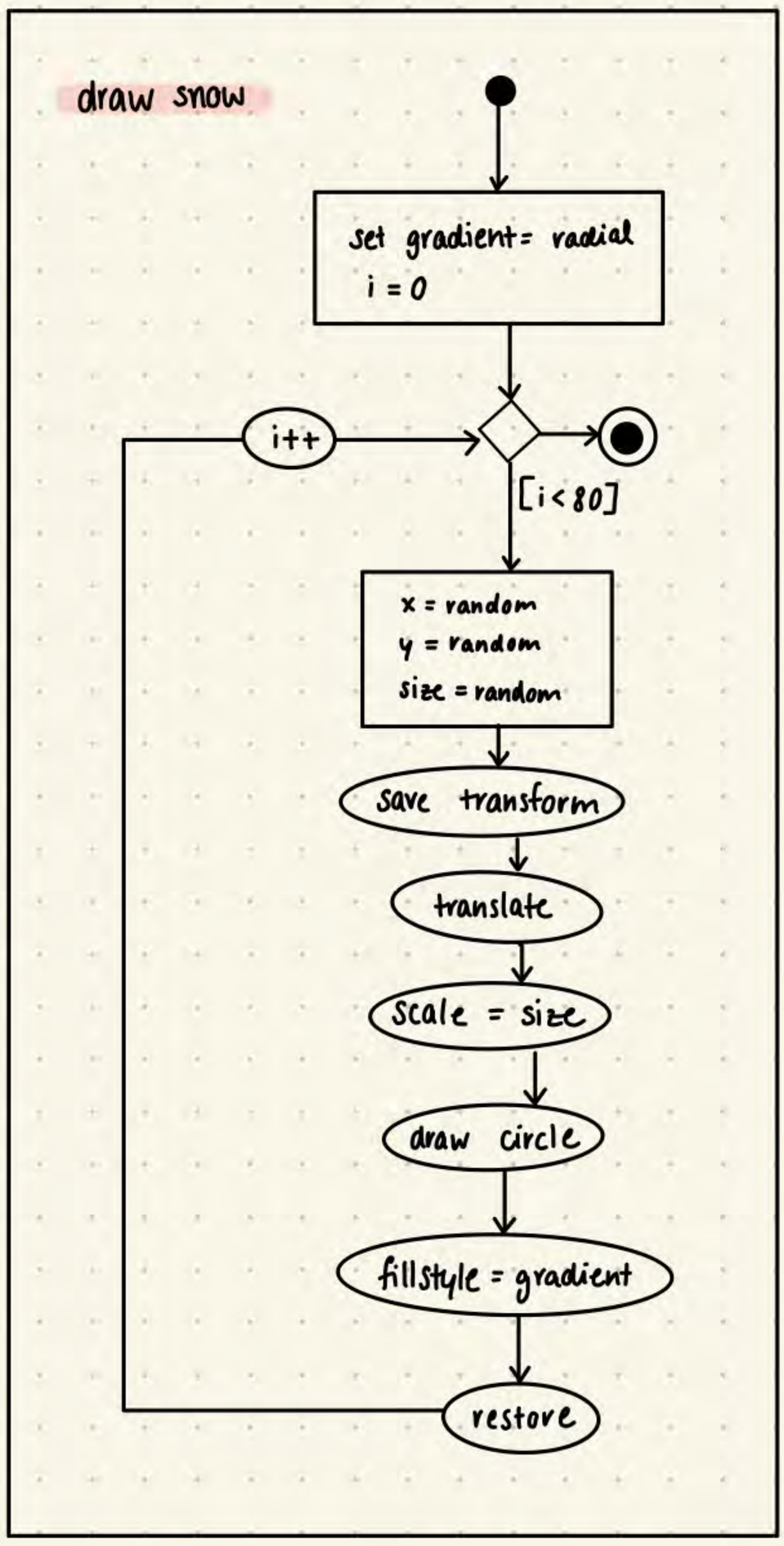
Activity diagramm : Skipiste








draw Skier
_position
SkierColors : string [ ] = [...]
i=0
i++
[i<6]
x = random auf Piste
y = random auf Piste
size = random
randomColor = SkierColors
[Math.floor (Math.random()
· SkierColors.length)]
save transform
translate to x,y
rotate (Math.PI / 6)
scale to size
draw Skier
draw Head
draw Stick
fillStyle = randomColor


draw snow
set gradient= radial
i = 0
i++
[i<80]
x = random
y = random
size = random
save transform
translate
scale = size
draw circle
fillstyle = gradient
restore

draw Mountains

_position : vector
- min : number
- max: number
_ colorlow : string
- colorhigh : string

stepMin : number = 10
stepMax : number = 50
x : number = 0

save transform

translate to _position

move to 0,0

line to 0, - _max

x += random between
stepMin & stepMax

y: number = -_min - random · (_max - _min)

line to x,y

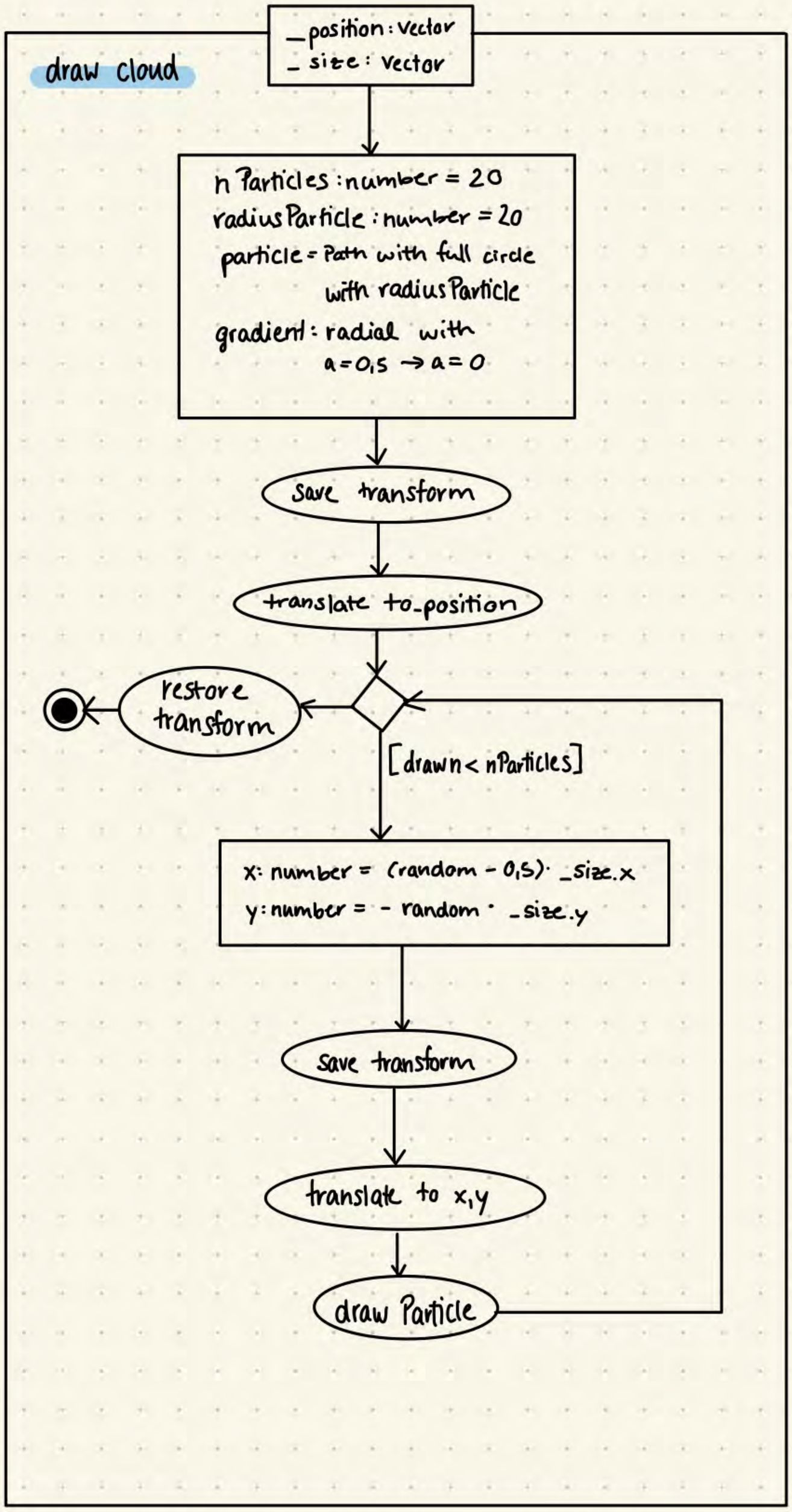
[x < canvas.width]

Line to x, 0

close Path

create gradient with
given colors

draw Path


draw cloud
_position : vector
_ size : vector
nParticles : number = 20
radiusParticle : number = 20
particle = Path with full circle
with radiusParticle
gradient : radial with
a = 0,5 → a = 0
save transform
translate to_position
restore transform
[drawn < nParticles]
x: number = (random - 0,5) · _size.x
y: number = - random · _size.y
save transform
translate to x,y
draw Particle