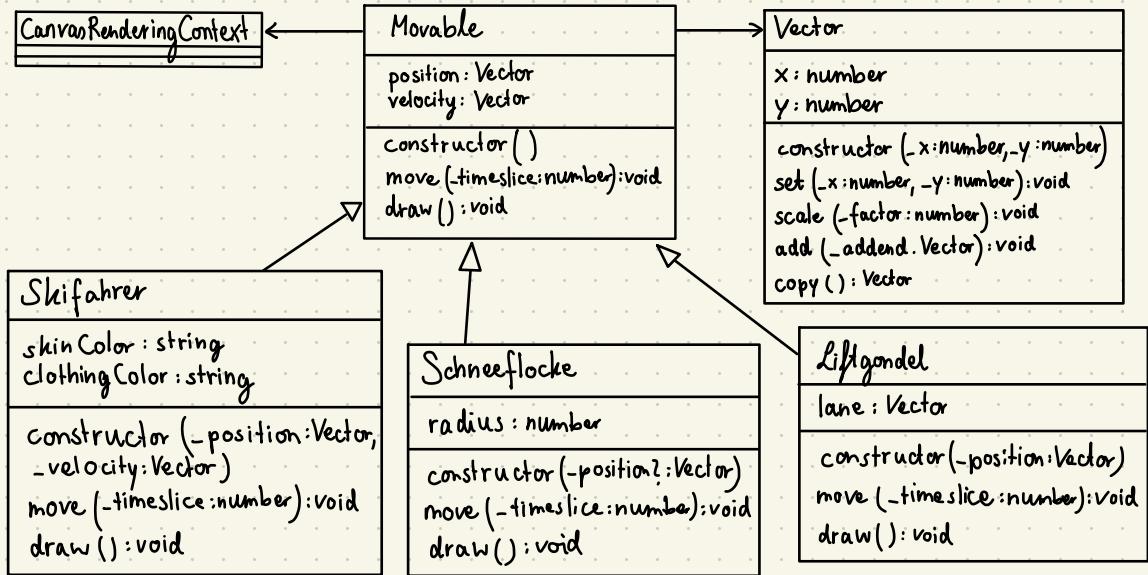
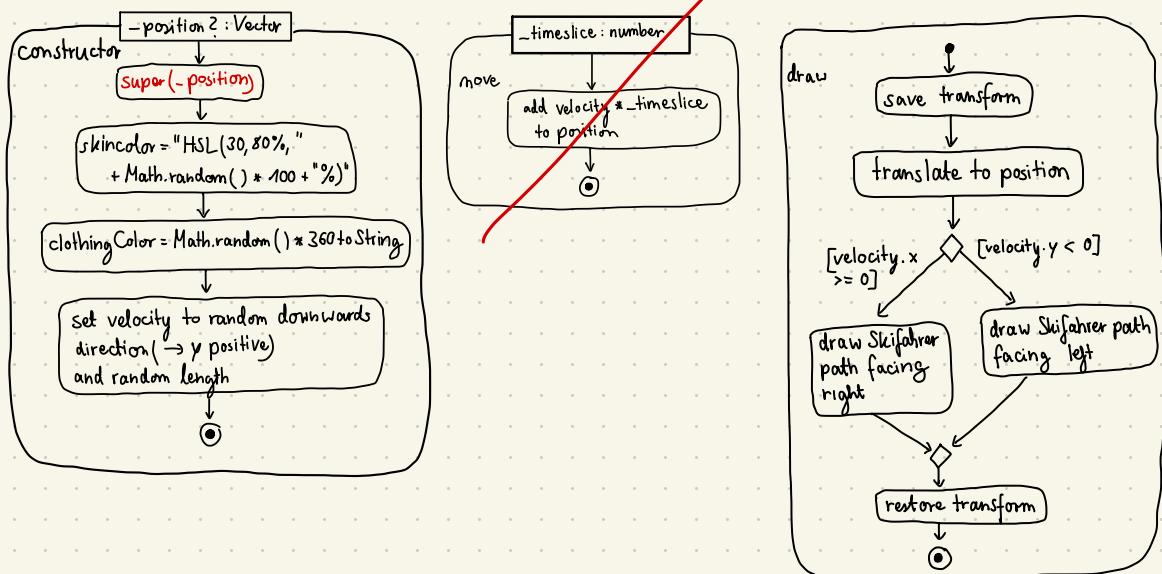


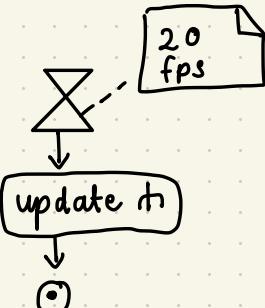
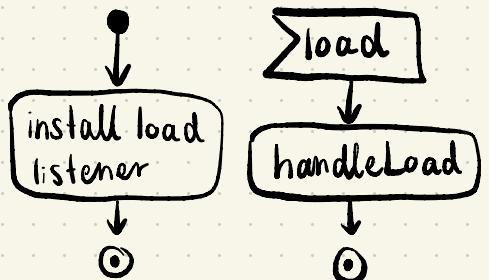
Klassendiagramme



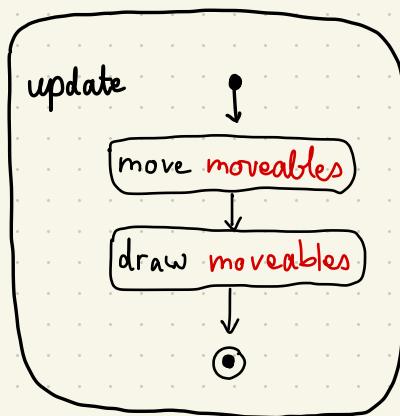
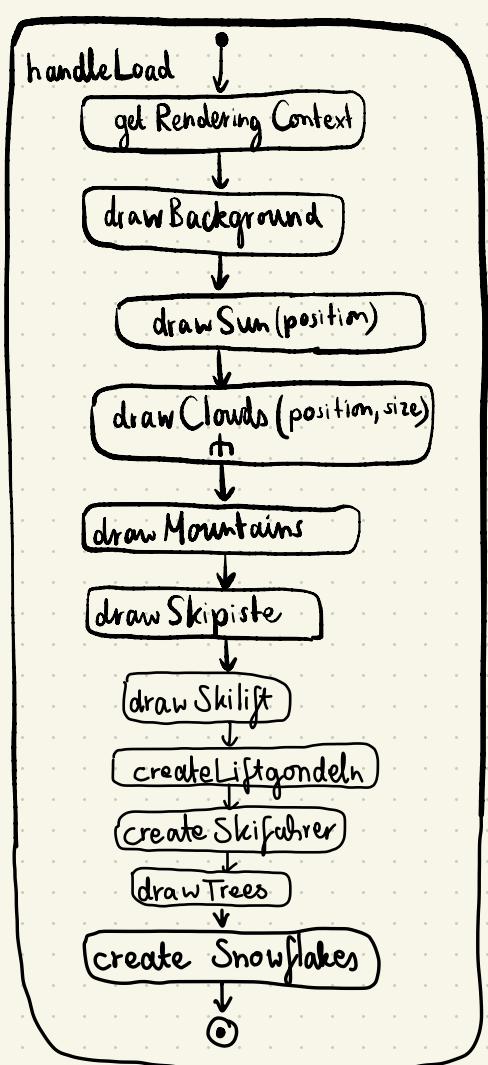
Aktivitätsdiagramme - Skifahrer



Aktivitätsdiagramme



crc 2
moveables :
Moveable []



drawClouds

-position:Vector
-size : Vector

nParticles:number = 25
radiusParticles:number = 30
particle : Path2D
gradient → createRadialGradient

set color stops for gradient

- transparent at 1 white
- half-transparent at 0)

particle.arc → draw full circle

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

let drawn = 0



[drawn < nParticles]

save()

let x:number = random number
in size.x range
let y:number = random number in
size.y range

fill (particle)

restore

drawMountains

- position
- colorLow
- colorHigh

stepMin = 20
stepMax = 130
 $x = 0$
- min : number
- max = 370

save

translate to -position

moveTo (0, 0)

lineTo (0, -max)

[$x < \text{canvas.width}$]

$x += \text{random number between stopMax \& stepMin}$

$-\min = -0,3 \cdot x + 350$
 $-\max = -\min + 150$
→ damit Berge nach rechts abfallen

$y = \text{random number between } -\max \text{ \& } -\min$

restore

fill()

fillStyle = gradient

add color stops
- colorLow at 0
- colorHigh at 1

gradient = Linear Gradient

closePath

lineTo ($x, 0$)



