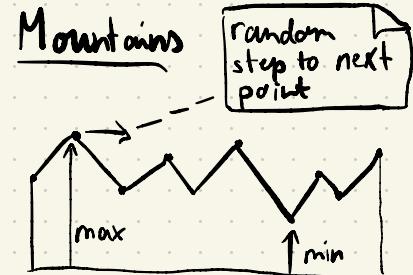
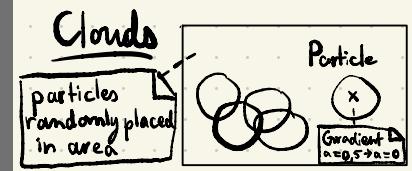
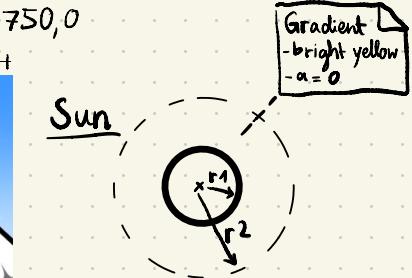
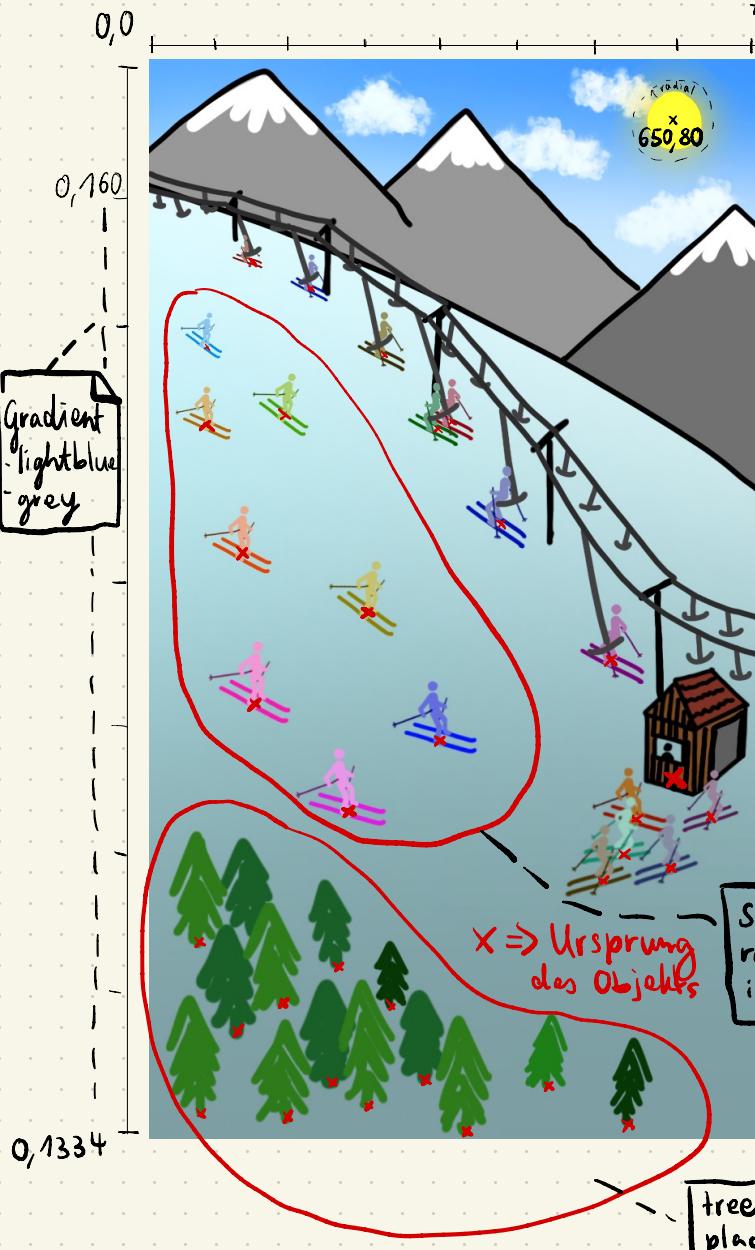


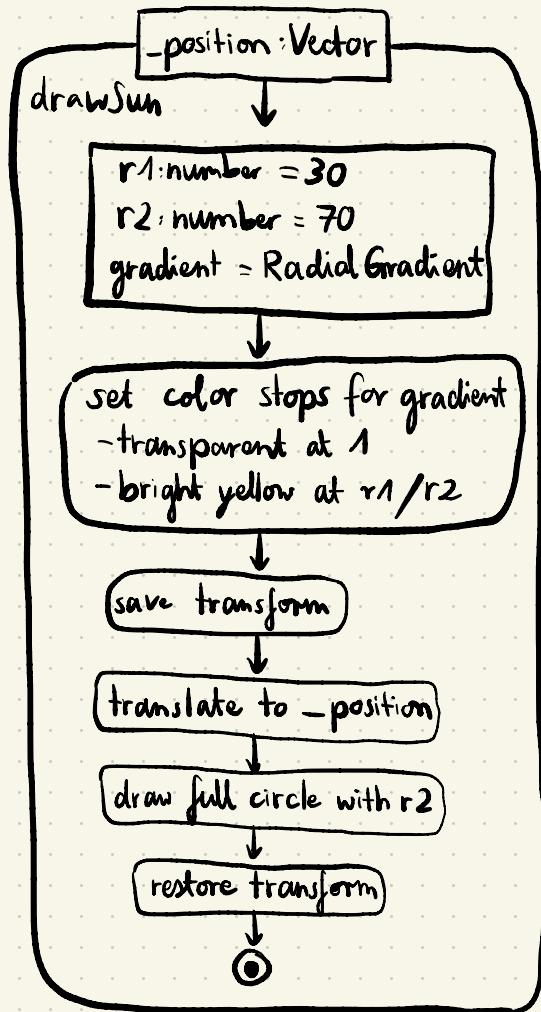
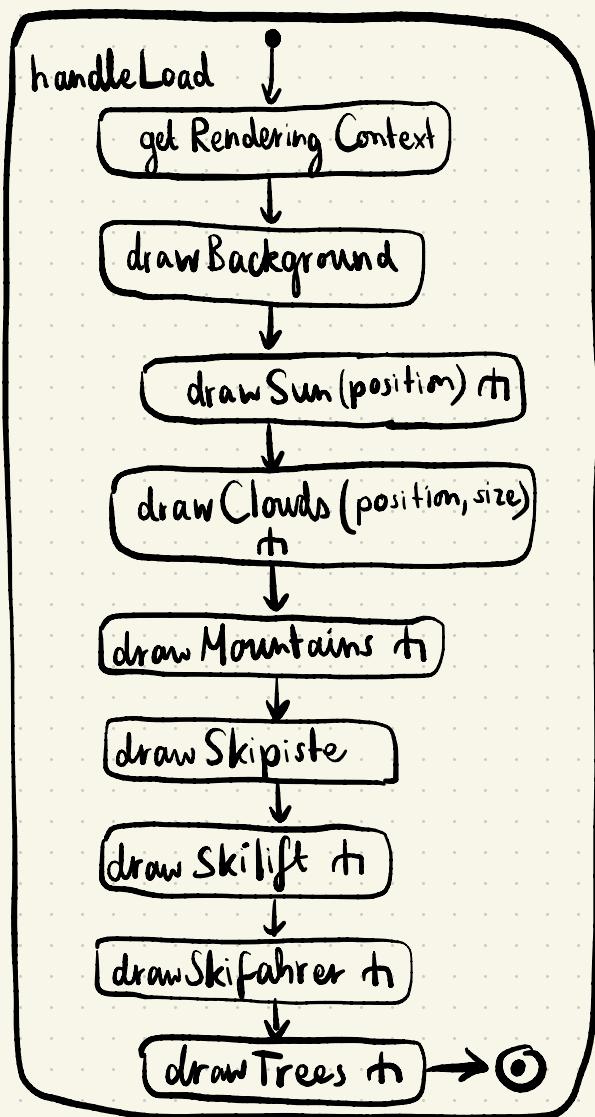
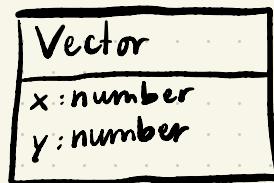
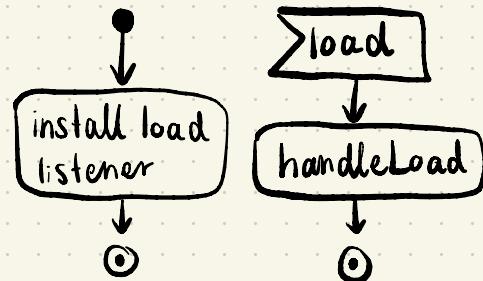
Skipiste Scribble



Ski fahrer
randomly placed
in area

trees randomly
placed in area

Aktivitätsdiagramme



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



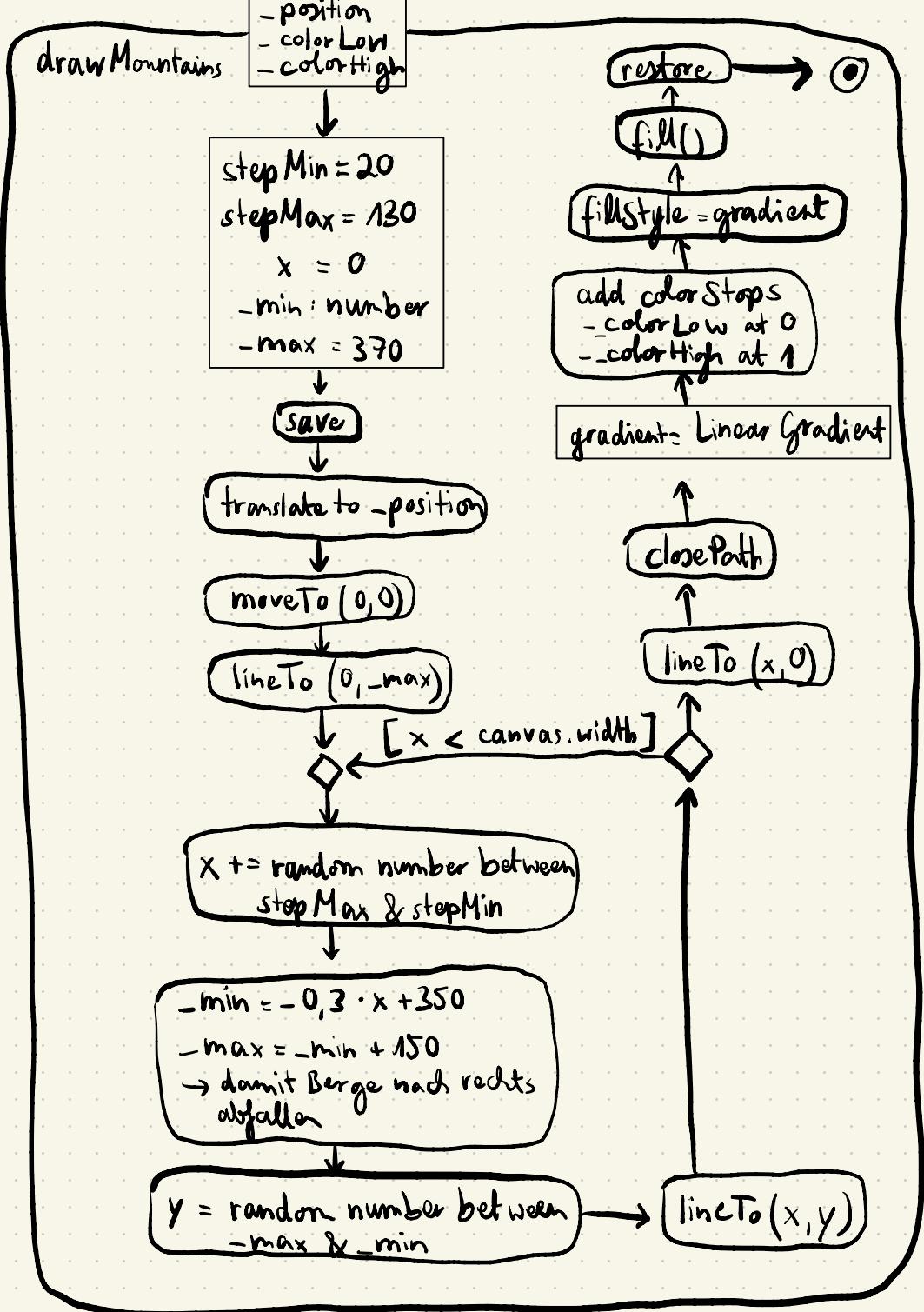
[drawn < nParticles]

save()

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

fill (particle)

restore



draw Skilift

draw Lift ({x: 715, y: 740})

draw Lifthaws ({x: 600, y: 800})

drawLift

-position: Vector

nPoles = 8
pole : Path2D
poleWidth = 5
poleHeight = 30

pole.rect (0, 0, poleWidth, -poleHeight)

save

translate to -position

i = 0

draw line over all poles

[i < 2] → restore → ○

fillStyle = "brown"

drawn = 0

fill (pole)

transform to next pole position

draw Skifahrer

skiCount = 10

i = 0

[i < skiCount]

X : random number between 50 & 350
y : random number between 450 & 500

draw Single Skifahrer

drawTrees

translate (30, 1000)

nRows = 4

ymin = 0

xmax = 100

r = 0

restore

[r < nRows]

ymin += r * 30

randomX = Math.random * 50 + ymin

r++

drawTree

randomX += 50 + Math.random * 50

[randomX < xmax]

xMax += 100