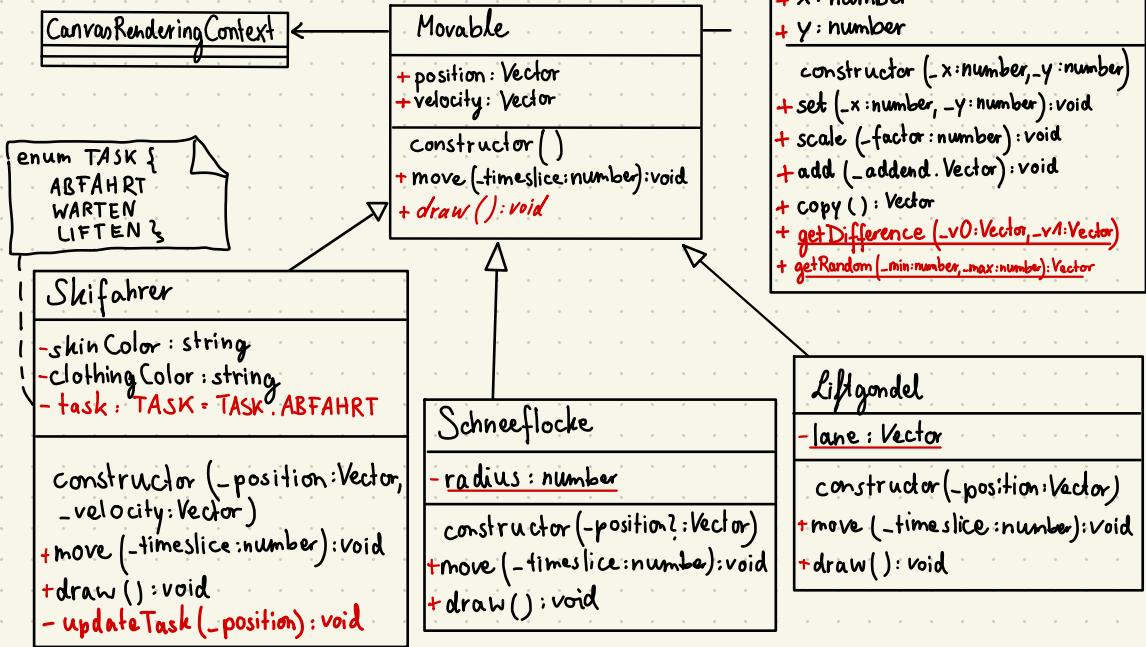
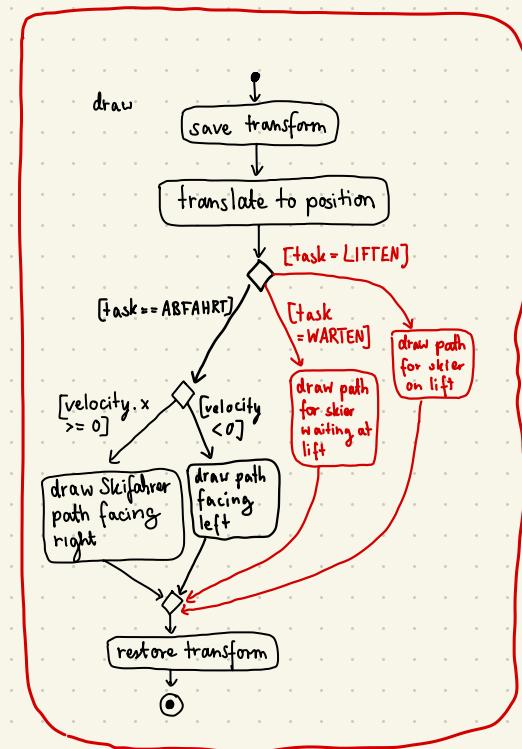
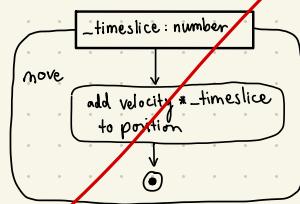
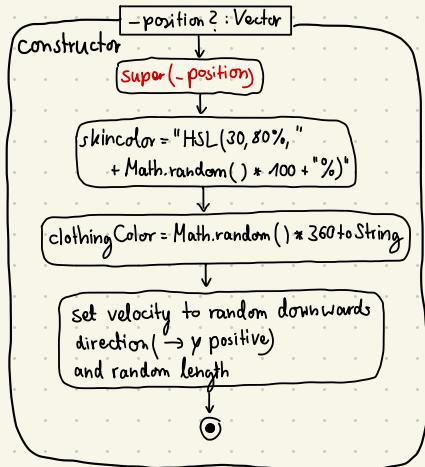


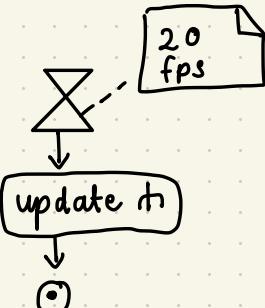
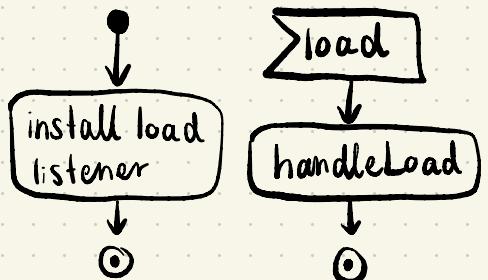
# Klassendiagramme (mit Sichtbarkeiten)



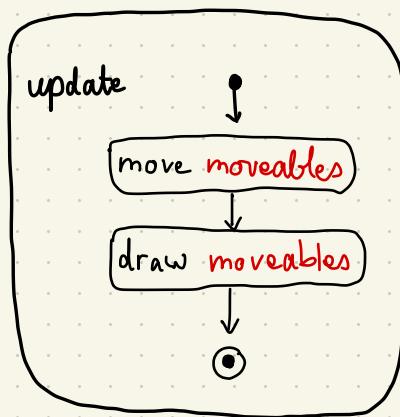
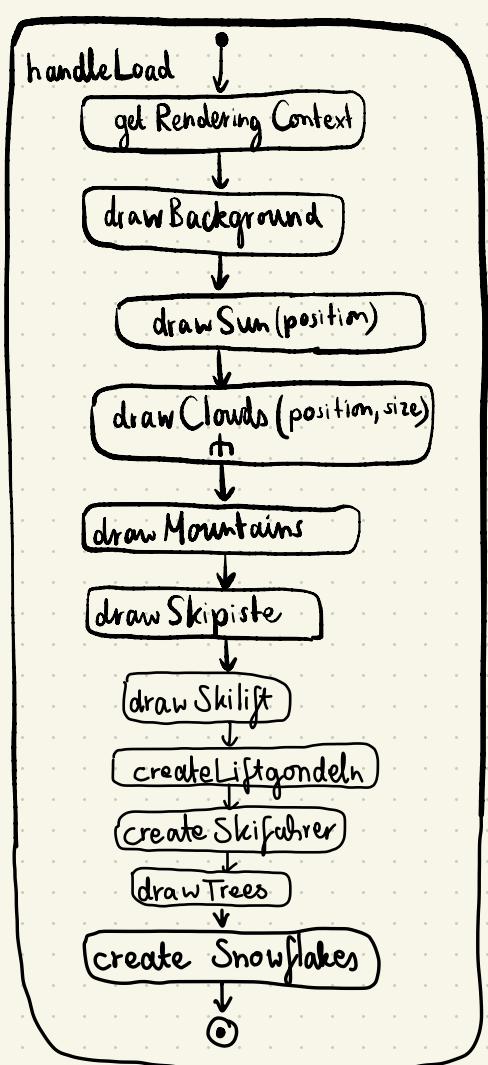
## Aktivitätsdiagramme - Skifahrer



# 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 ( $x, 0$ )



