
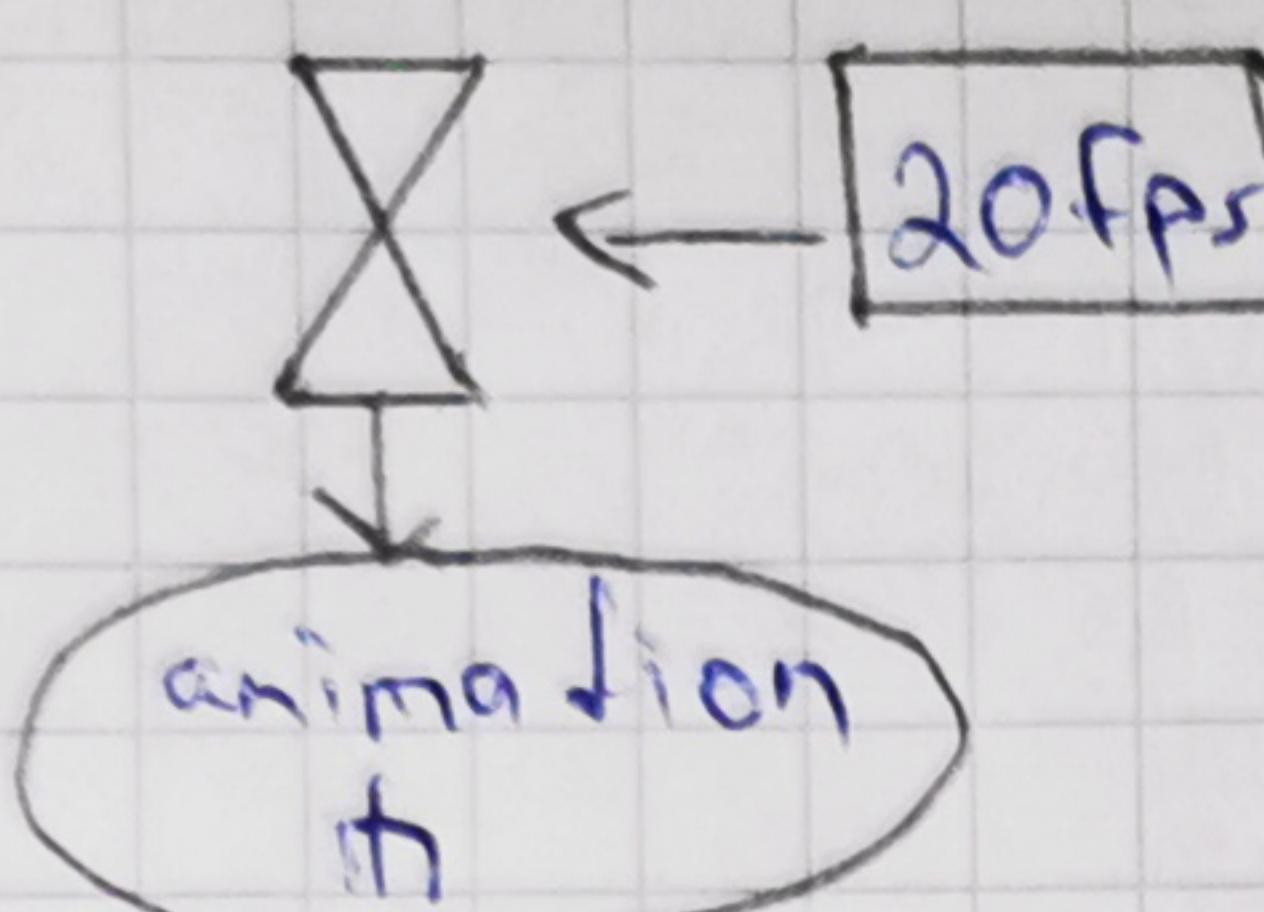
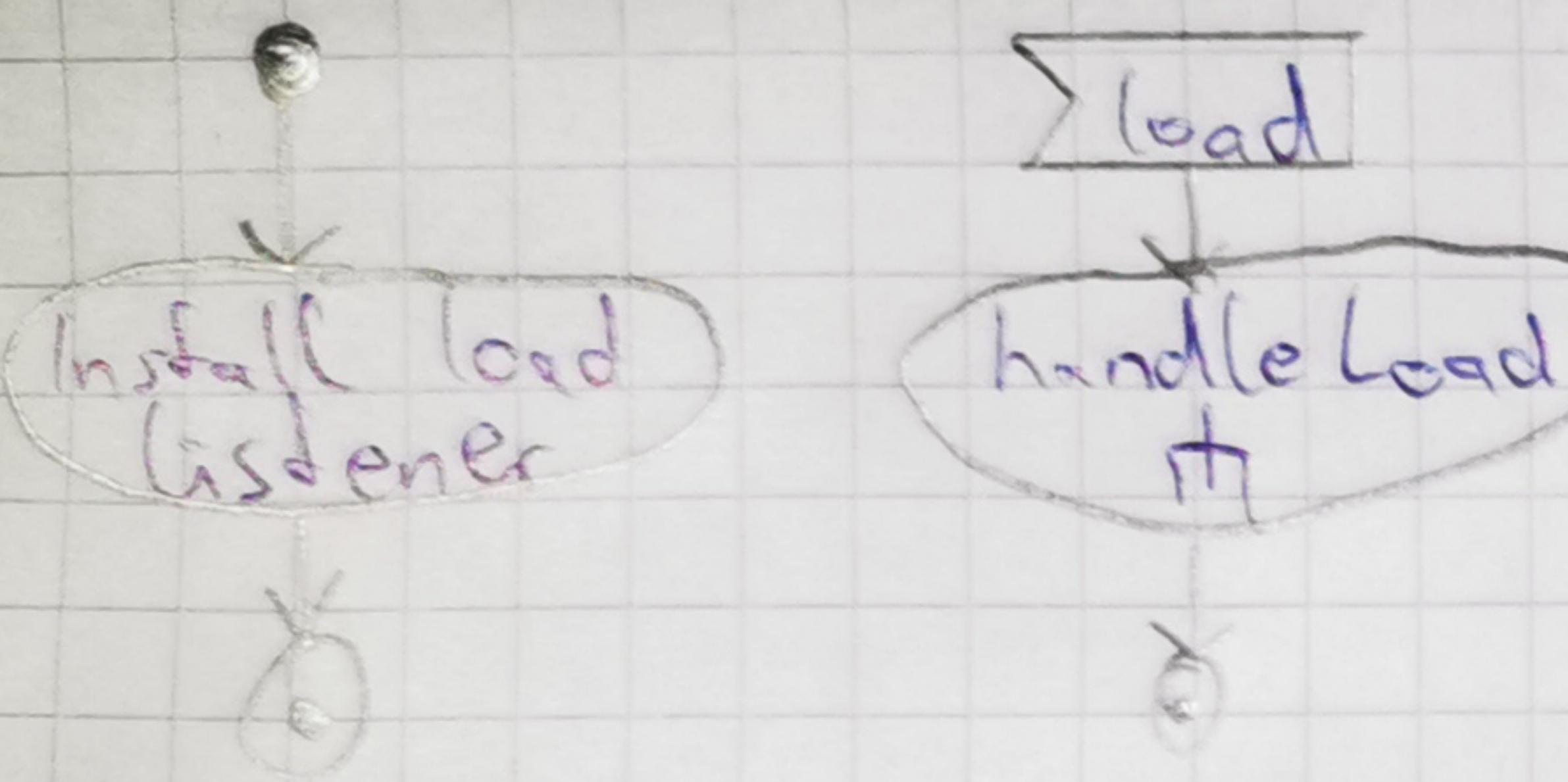


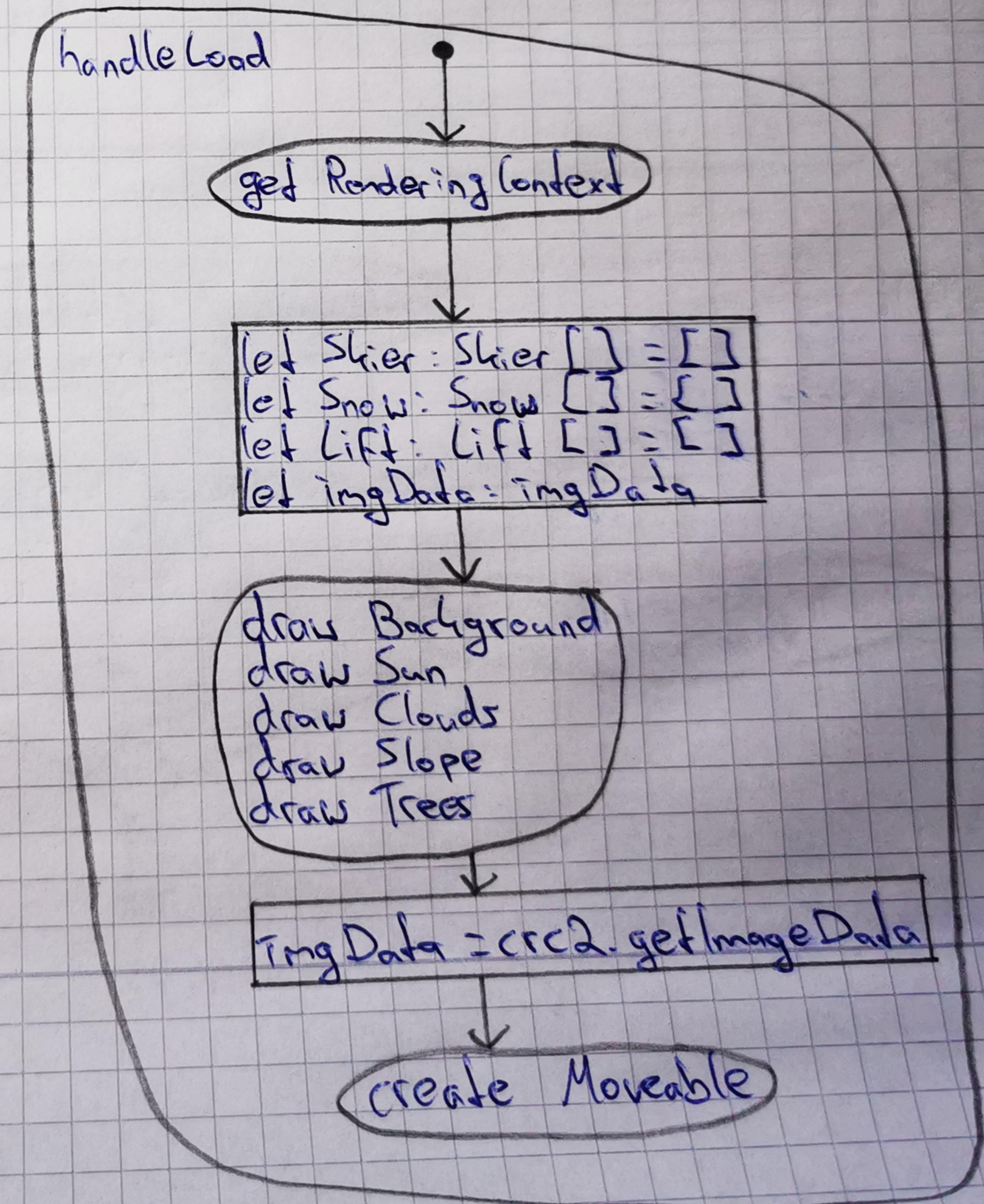
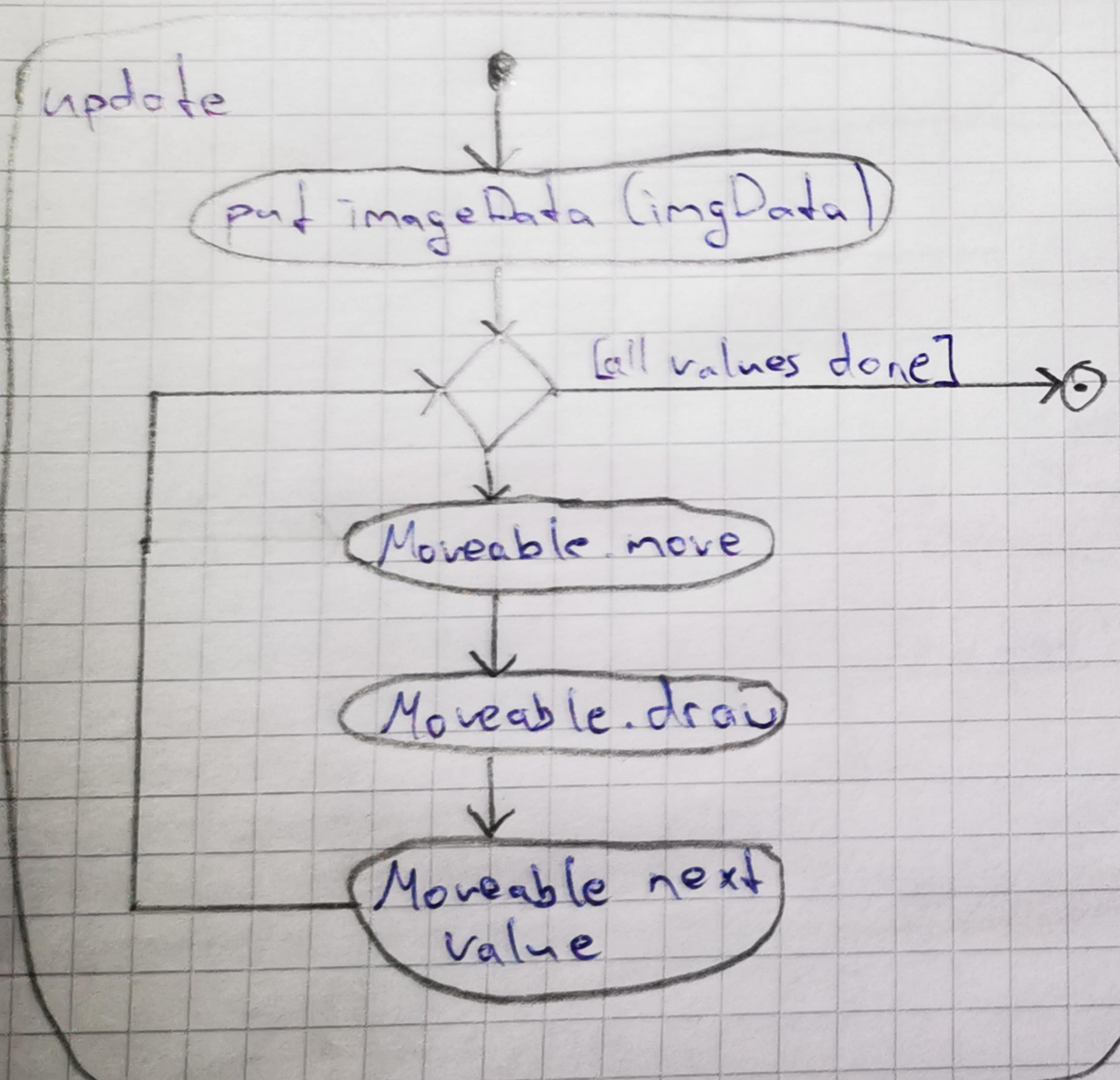
Klassendiagramm



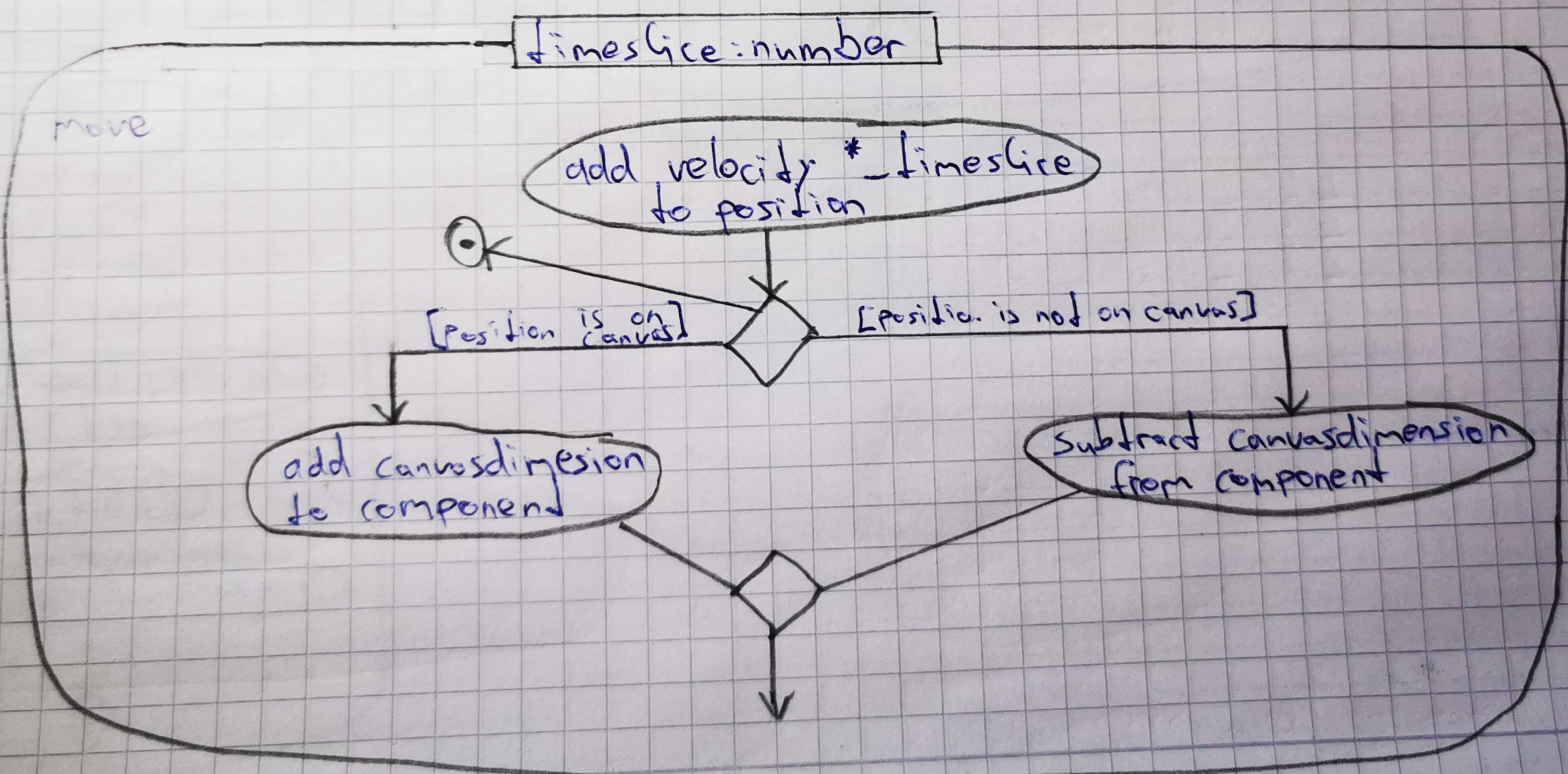
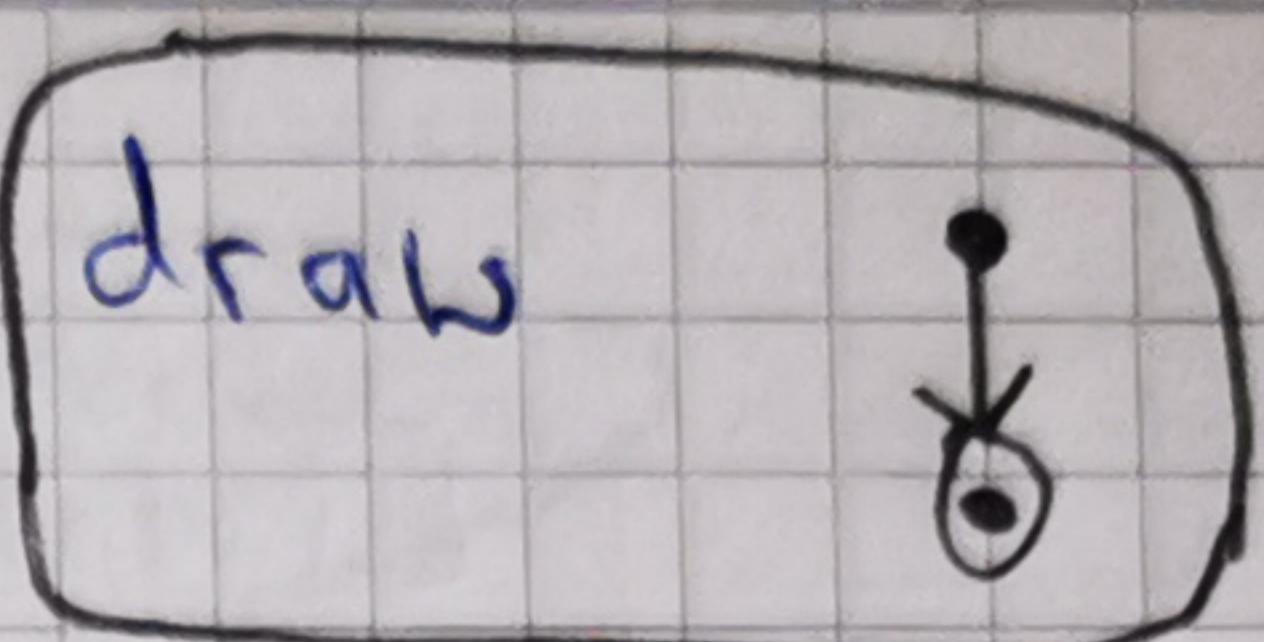
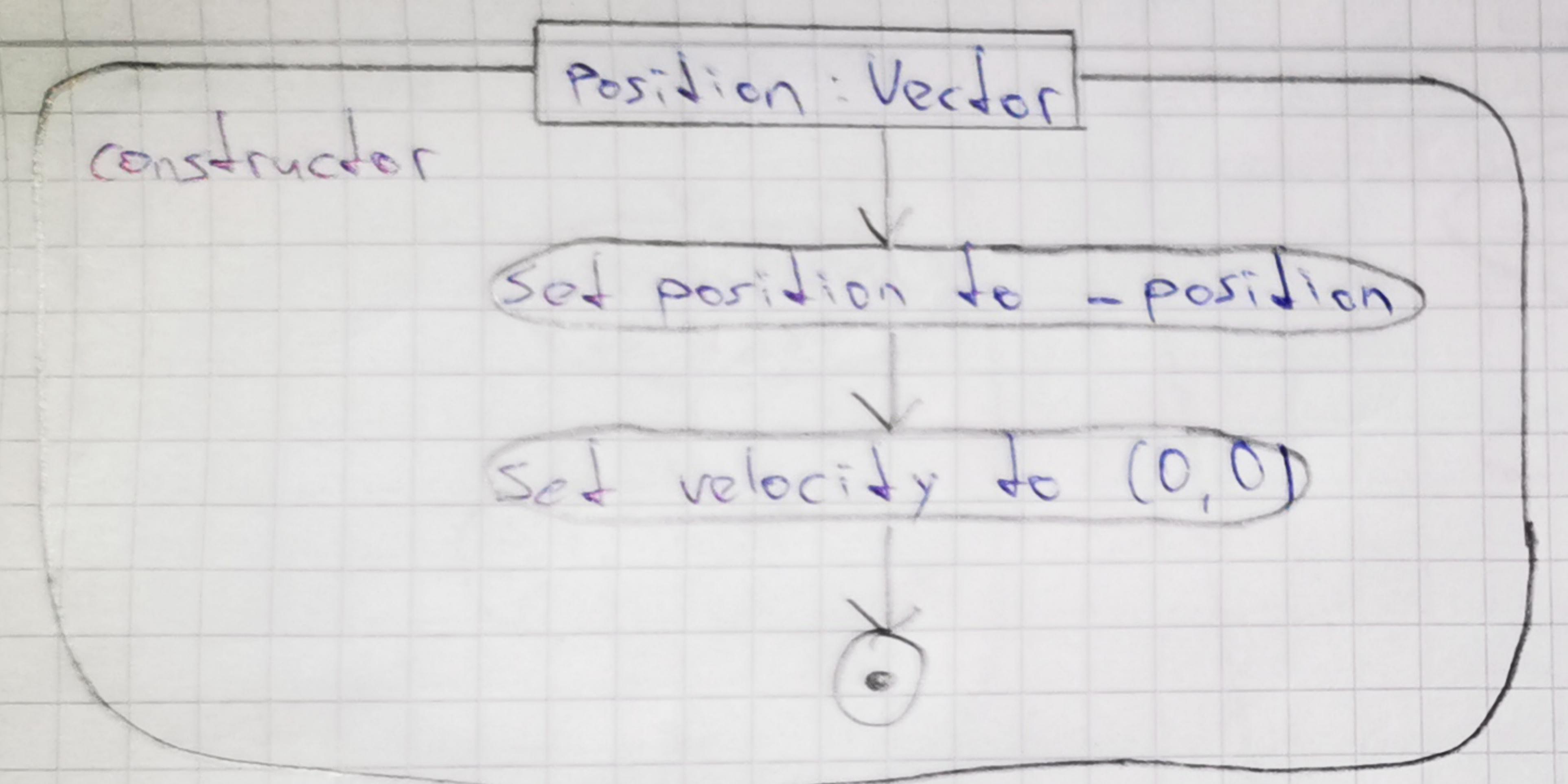
AD Main



`crc2.`
`moveables:`
`Moveable[]`
`Snow:`
`snowflakes[]`
`Lift : lift`
`Sliders : slider`



AD Moveable



AD Lift

-timeslice:number

moveUp

let offset:Vector =
new Vector

offset.scale (-timeslice)

this.position.add (offset)

draw

Save transform()

beginPath()

drawPath() with new
position

crca.fill()

restoreTransform()

AD_Snowflakes

draw

```
let radiusSnowflake:  
number = Math.random()
```

Save transform()

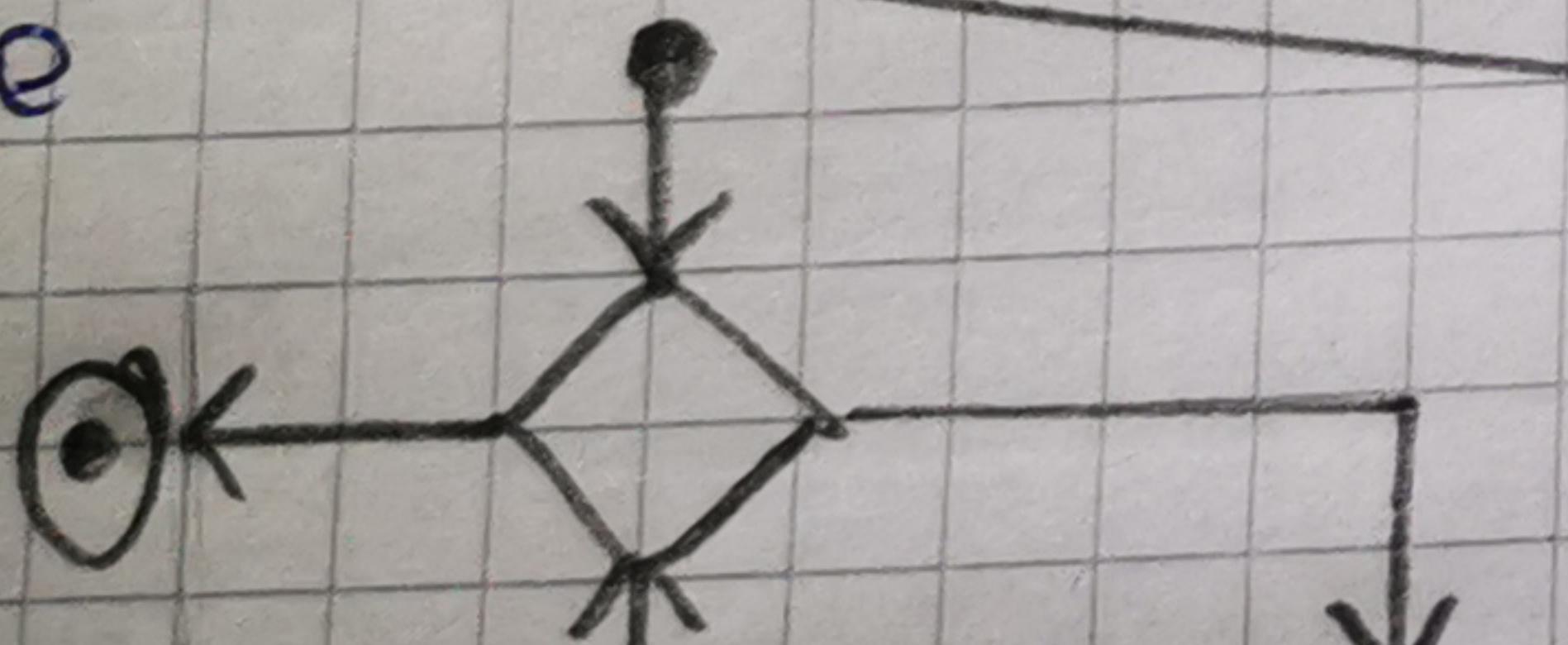
translate to position

drawPath()

crd.fill()

restore.transform()

move



this.y +=
math.random() * 1

AD_Shier

constructed

position2: Vector
y: number

super(-Position)

this.y = -y

set speed to
Position

choose random
color

move

lineslice: number

offset = new Vector(speed)

offset.scale(-lineslice)

this.position.add(offset)

[if this.position is in canvas]

get new position

draw

save transform()

translate to
position

fill(style = this.randomColor)

drawArc

draw Beziercurve

drawPath()

restore transform()

Skier

