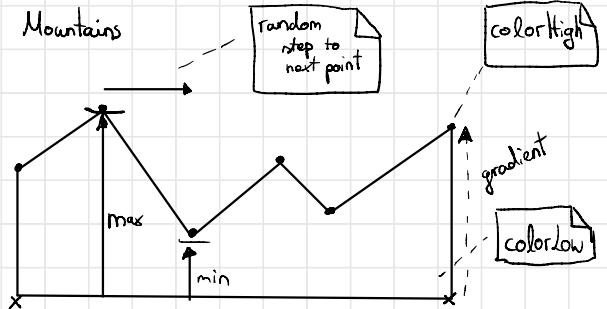
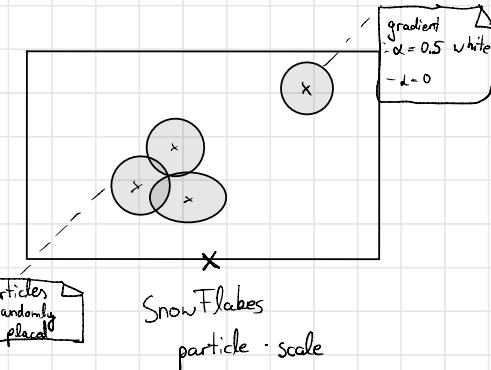
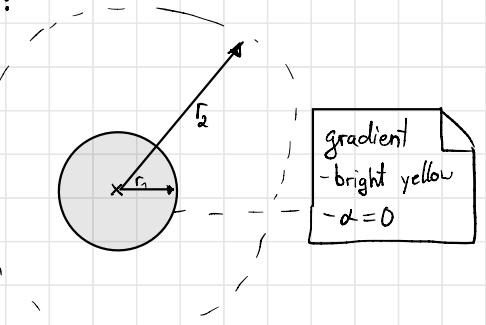


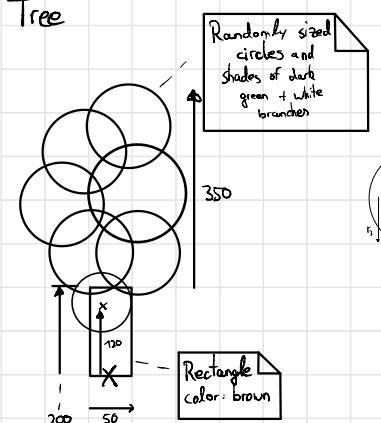
Mountains



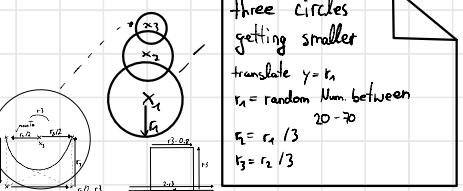
Sun:



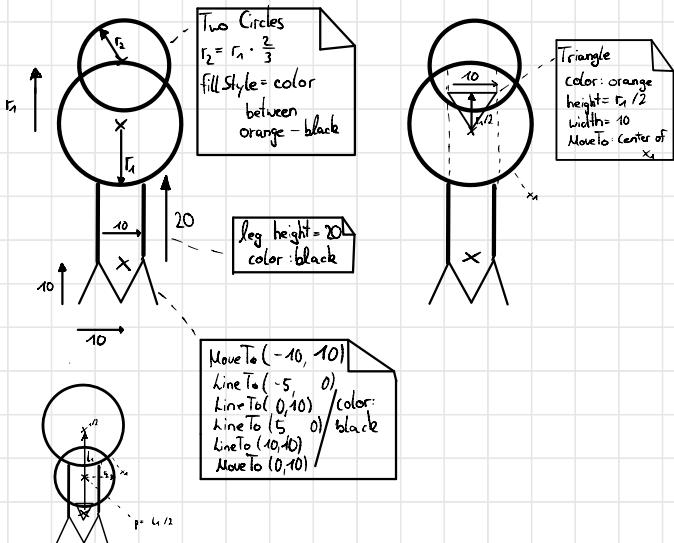
Tree



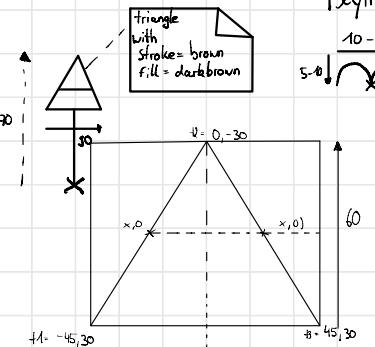
Snowman



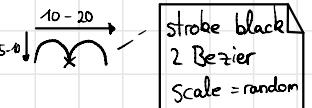
Sitting Bird



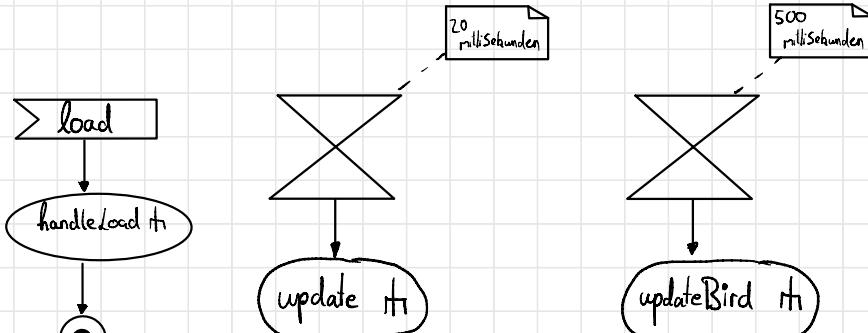
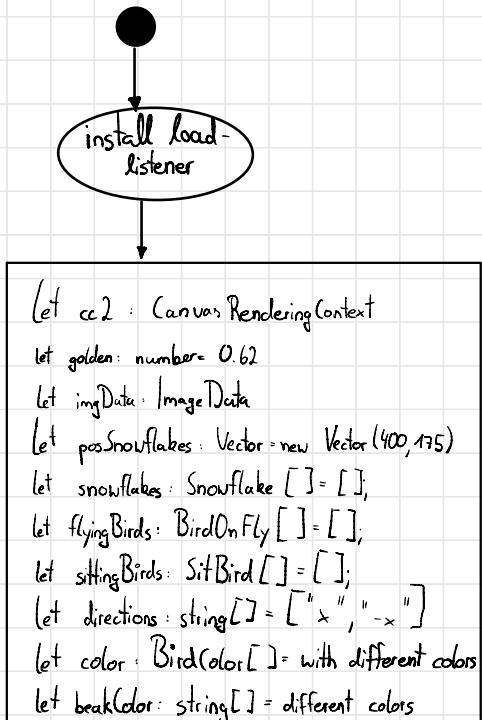
Aviary



Flying Bird



Activity-Diagramm: Aviary



Bird Color
bColor: string
hColor: string
eyeColor: string

handleLoad

cc2 = get canvas Rendering Context

drawStatic() ↑

Save Background in imgData

drawSnowflakes(50, posSnowflakes) ↑

draw Birds(20)

set Intervall(update, 20),
set Intervall(updateBird, 500) ↑

drawStatic

```
let horizon: number = golden * canvas.height  
let sunPosition: Vector = new Vector(75, 100)  
let positionMountain: Vector = new Vector(0, horizon)  
let cloudPos: Vector = new Vector(550, 150)  
let cloudSize: Vector = new Vector(325, 125)  
let treeMaxScale: Vector = new Vector(0.5, 0.5)  
let snowmanPos: Vector = new Vector(randomBetween 10 and 325, 425)  
let aviaryPos: Vector = new Vector(randomBetween 335 and 700, 450)
```

drawBackground ↑

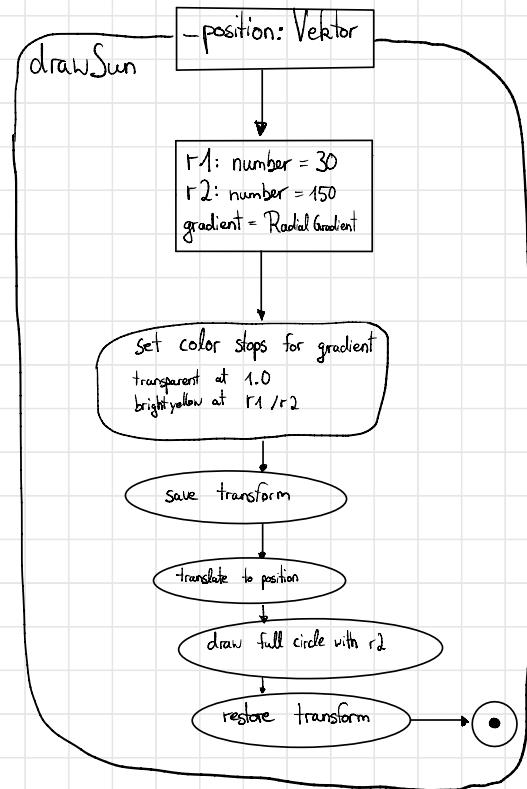
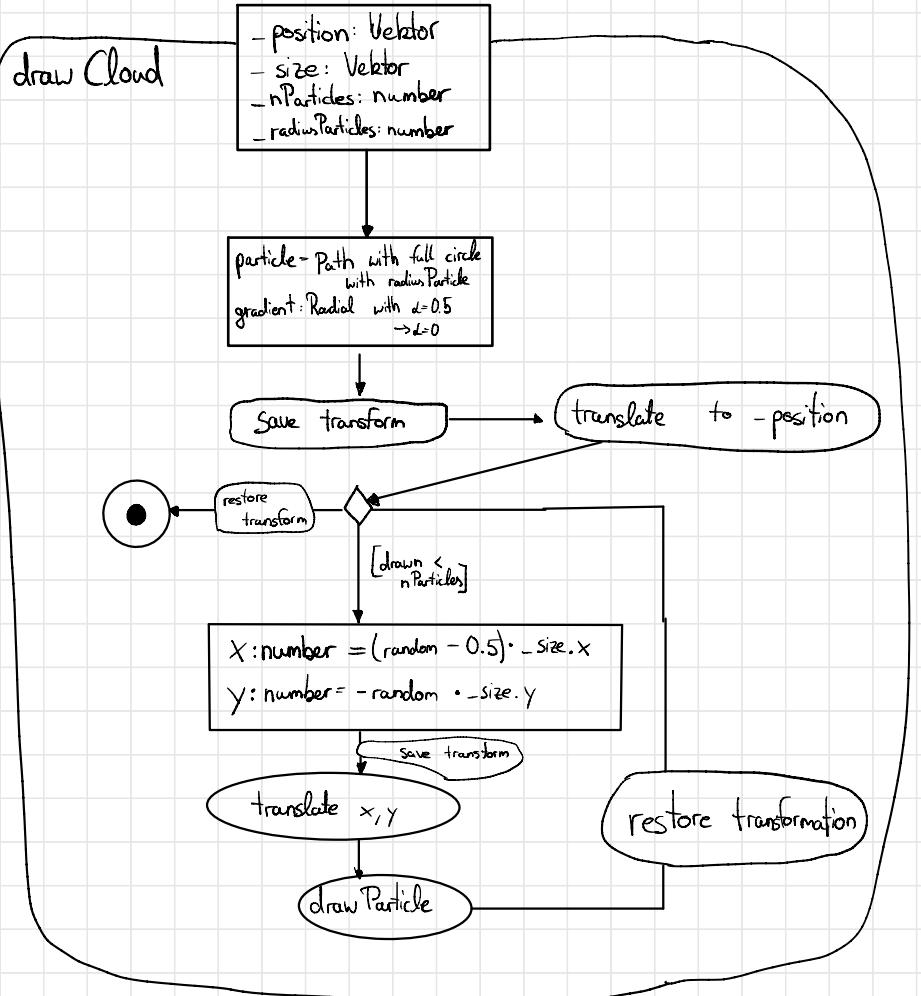
drawSun(sunPosition)

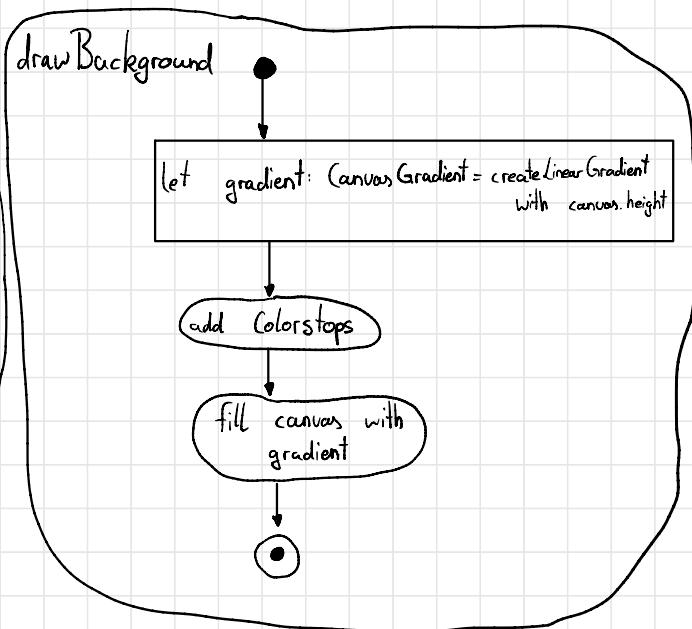
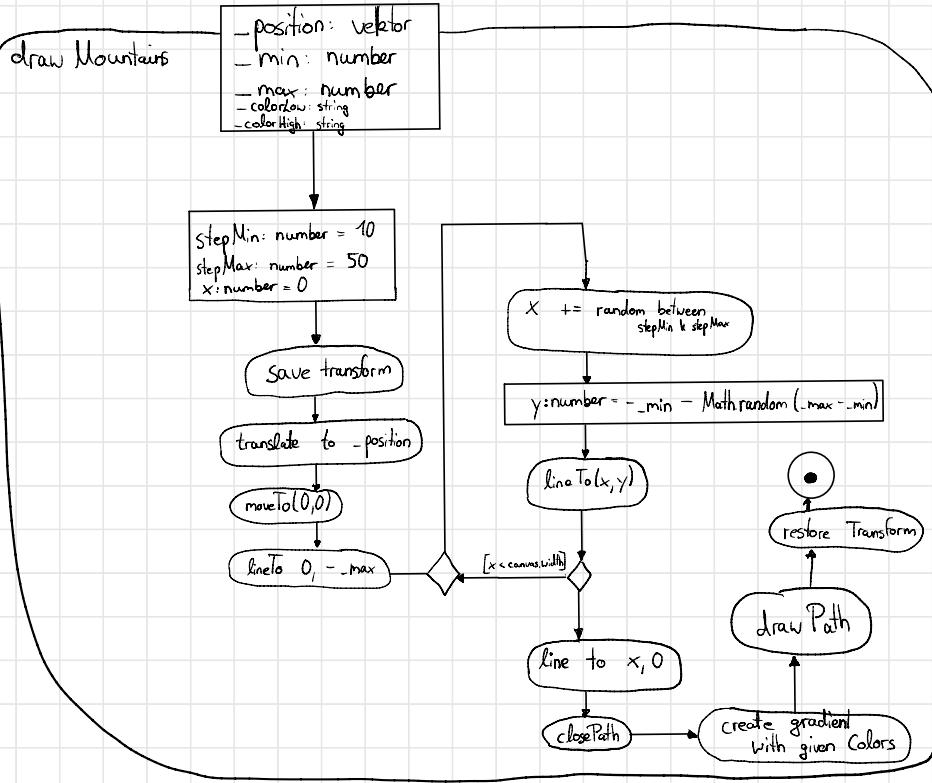
draw Mountains(positionMountains, 50, 135, color1, color2) ↑
draw Mountains(positionMountains, 35, 85, color1, color2) ↑

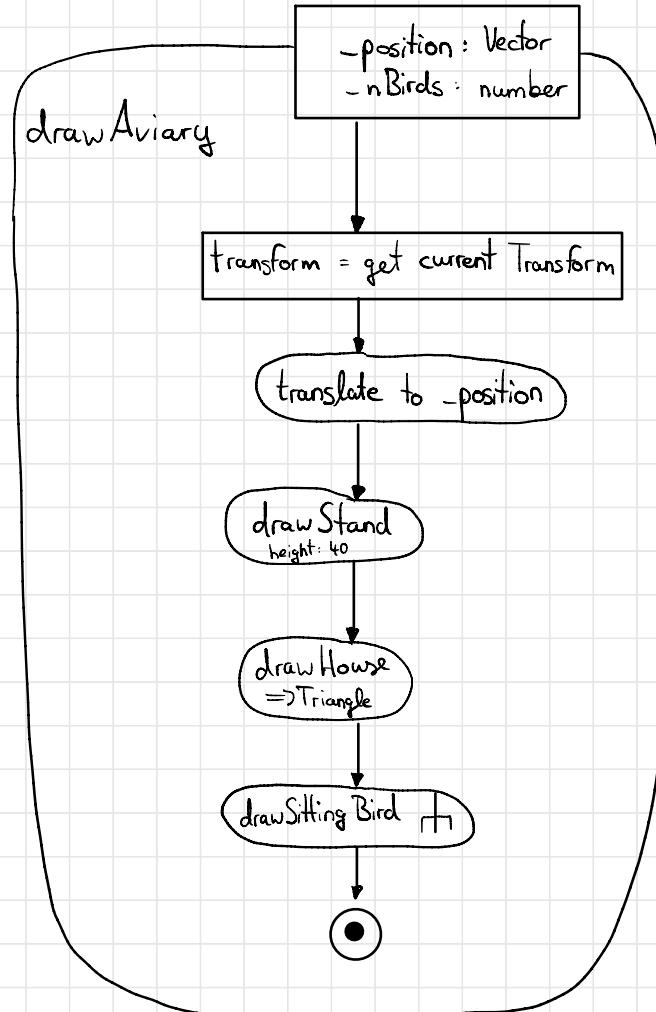
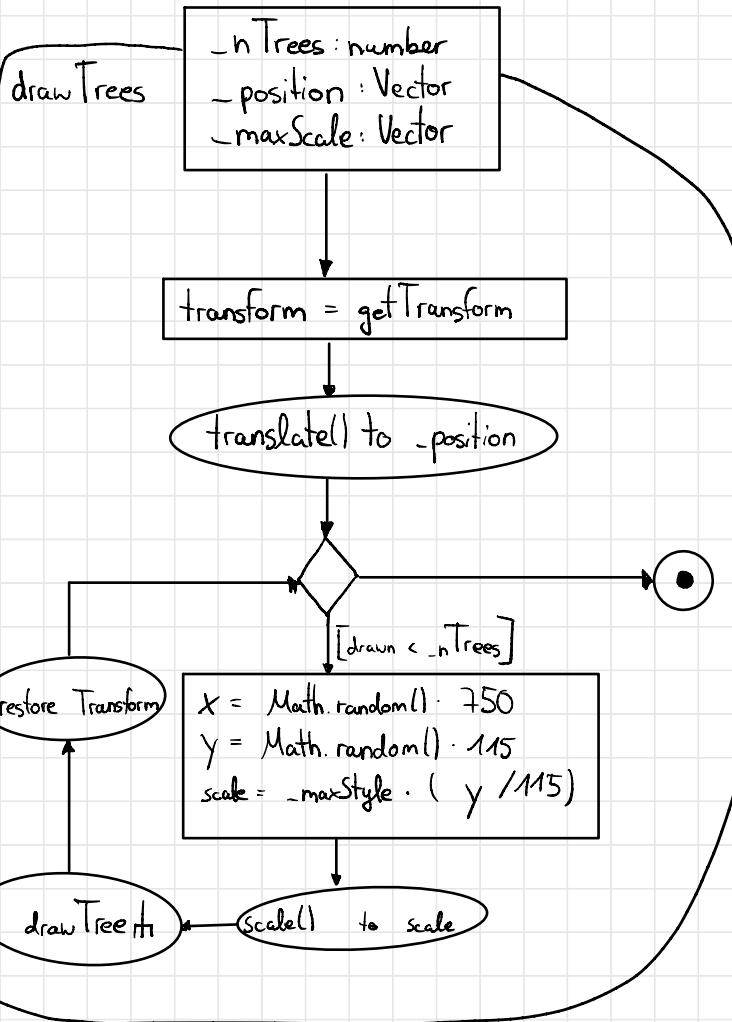
draw Cloud(cloudPos, cloudSize, 40, 60) ↑

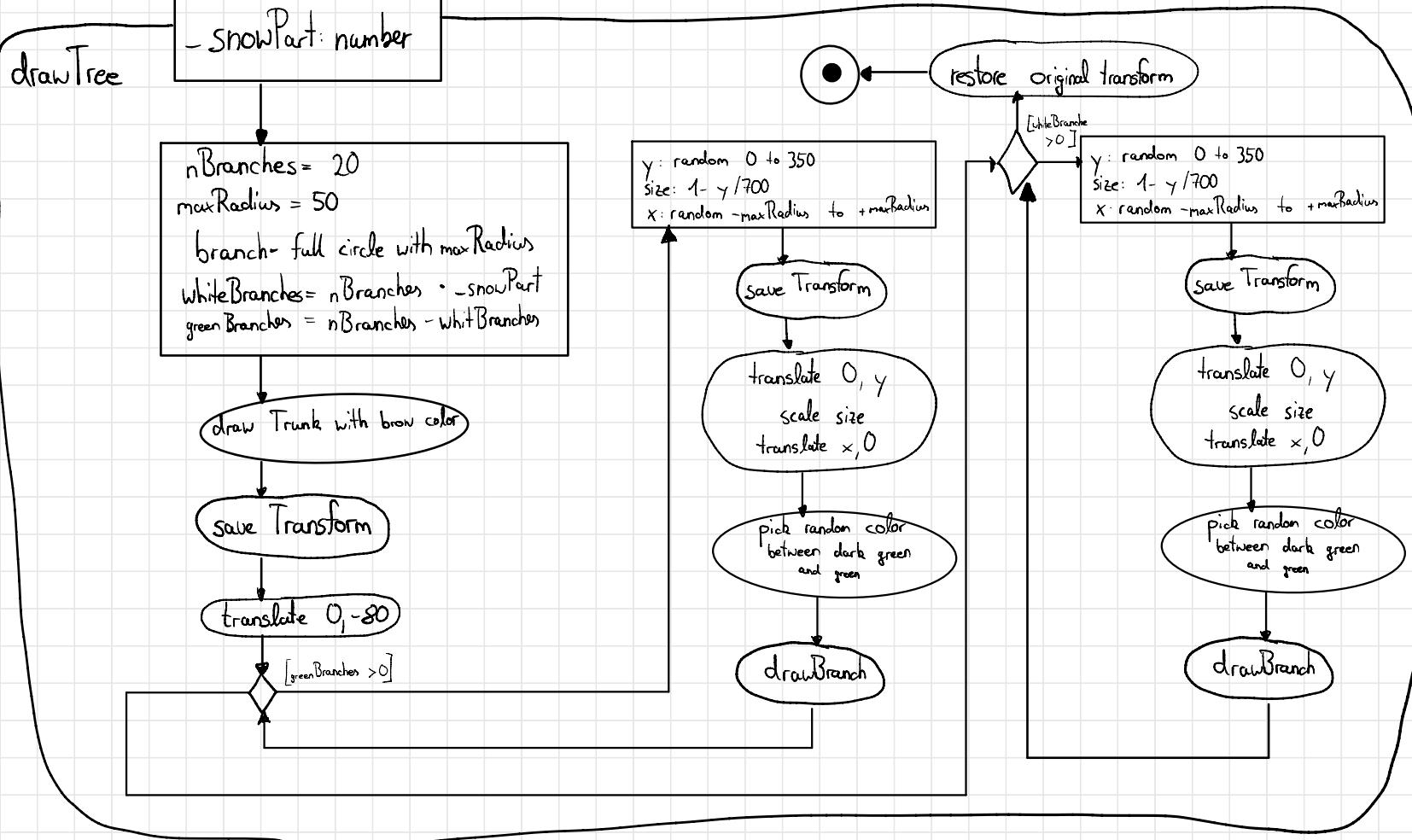
draw Trees(5, positionMountain, treeMaxScale) ↑

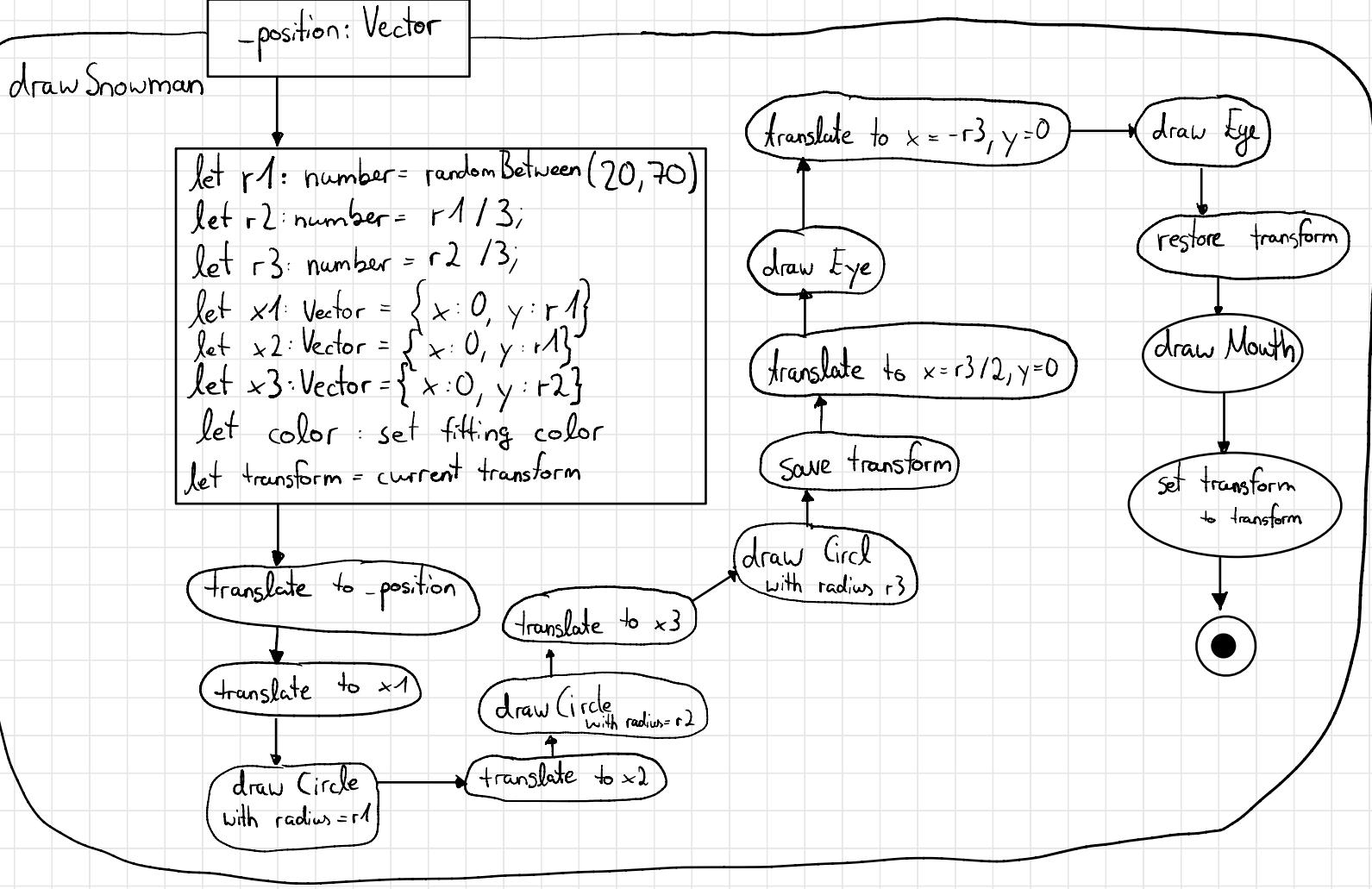
(drawSnowman(snowmanPos) ↑) → drawAviary(aviaryPos, 1) ↑

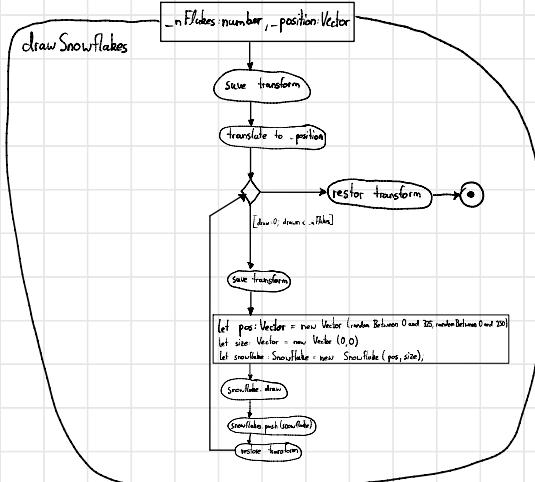
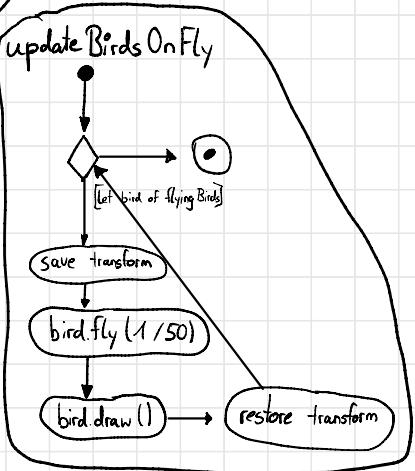
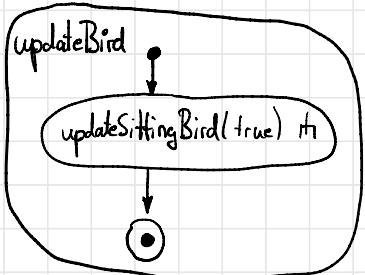
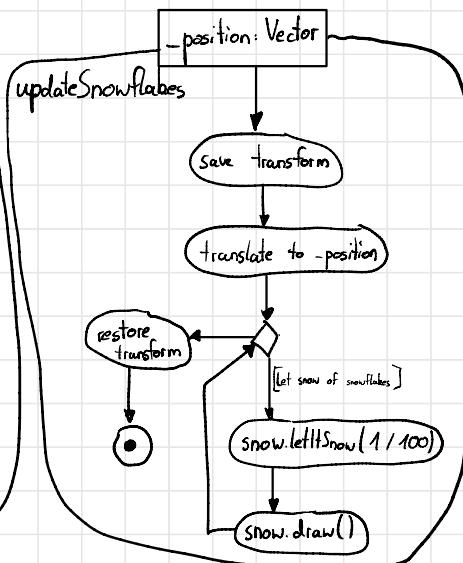
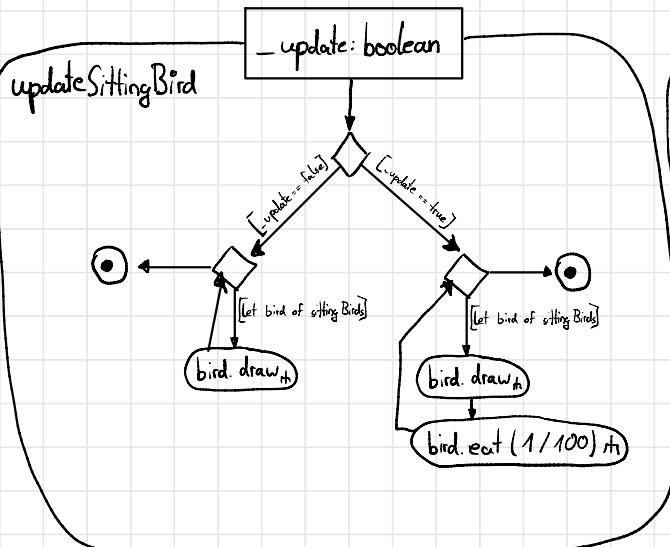
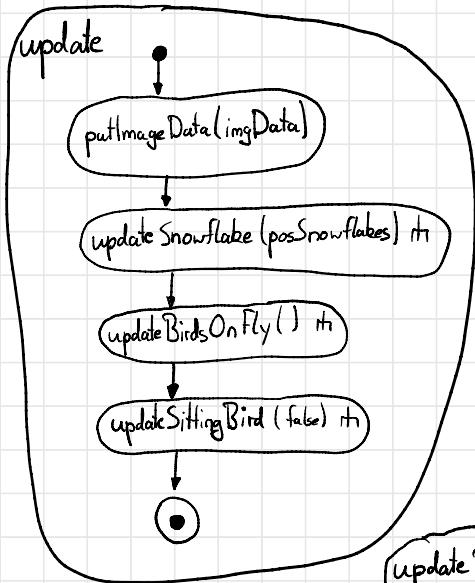


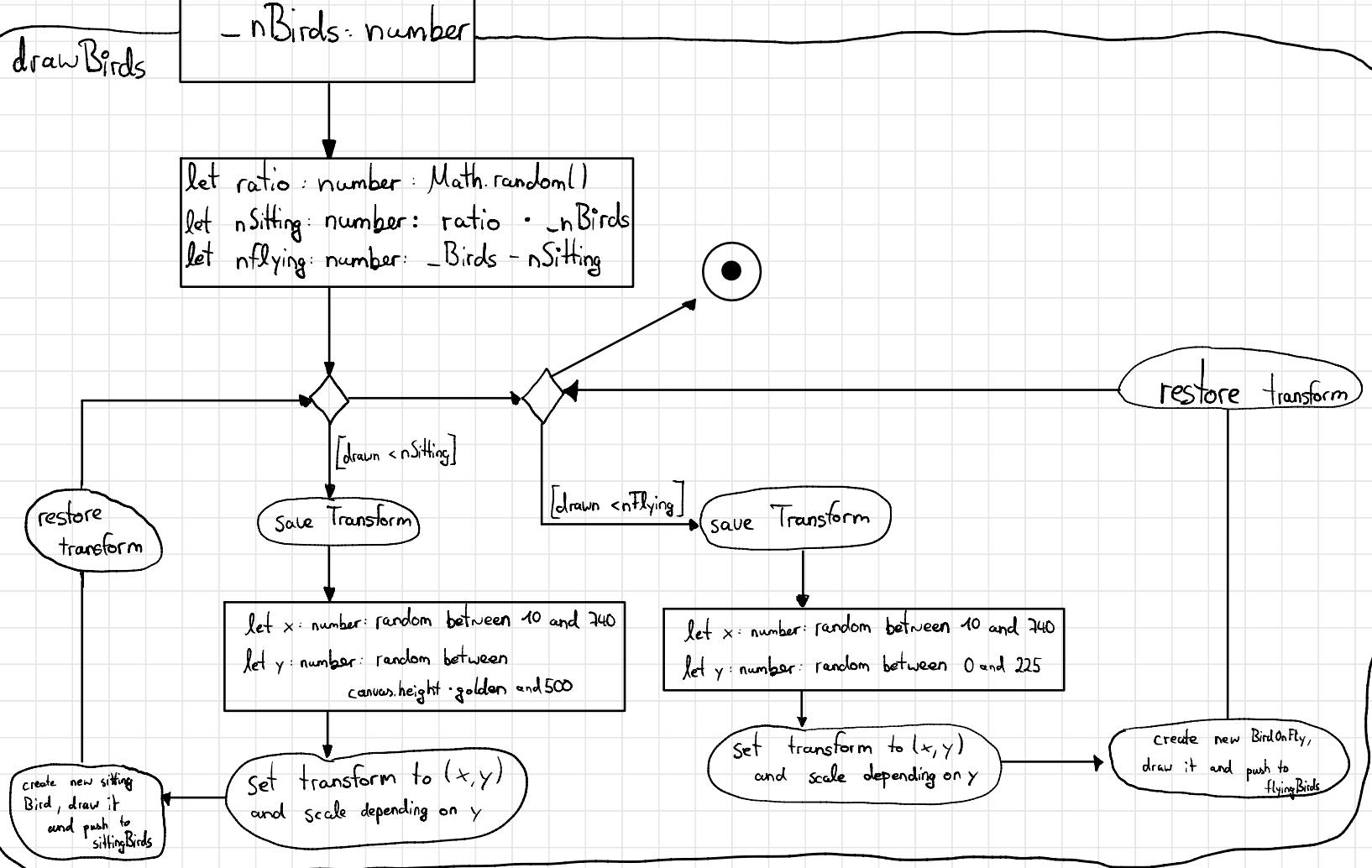












sitting Bird

position: Vector
bodycolor: BirdColor
beakcolor: string
eating: boolean
velocity: Vector

constructor (_position: Vector, _bodycolor: BirdColor, _beakcolor: string,
_eating: boolean)
eat()
draw()

Vector

x: number
y: number

constructor (_x: number, _y: number)
set (_x: number, _y: number): void
scale (_factor: number): void
add (_addend: Vector): void

flying Bird

position: Vector
velocity: Vector

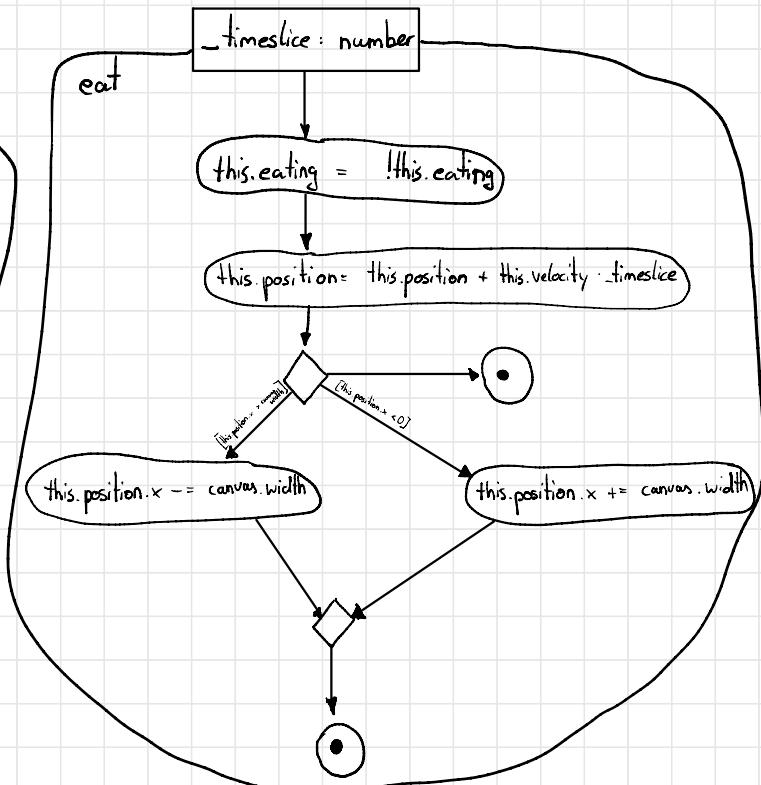
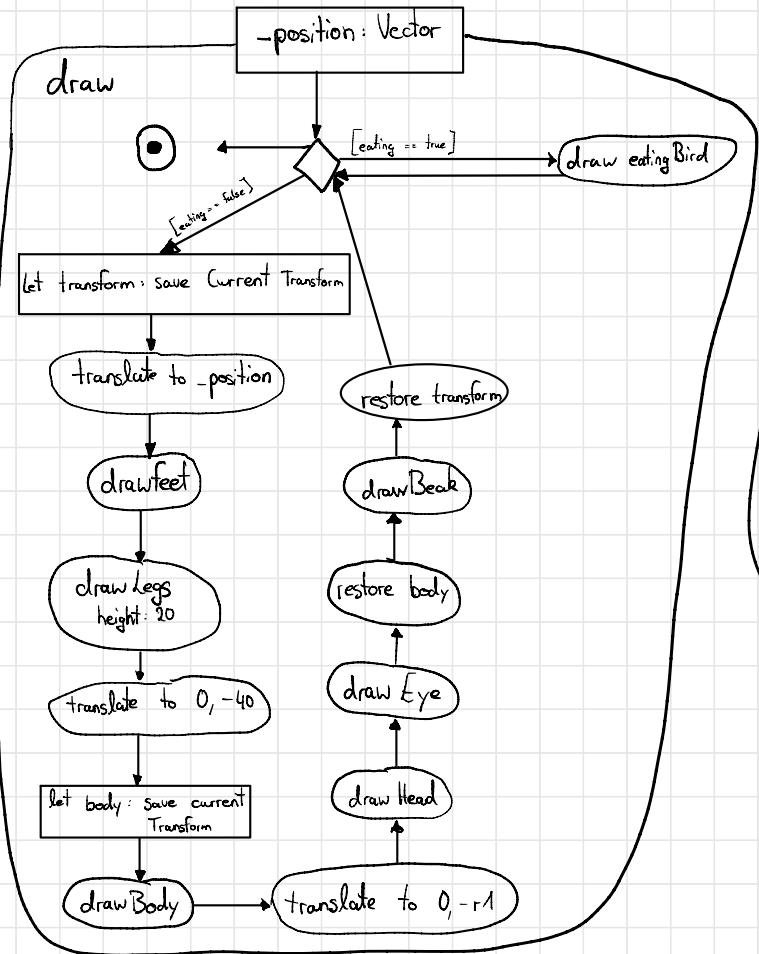
constructor (_position: Vector, _velocity: Vector)
fly (_timeslice: number)
draw()

SnowFlake

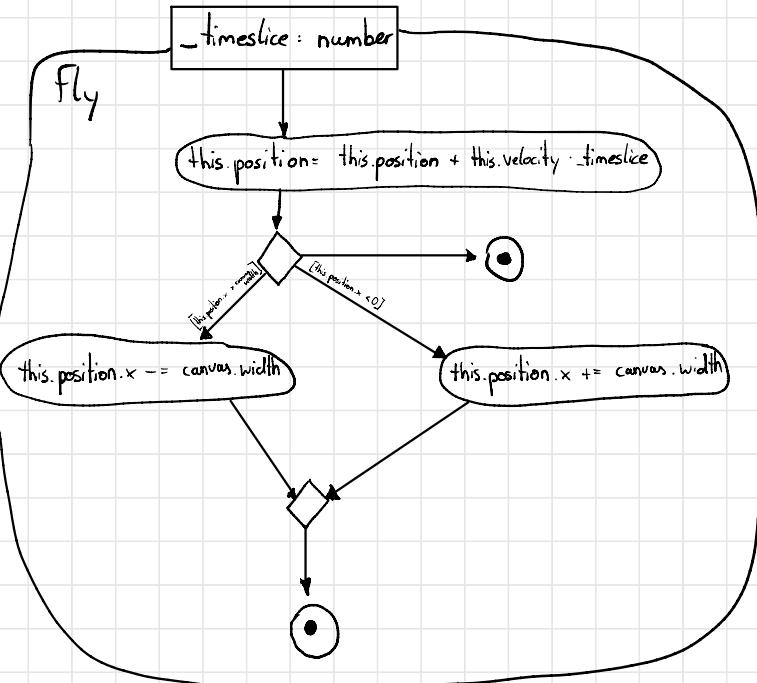
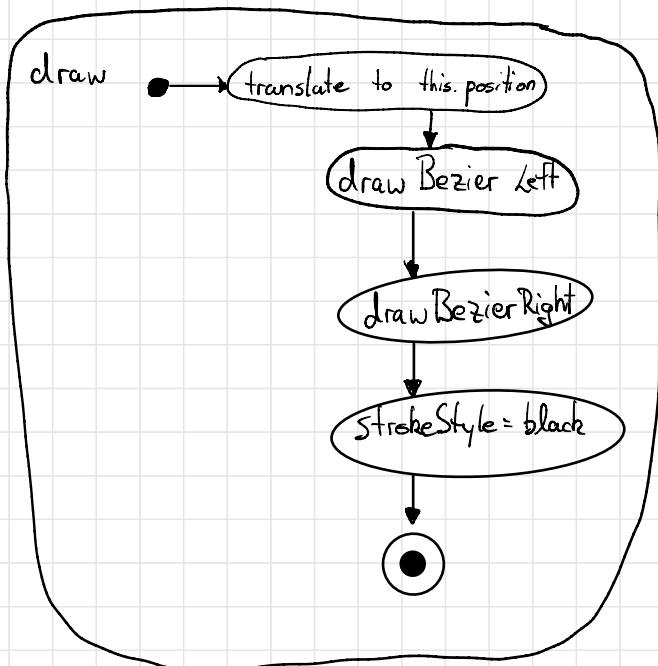
position: Vector
velocity: Vector
size: number

constructor (_position: Vector)
letItSnow (_timeslice: number)
draw()

Activity Diagram: Sit Bird



Activity Diagram: Flying Bird



Activity Diagram : Snowflake

