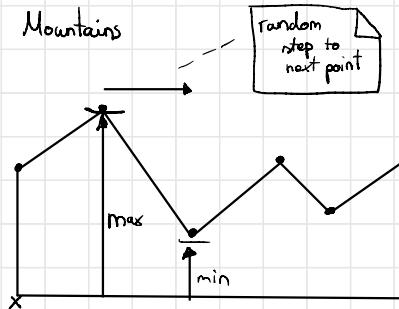
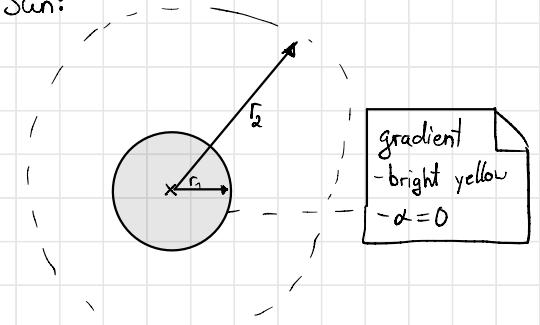


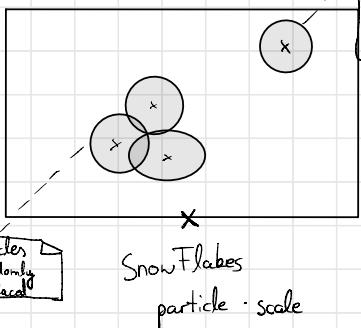
Mountains



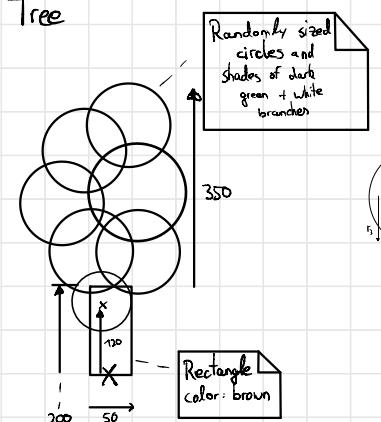
Sun:



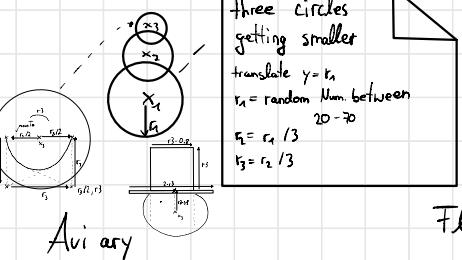
gradient  
-  $\alpha = 0.5$  white  
-  $\alpha = 0$



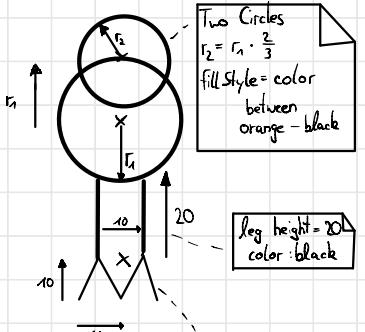
Tree



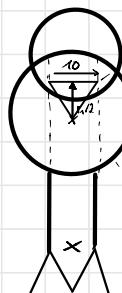
Snowman



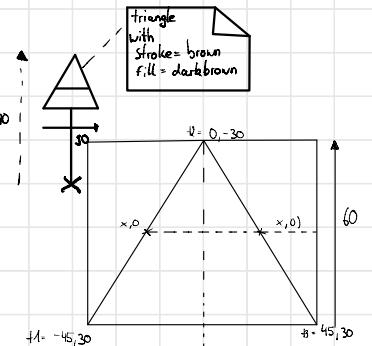
Sitting Bird



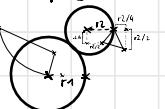
triangle  
color: orange  
height = r<sub>1</sub> / 2  
Width = 10  
MoveTo: Center of x<sub>1</sub>



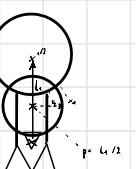
Aviary

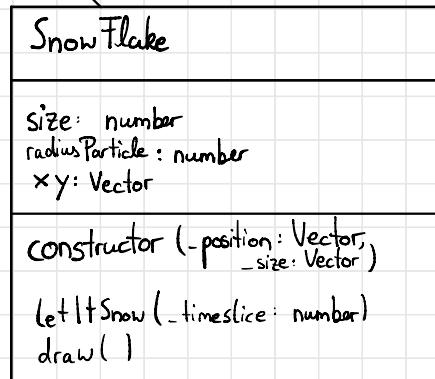
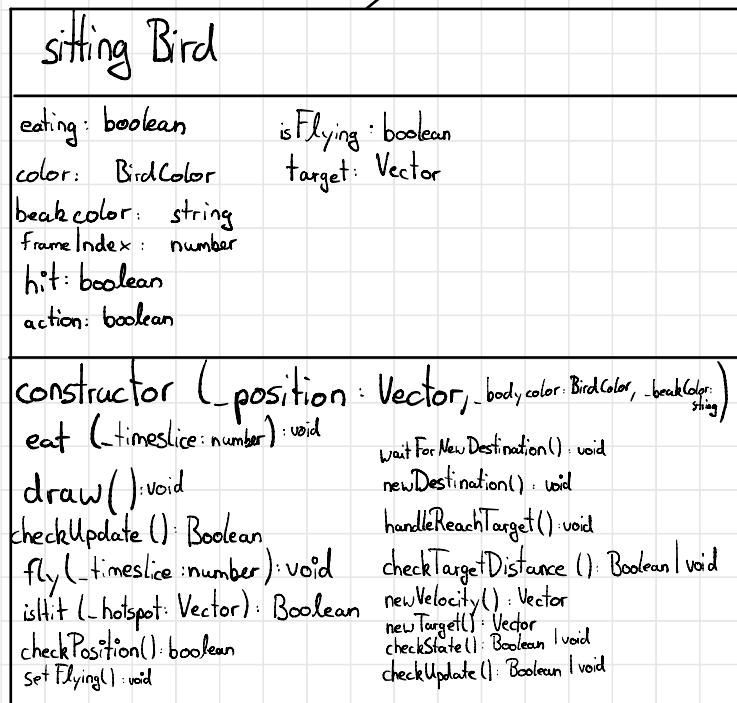
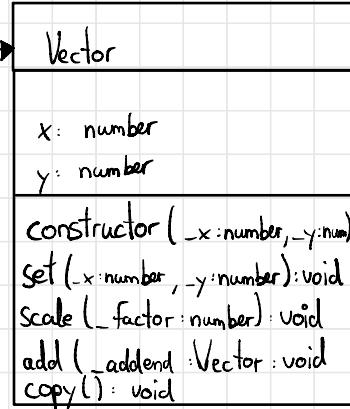
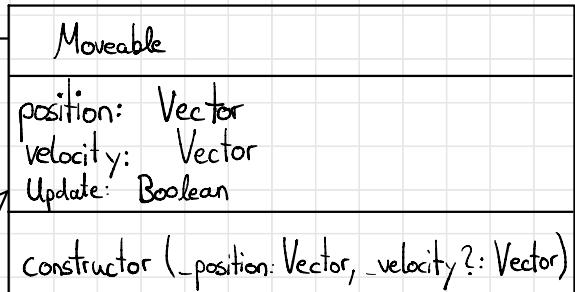
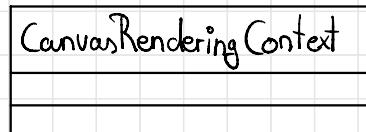


Flying Bird



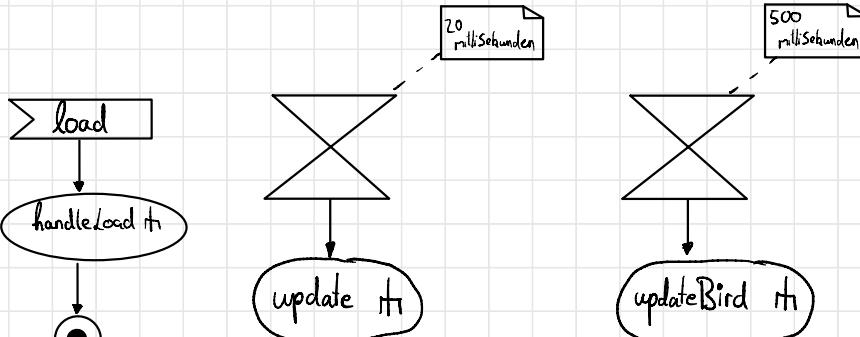
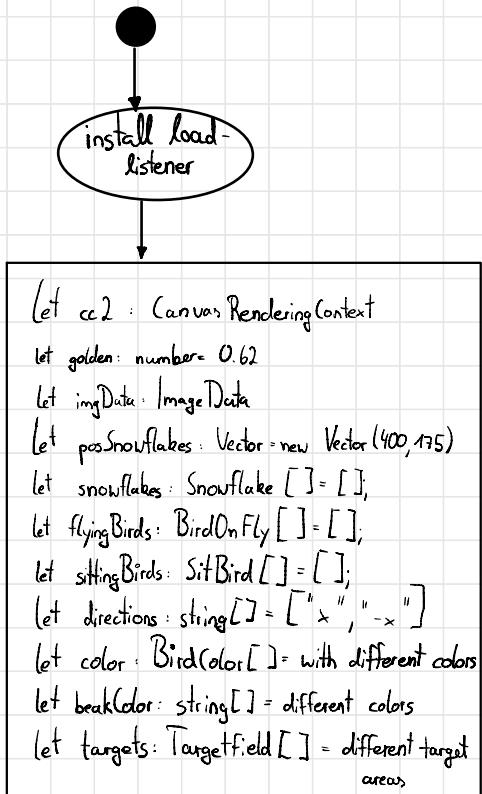
MoveTo (-10, 10)  
LineTo (-5, 0)  
LineTo (0, 10) /color:  
LineTo (5, 0)  
LineTo (10, 10)  
MoveTo (0, 10)







# Activity-Diagramm: Aviary



Bird Color
bColor: string hColor: string eyeColor: string
Target Field
minXValue: number maxXValue: number minYValue: number maxYValue: number

## handleLoad

cc2 = get canvas Rendering Context

drawStatic() ↑

Save Background in imgData

drawSnowflakes(50, posSnowflakes) ↑

draw Birds(20)

setInterval(update, 20),  
canvas.addEventListener("mouseup", clickHandler) ↑

## 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() ↑

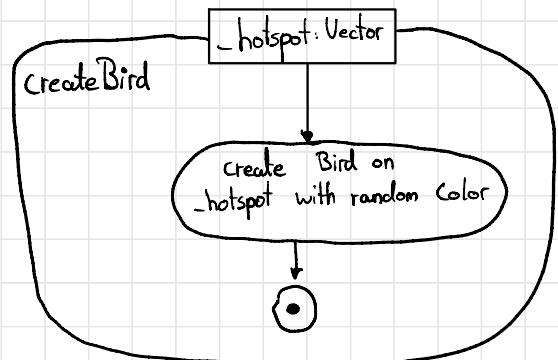
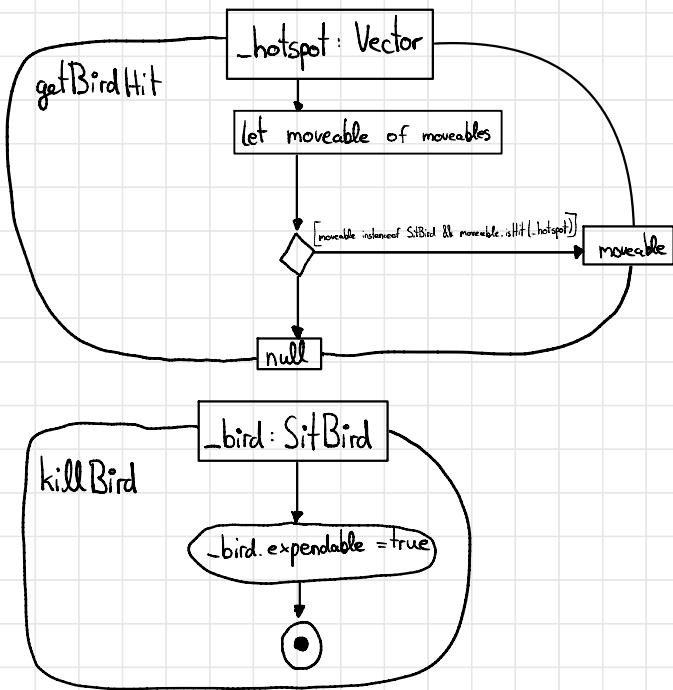
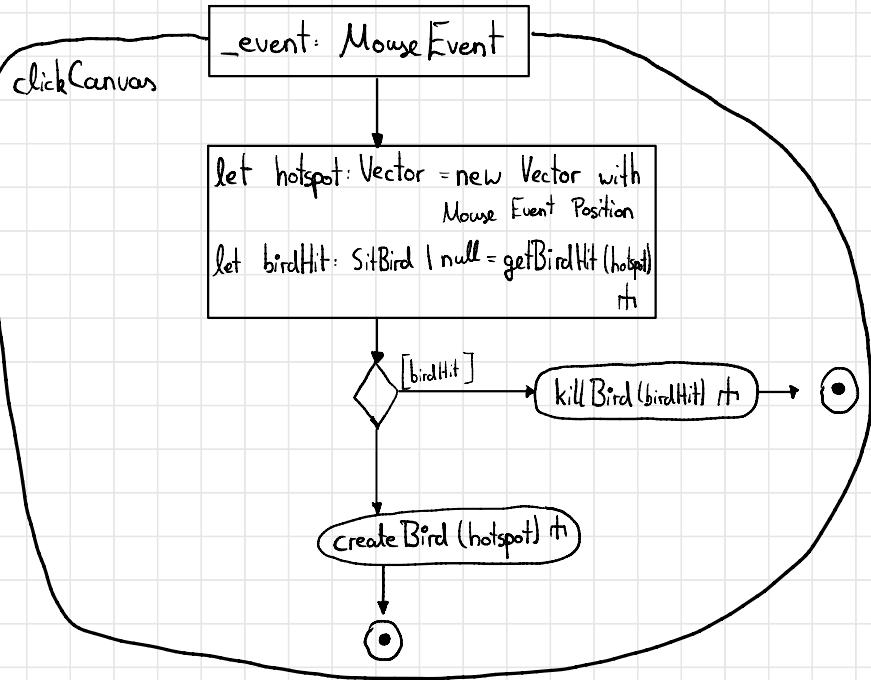
drawSun(sunPosition) ↑

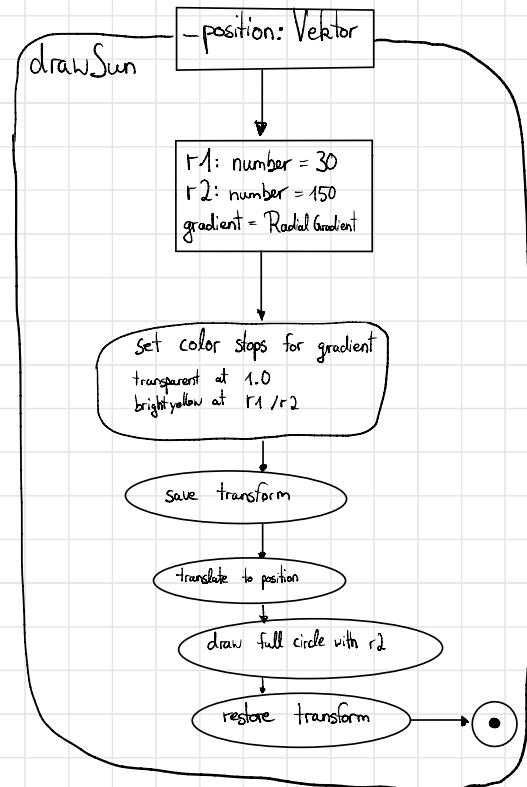
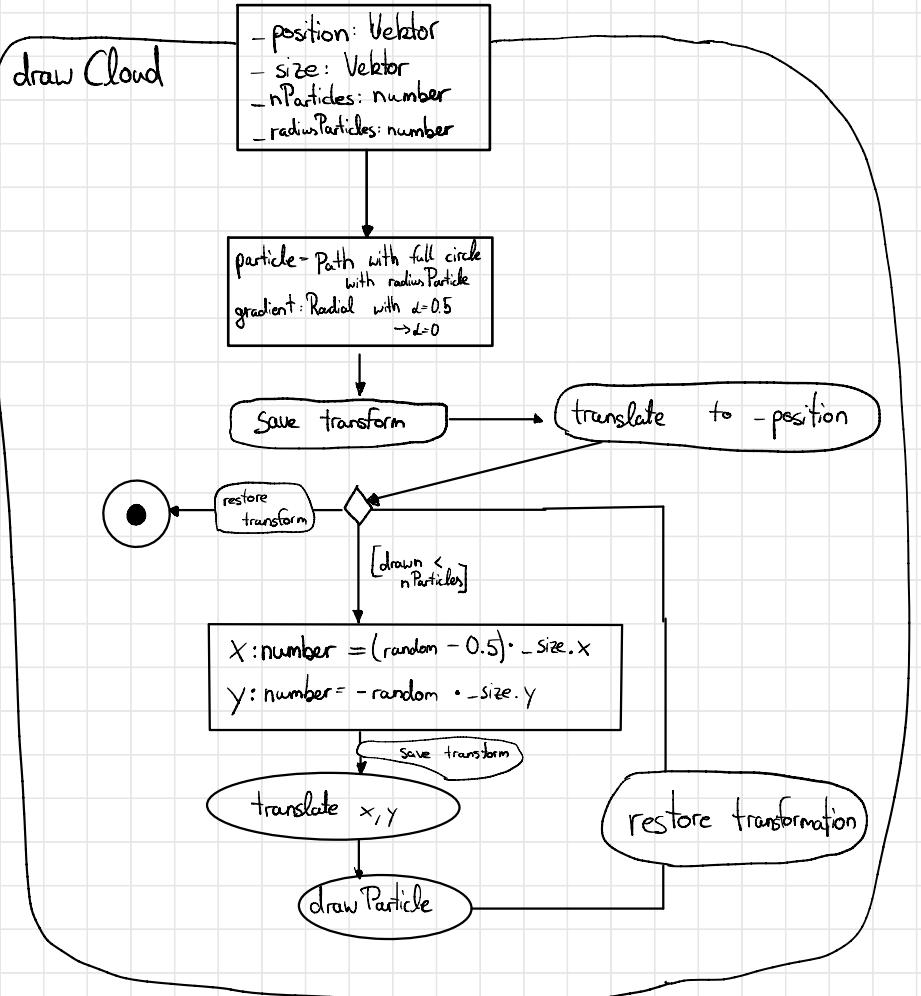
draw Mountains(positionMountains, 50, 135, color1, color2) ↑  
draw Mountains(positionMountains, 35, 85, color1, color2) ↑

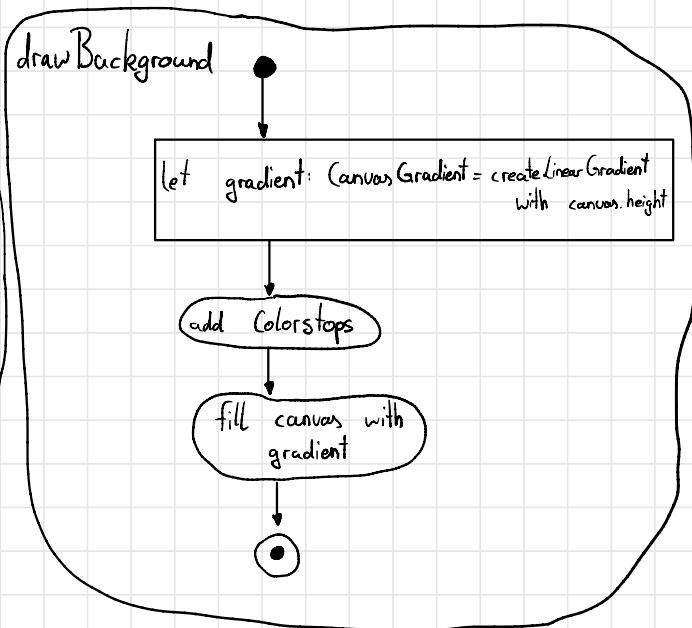
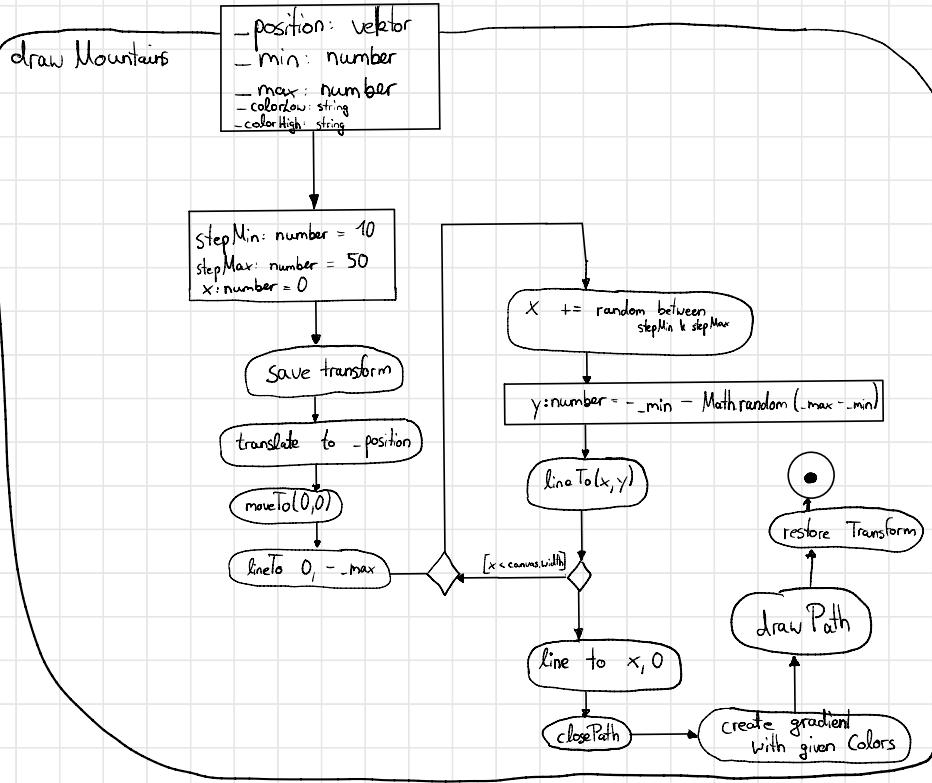
draw Cloud(cloudPos, cloudSize, 40, 60) ↑

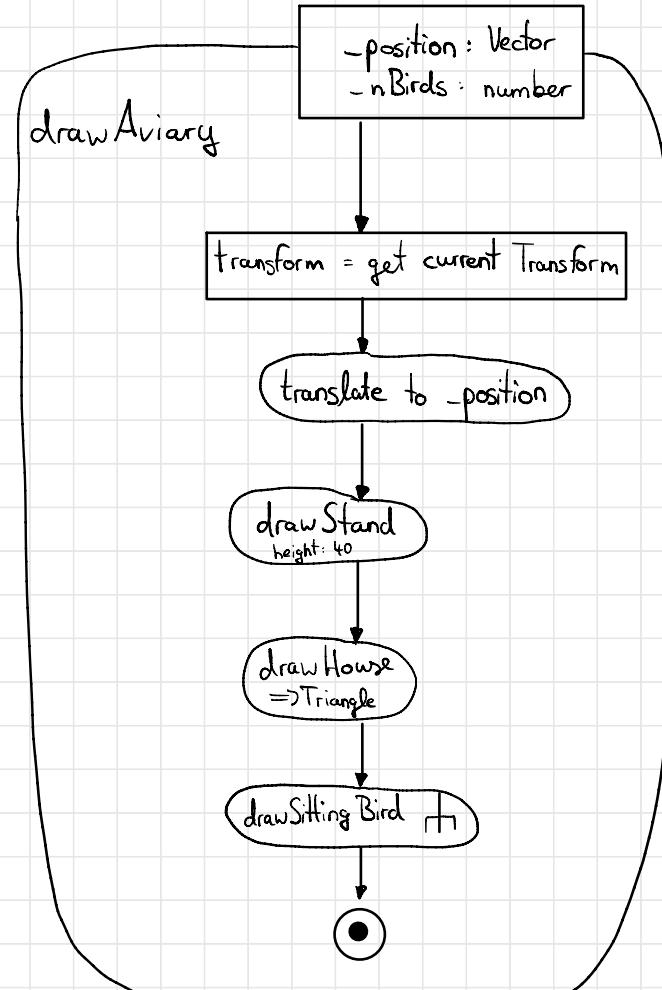
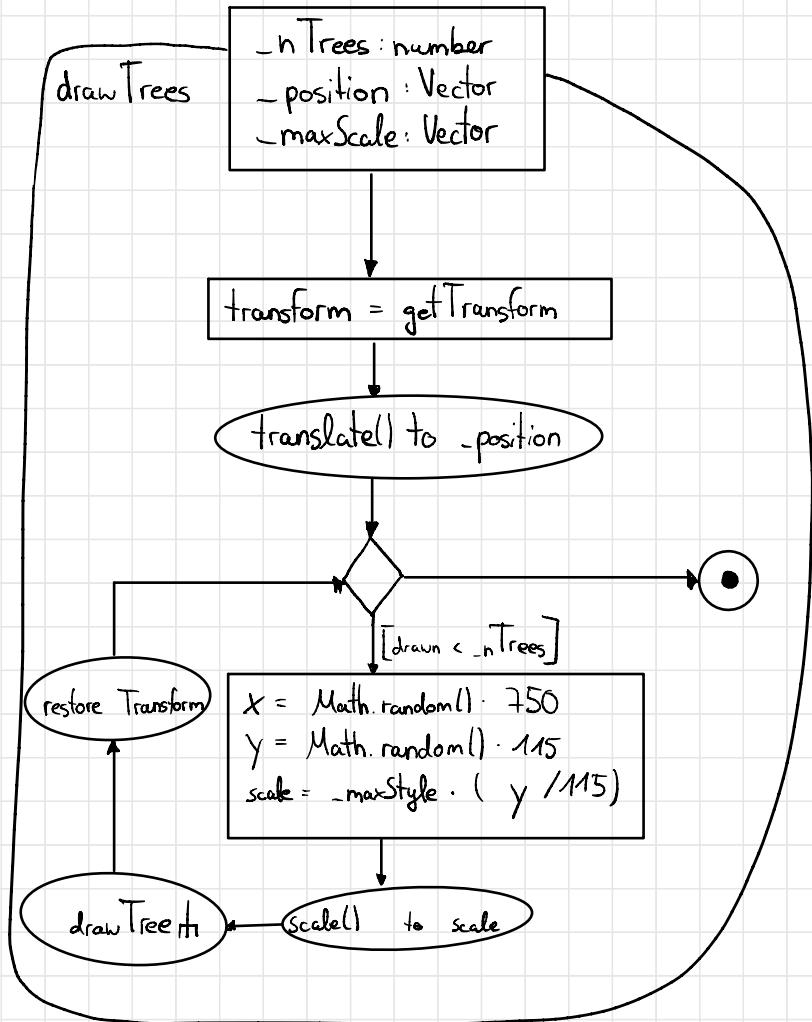
draw Trees(5, positionMountain, treeMaxScale) ↑

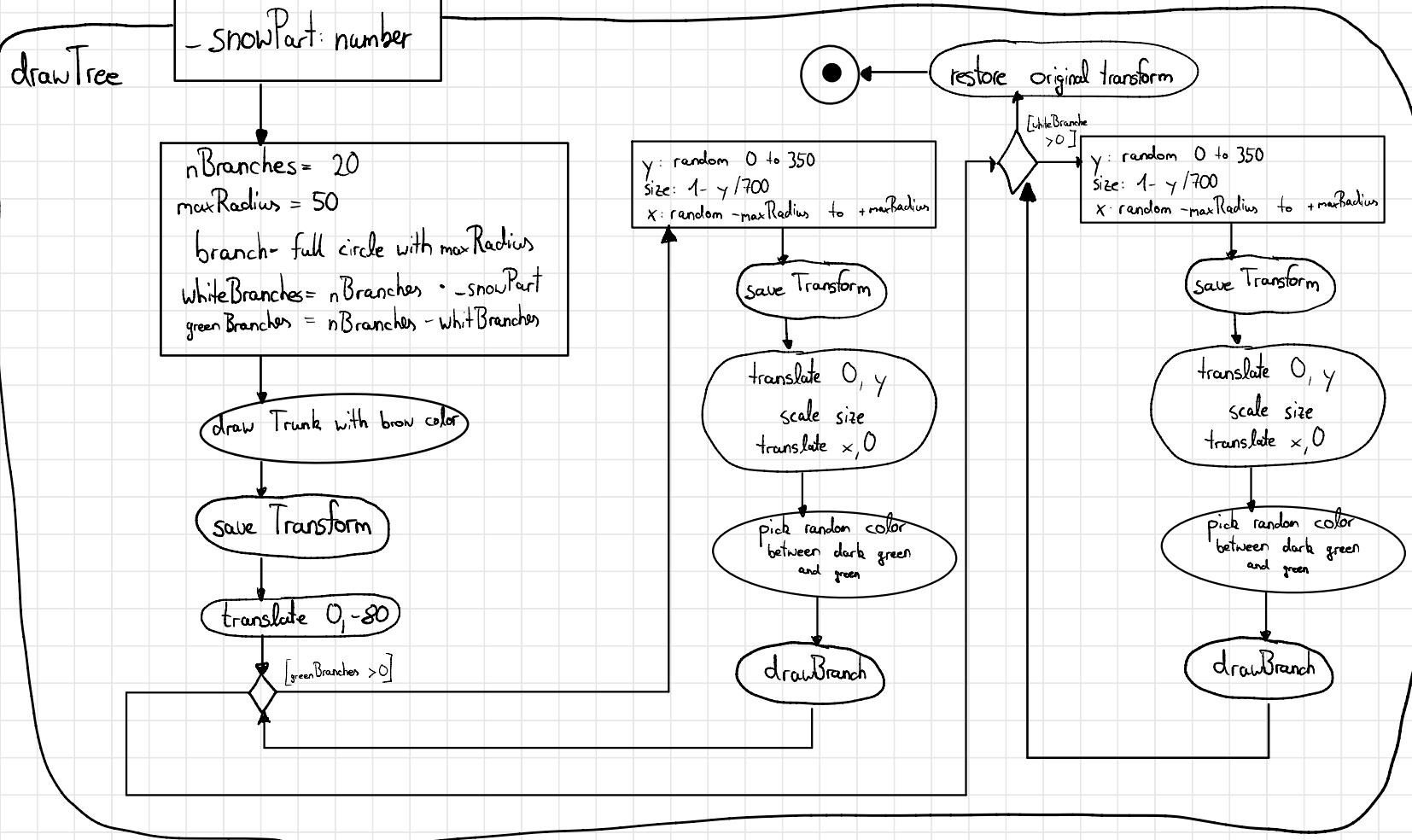
(drawSnowman(snowmanPos) ↑) → drawAviary(aviaryPos, 1) ↑

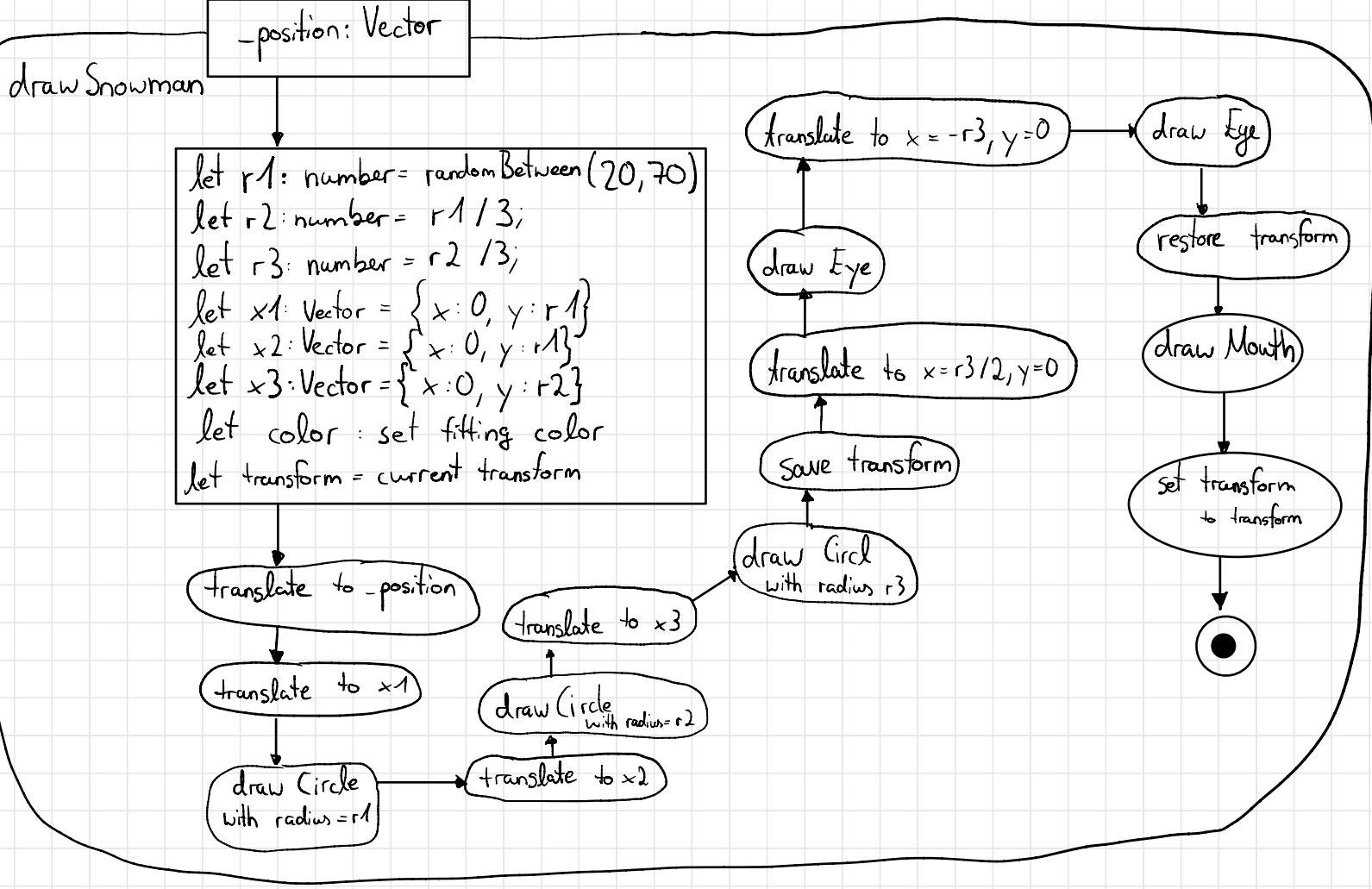


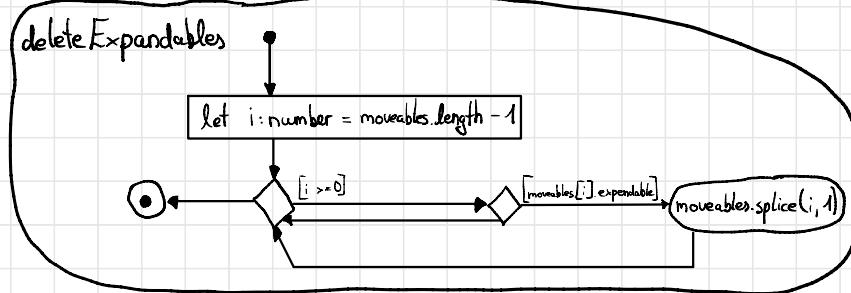
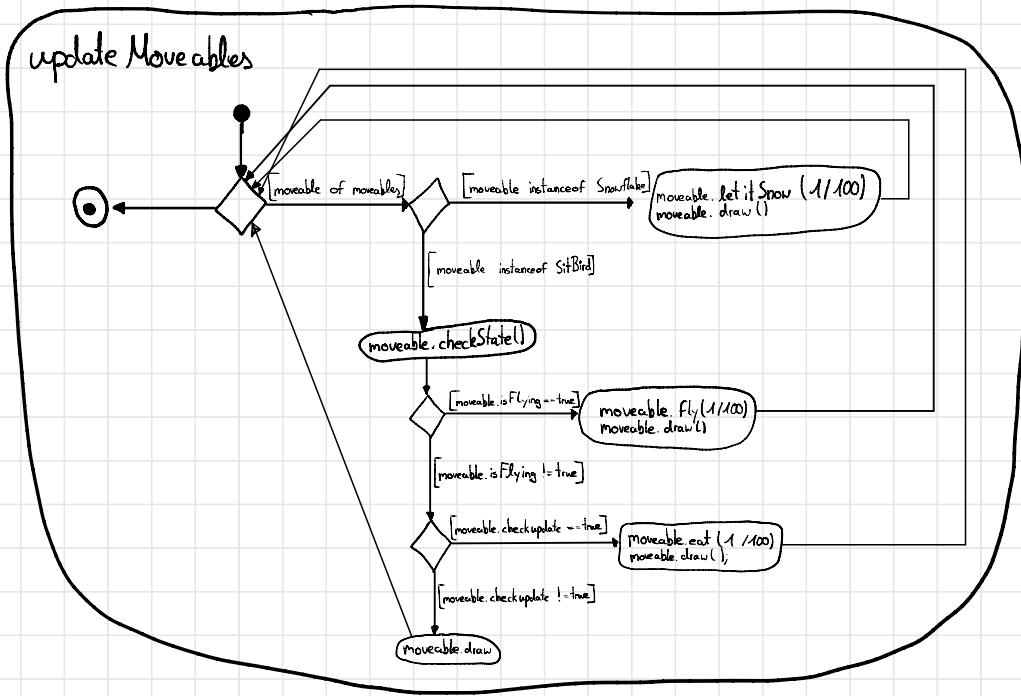
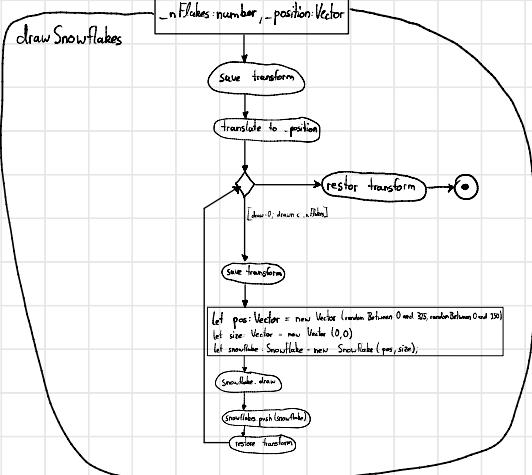
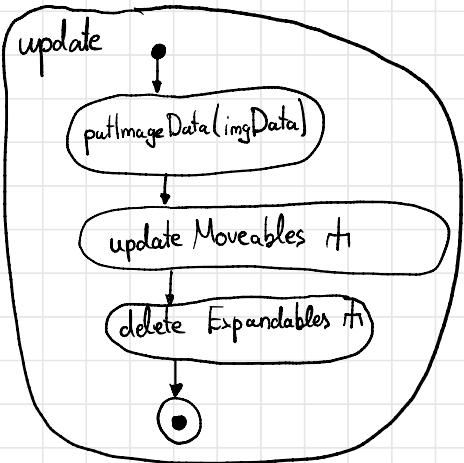


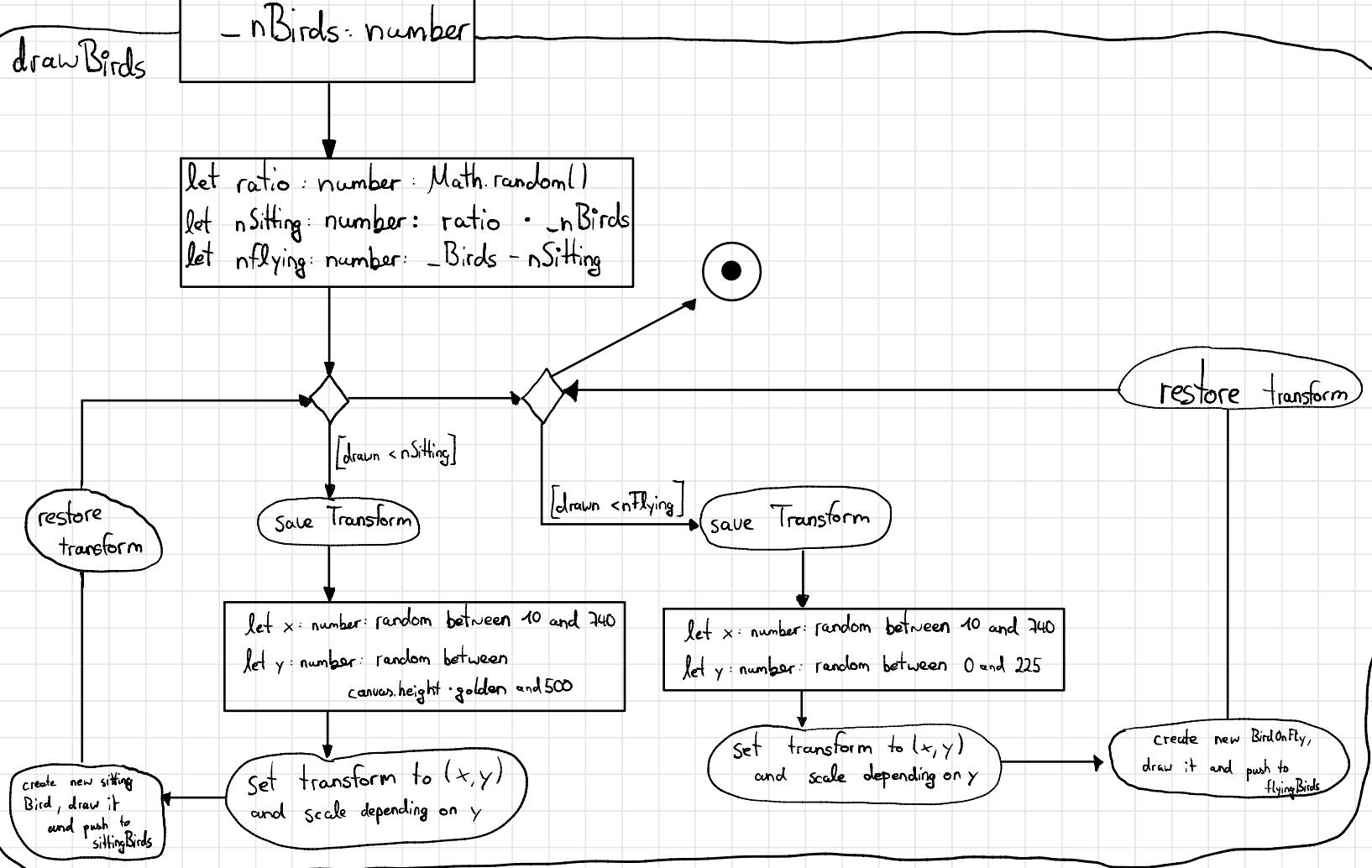




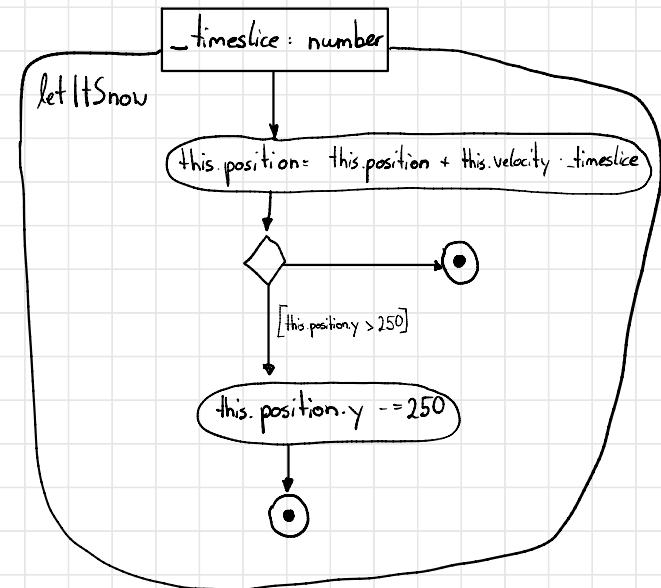
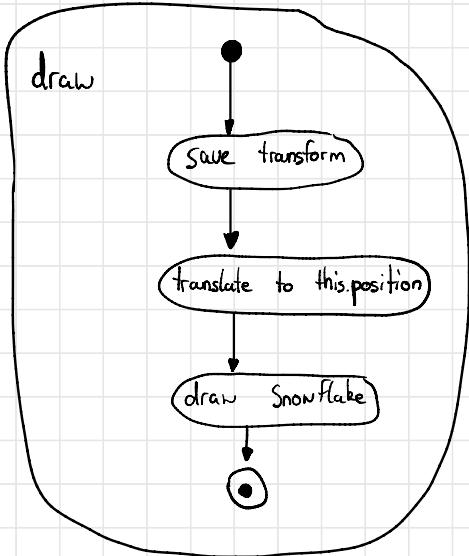








# Activity Diagram : Snowflake



# Activity Diagram: Sit Bird

