(fährt den Hang runter)

```
Attribute
x: number
y: number
dx: number
dy: number
color: string
```

```
class Child1
```

```
draw(): void
Fillstyle = this.color
strokestyle = schwarz
Path zeichnen in
Abhängigkeit von
this.x & this.y
```

```
move(): void
this.x += this.dx
this.y += this.dy
```

init

```
let child1: Child1[] = []
```

for(

```
let i: num = 0
```

◇ → & (update) → ☉

[i<20]

i++

```
let child: Child1 = new & Child1()
```

```
child.x = random Zahl
child.y = random "
child.dx = random von (-4 bis -1)
child.dy = random von (1 bis 4)
child.color = random Farbe in HSL Code
              (hohe Sättigung)
```

```
child1.push(child)
```

update

window.setTimeout(update, 40)

clear Canvas

let i:number: 0

[i < 20]

i++

let child: Child1 = child1[i]

child.move()

child.draw()