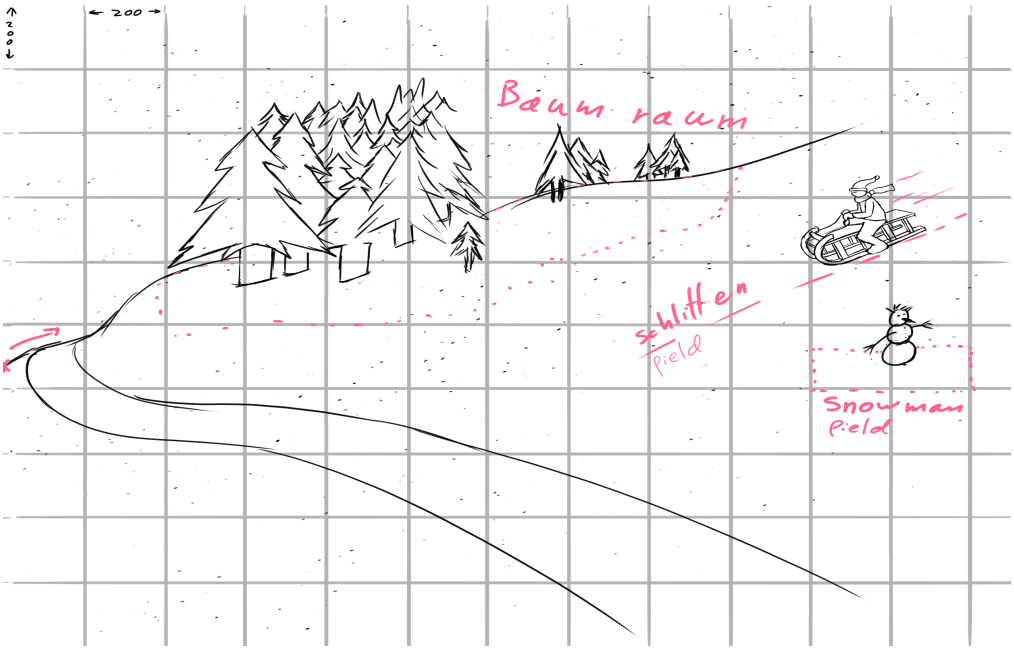
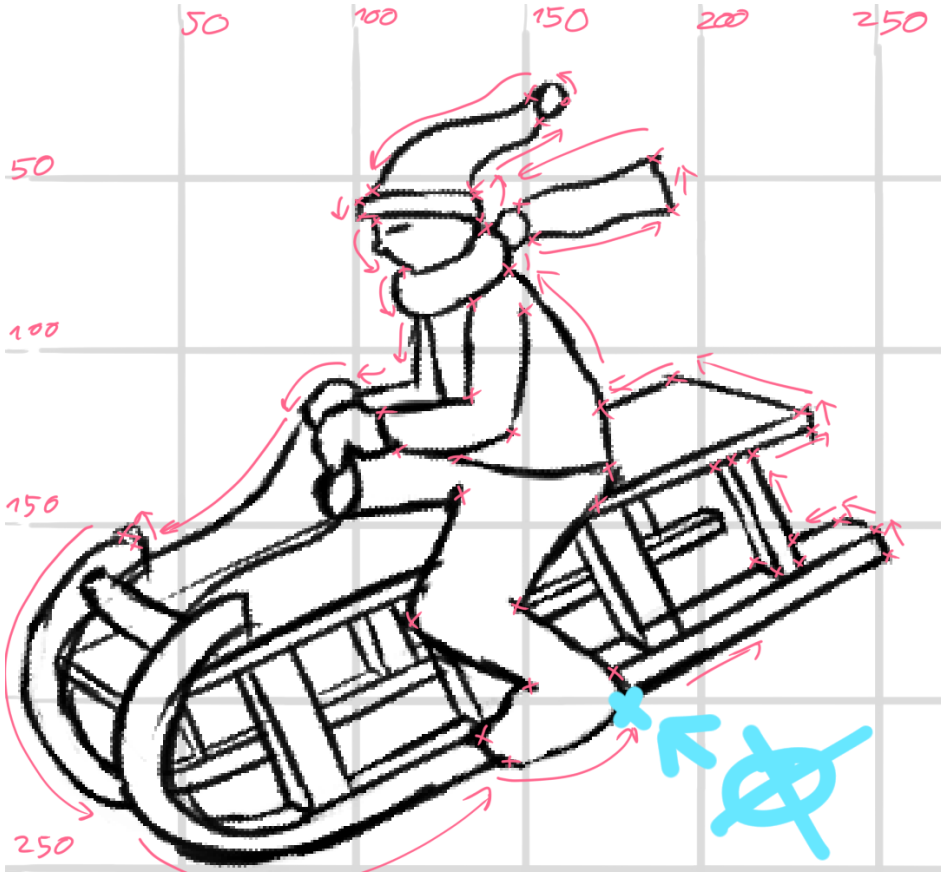
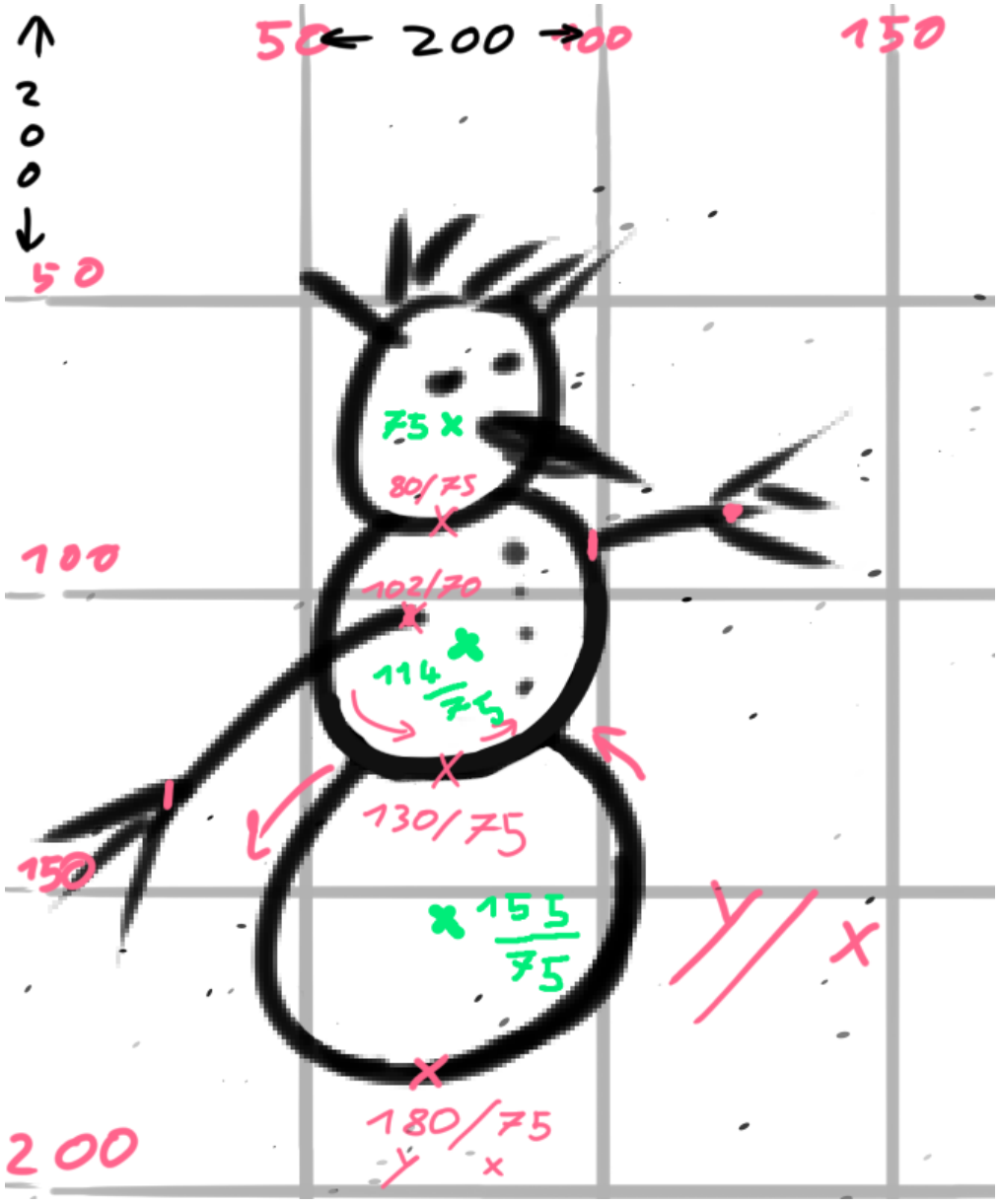
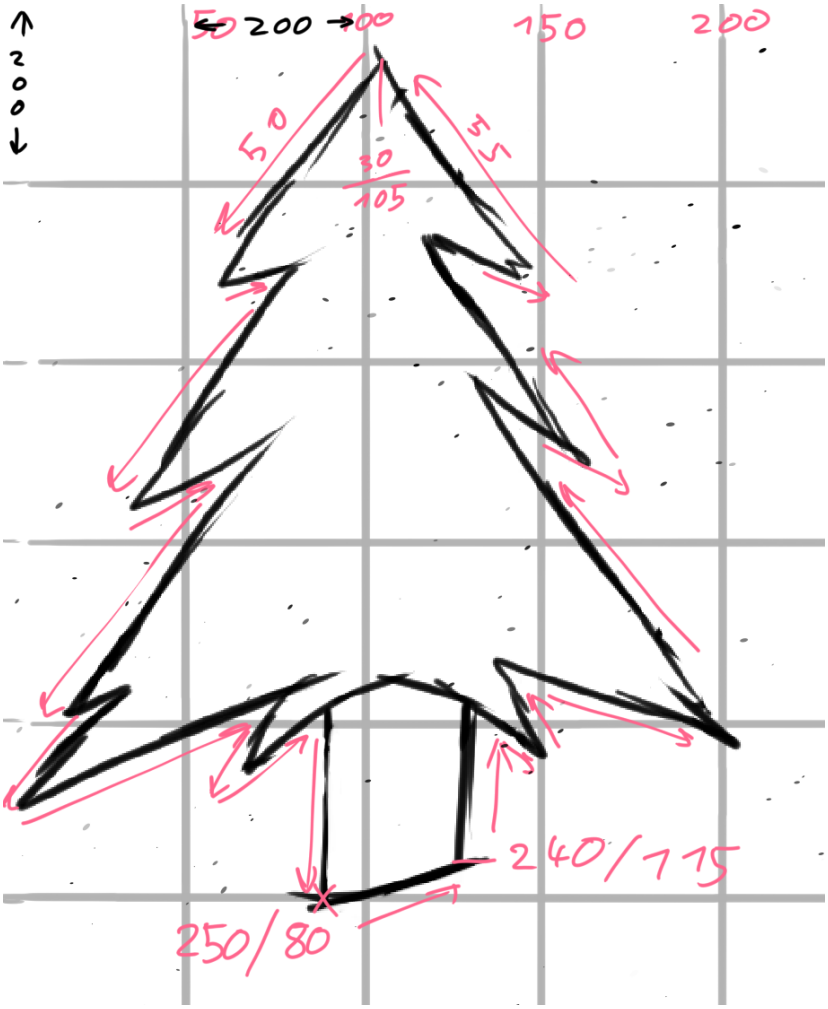
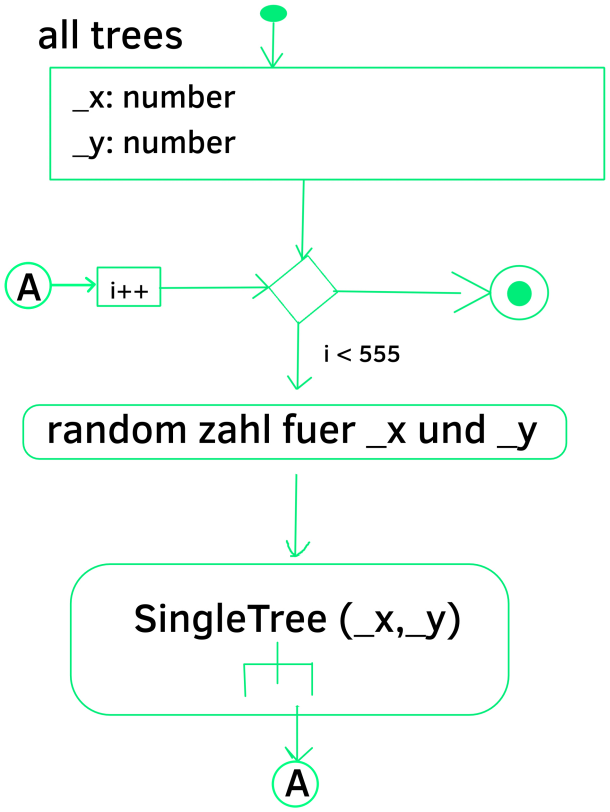
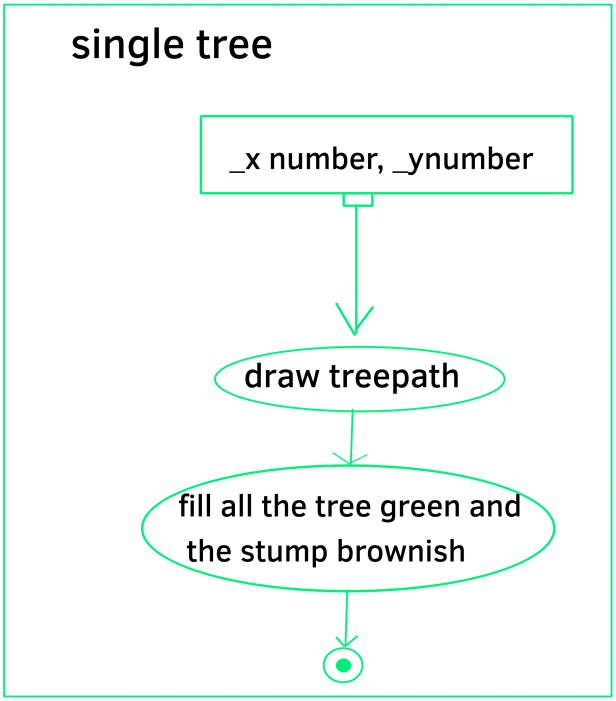

200
200
Baum raum
schlitten
field
Snowman
field

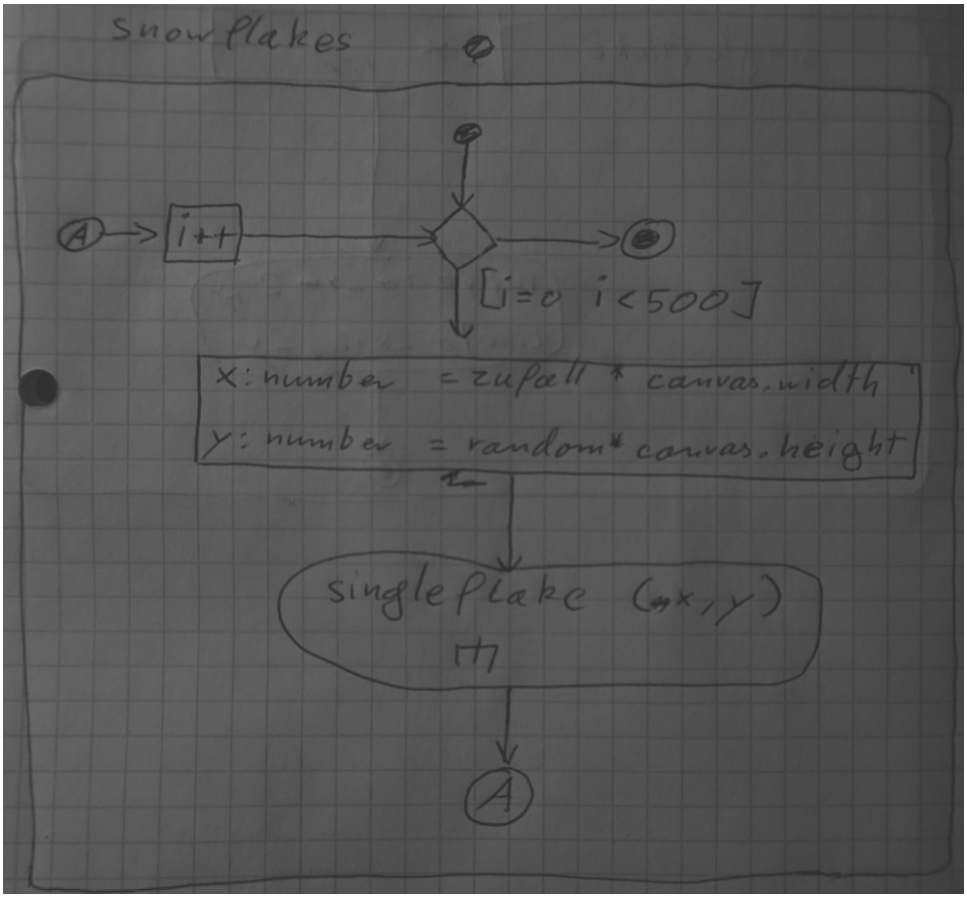

50
100
150
200
250
50
100
150
250

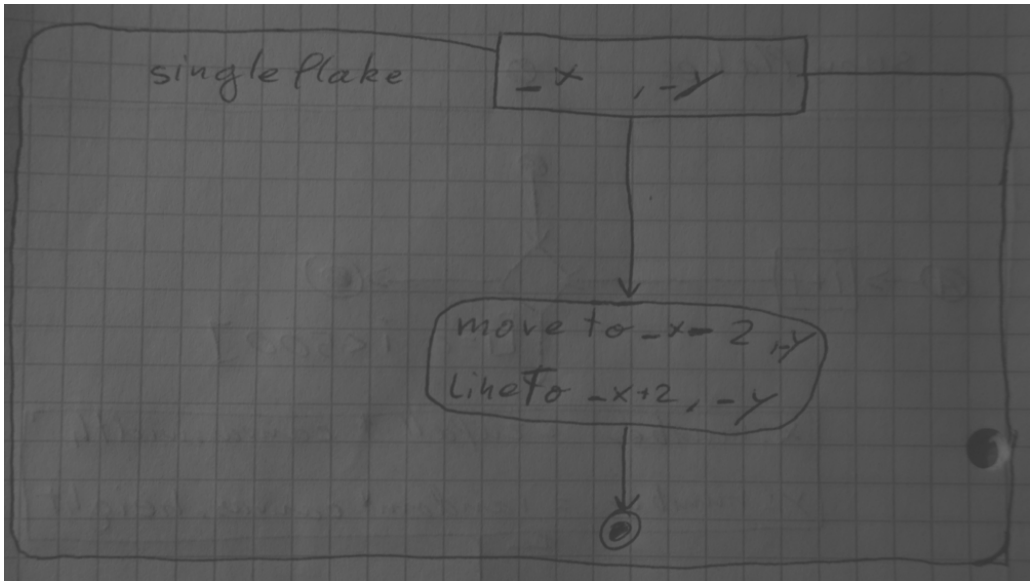

200
50
100
150
200
50
100
150
200
75
80/75
102/70
114/75
130/75
155/75
180/75
y
x

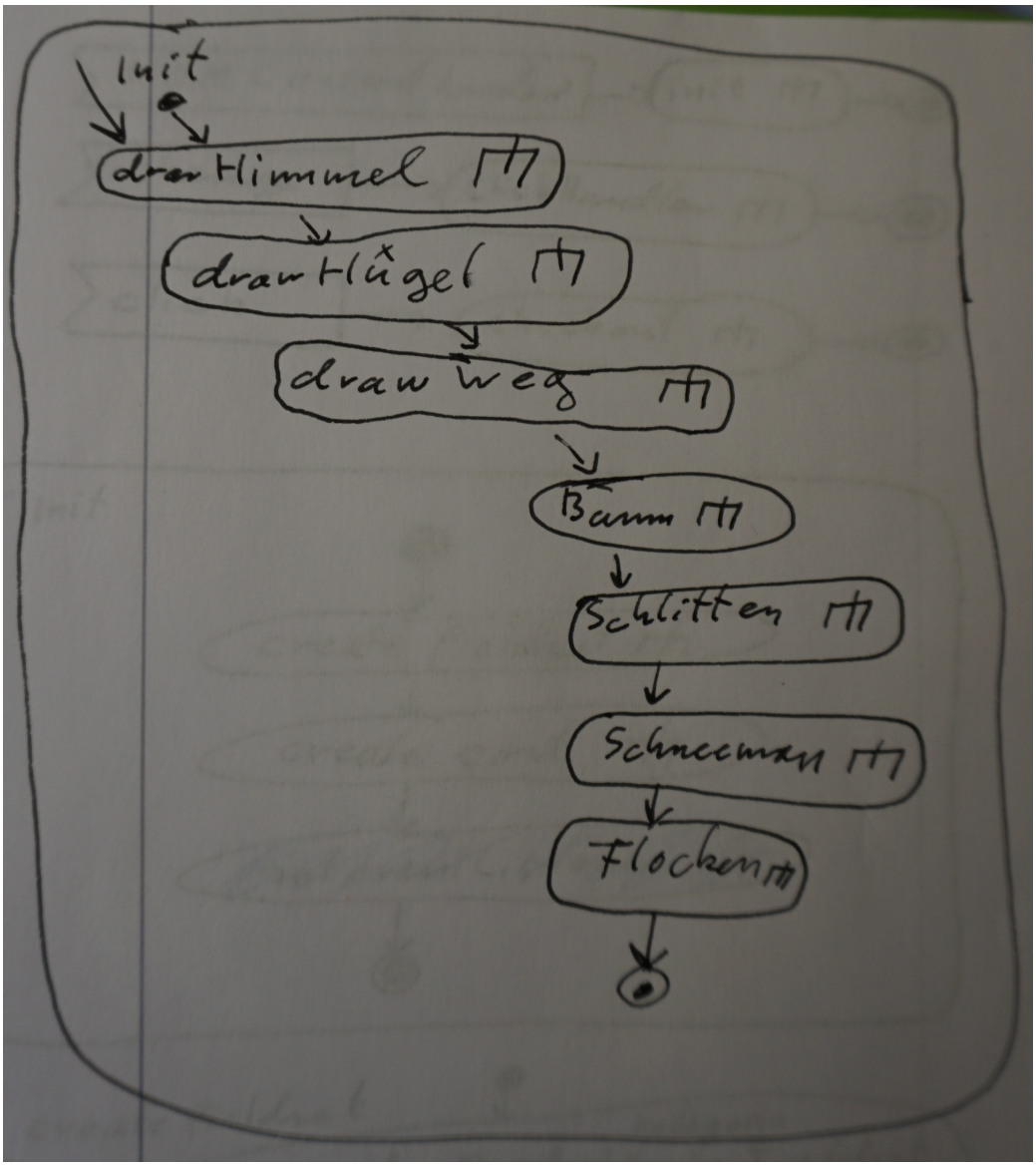

200
200
50
100
150
200
50
55
30
105
240/115
250/80


all trees
_x: number
_y: number
A
i++
i < 555
random zahl fuer _x und _y
SingleTree (_x,_y)
A


single tree
_x number, _ynumber
draw treepath
fill all the tree green and
the stump brownish


snowflakes
A
i++
[i=0 i<500]
x: number = zufall * canvas.width
y: number = random* canvas.height
singleflake (x, y)
A


singleflake
-x , -y
moveto -x-2 ,-y
Lineto -x+2 , -y


init
draw Himmel
draw Hügel
draw Weg
Baum
Schlitten
Schneeman
Flocken