

A8.2 ui scribble

Vogelhaus

drawbirdflying

sun
 $x = 0.1 \times cw$
 $y = 0.12 \times ch$

sun:
 - position

gradient
 - bright yellow
 $a = 0$ (opacity)

cloud:
 - position
 - size

particle: randomly placed in area
 gradient
 $a \geq 0.5$
 $\rightarrow a = 0$

horizon
 $0.38 \times ch$

trees

- min, max
 - color #1, #2, #3, #4
 - random step to next part

snowman:
 position: 200, 350

snowman

with loop
 - 3 parts: circles
 - radius: 100
 - radius: 100
 - radius: 100
 - radius: 100

cloud

400px

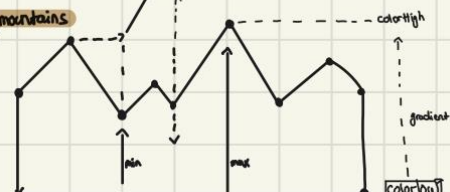
50px

$(c.w \times 0.7; ch \times 0.2)$

sky: gradient skyblue \rightarrow grey

snowflakes: gradient white
 random dots: white

mountains



horizon
 - position
 - min, max
 - colors

drawbirdsitting

meadow: gradient white \rightarrow grey
 - horizon

vogelhaus:
 $x = 800$
 $y = 540$

vogelhaus

color: brown
 begin: -80, 0
 end: -80, 180

color: brown
 begin: -8, 0
 end: -8, 50

drawbird

100

300

800

350

drawbird

max width : number = 800;
min width : number = 100;

min Height : number = 515;
max Height : number = 530;



```
let radius : number = 40;
arc2.arc (position.x - 40,
position.y - 40,
radius, 0.25,
Math.PI);
arc2.fillStyle = randomColor(1);
```

```
let radius3 : number = 10;
arc2.arc (position.x - 40,
position.y - 40,
radius3, 0.2 * Math.PI);
arc2.fillStyle = "black";
```

```
let radius2 : number = 12;
arc2.arc (position.x,
position.y,
radius2,
0.2 * Math.PI);
arc2.fillStyle = randomColor(1);
```

drawbird sitting

let position x : number = 800;
let position y : number = 339;



```
let radius : number = 40;
arc2.arc (position.x - 40,
position.y - 40,
radius, 0.25,
Math.PI);
arc2.fillStyle = randomColor(1);
```

```
let radius3 : number = 10;
arc2.arc (position.x - 40,
position.y - 40,
radius3, 0.2 * Math.PI);
arc2.fillStyle = "black";
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let radius2 : number = 12;
arc2.arc (position.x,
position.y,
radius2,
0.2 * Math.PI);
arc2.fillStyle = randomColor(1);
```

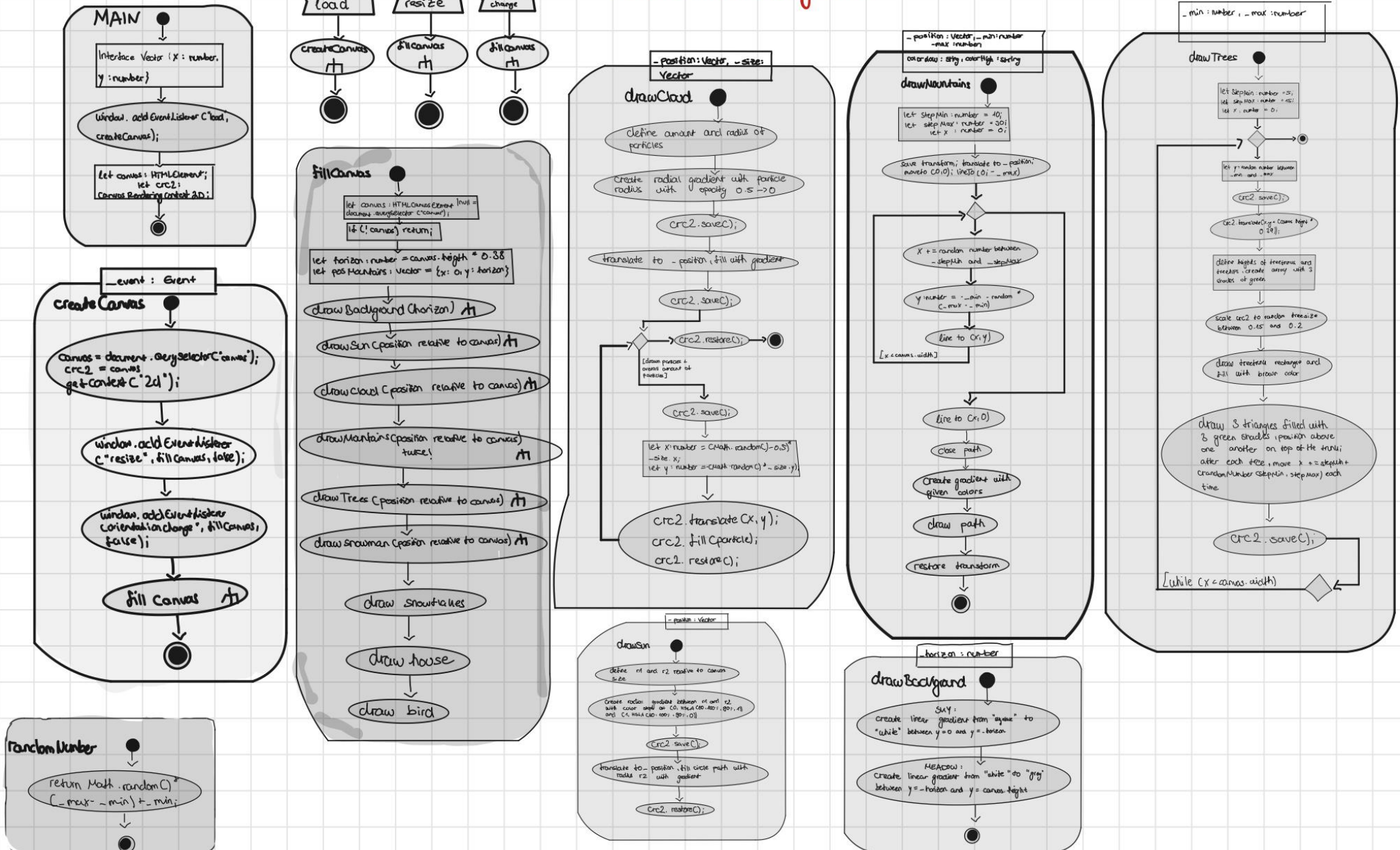
drawbird flying

position x : $\text{Math.random}() * (900 - 40) + 40$
position y : $\text{Math.random}() * (200 - 20) + 20$
Random scale : $\text{Math.random}() * (3 - 0.5 + 0.5)$

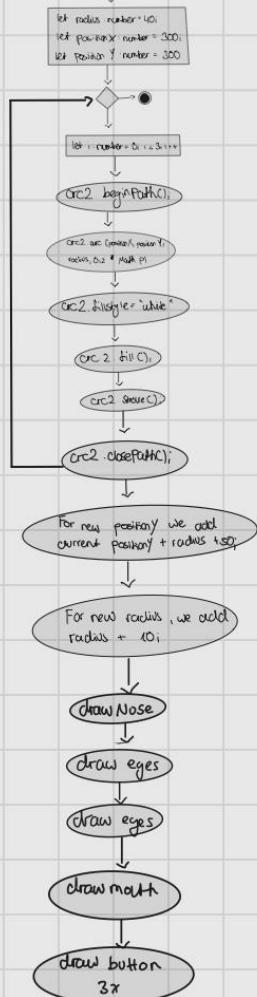


```
arc2.moveTo (1, 0);
arc2.bezierCurveTo (5, 5, 15, 10,
20, -2);
arc2.moveTo (-1, 0);
arc2.bezierCurveTo
(8, -5, -15, -10, 20, -2);
```

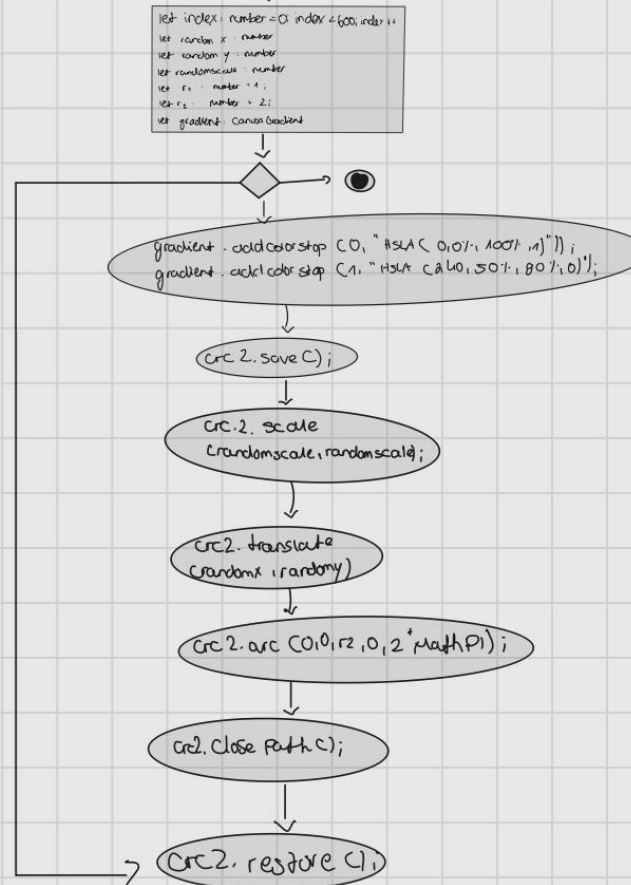
A8.2 Aktivitätsdiagramm



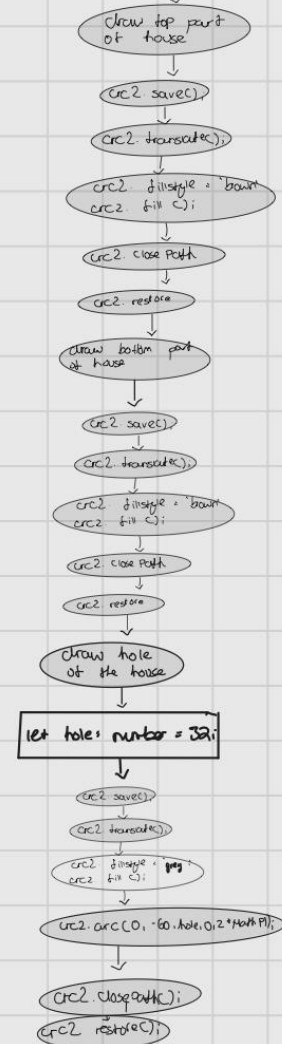
draw Snowman

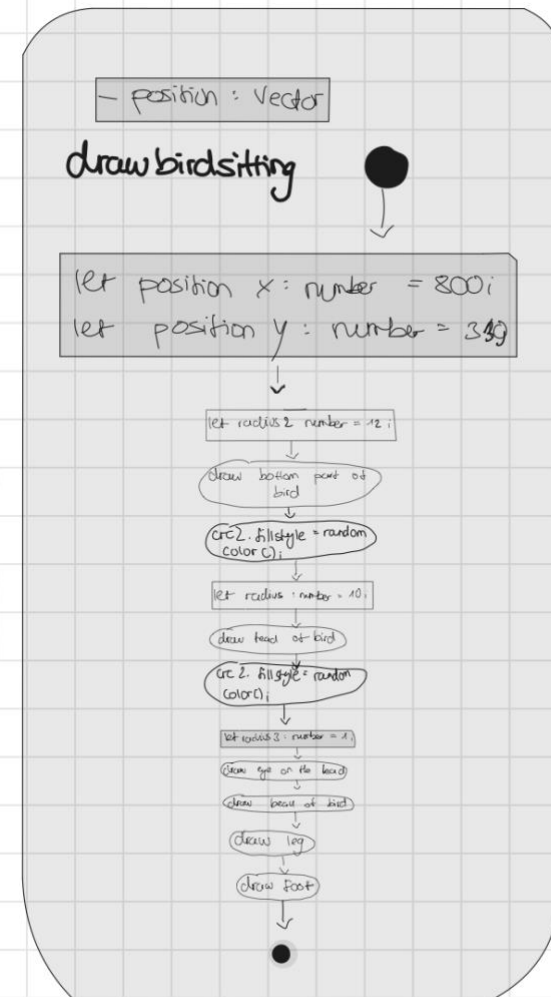
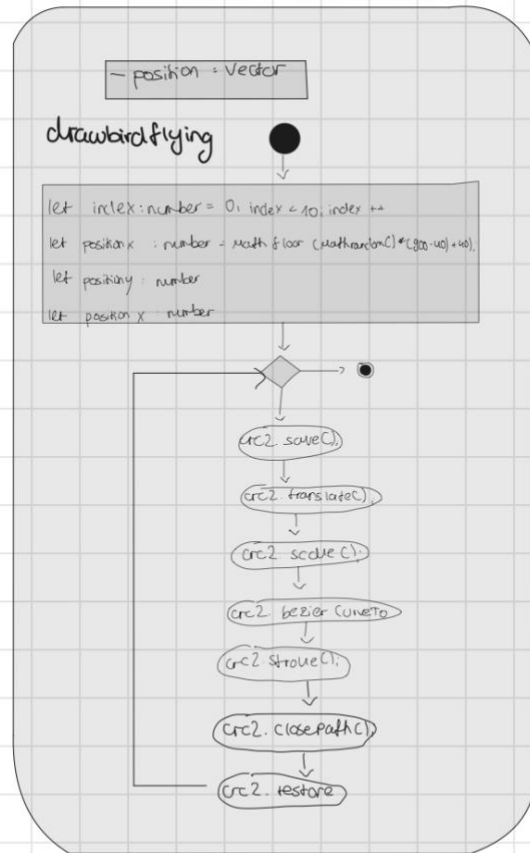


draw snowflakes



draw house





random color



```
let letters: string = "0123456789";  
let color: string = "#";
```



```
let i: number = 0; i < 6; i++
```



```
color += letters[Math.floor(Math.random() * 10)];
```