



Objetebearbeiten ObjektBearbeiten = true; let bewegung = new Image(); let farbe = new Image(); let delete = new Image(): let newPosition = new Image(1) beroding acc = " wons bud ... CTC. draw Image (Dewegung, 0,0,100,100) farbe. src = "farbe. png" Crc. draw Image (farbe, 0, 100, 100, 100) delete sic = "delete prg" Crc. drawlmage - (delete, 0, 200, 100, 100) newfosition. SIC = "Ass. png" cra drawlmage = (newPasition, 0, 300, 100, 100)