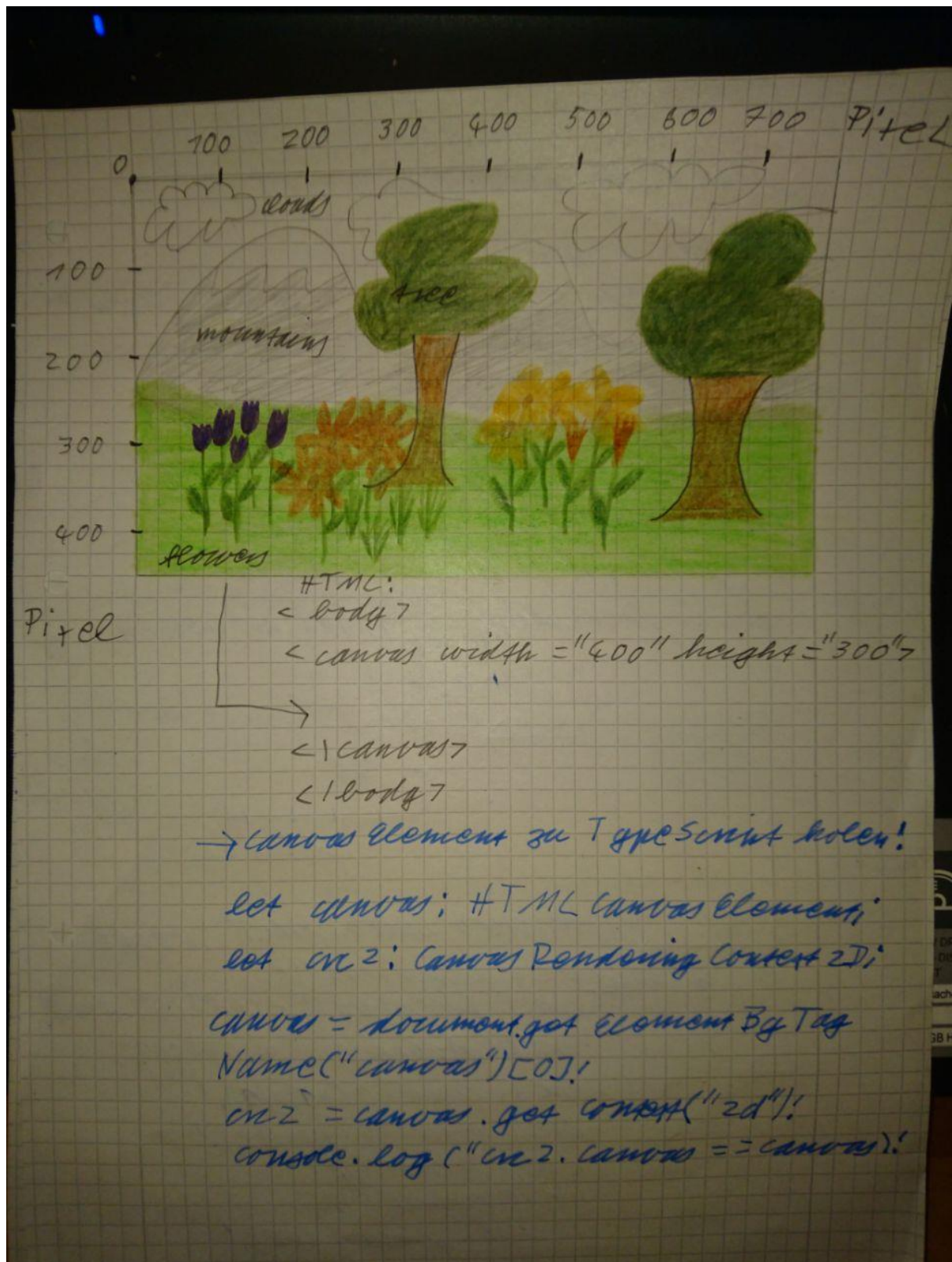


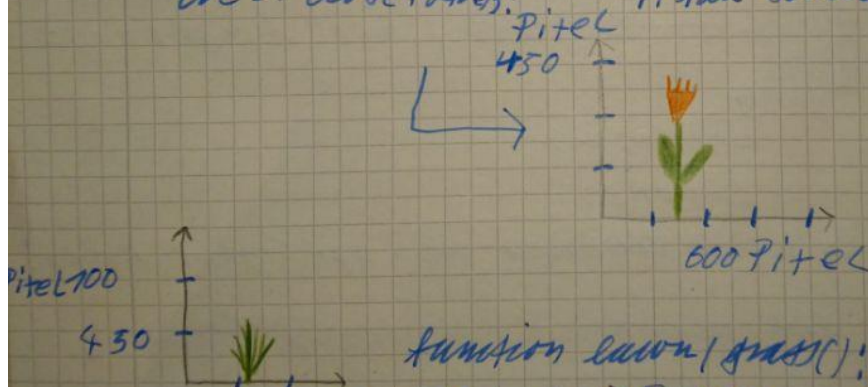
Konzept 4:



(4 lines)

18x funktion flower(): void {

```
    crc2.beginPath();  
    crc2.fillStyle = "#00FF00";  Farbe (Füllfarbe)  
    crc2.strokeStyle = "#00FF00";  Umrandungs-  
                                     farbe rot  
    crc2.moveTo(+1 | y1);  → Platzierung  
    crc2.lineTo(+2 | y2);  → Linie  
    crc2.curveTo(+2 | y2,  → Kurve ↗  
    crc2.stroke();  → umranden  
    crc2.fill();  → ausfüllen  
    crc2.closePath();  → Pfad schließen
```



funktion lawn/grass(): void {

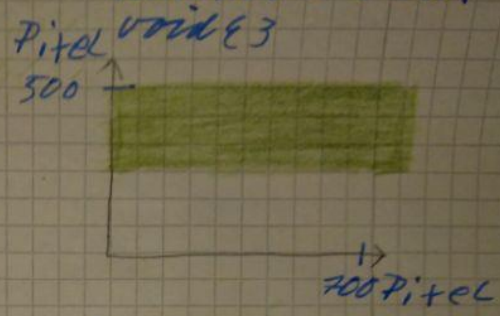
```
    300 Pixel crc2.beginPath();  
    crc2.fillStyle = "#00FF00";  grün  
    crc2.strokeStyle = "#00FF00";  
    6x crc2.lineTo(+1 | y1);  
    crc2.moveTo(+2 | y2);  
    crc2.stroke();  
    crc2.fill();  
    crc2.closePath();
```


function clouds(): void {

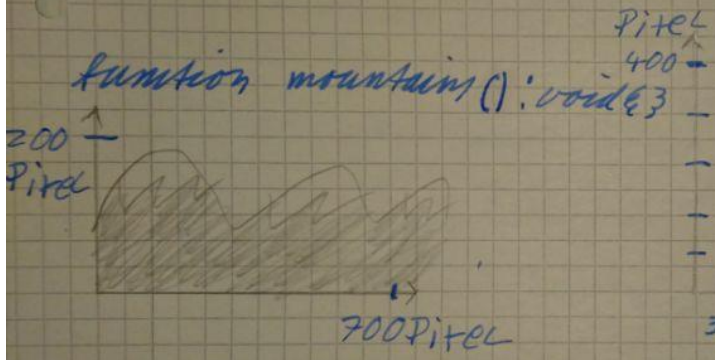


BezierCurveTo();
quadraticCurveTo();

function lawn():



function tree(): void {



function mountain(): void {



Aktivitätsdiagramme zu flower random:

