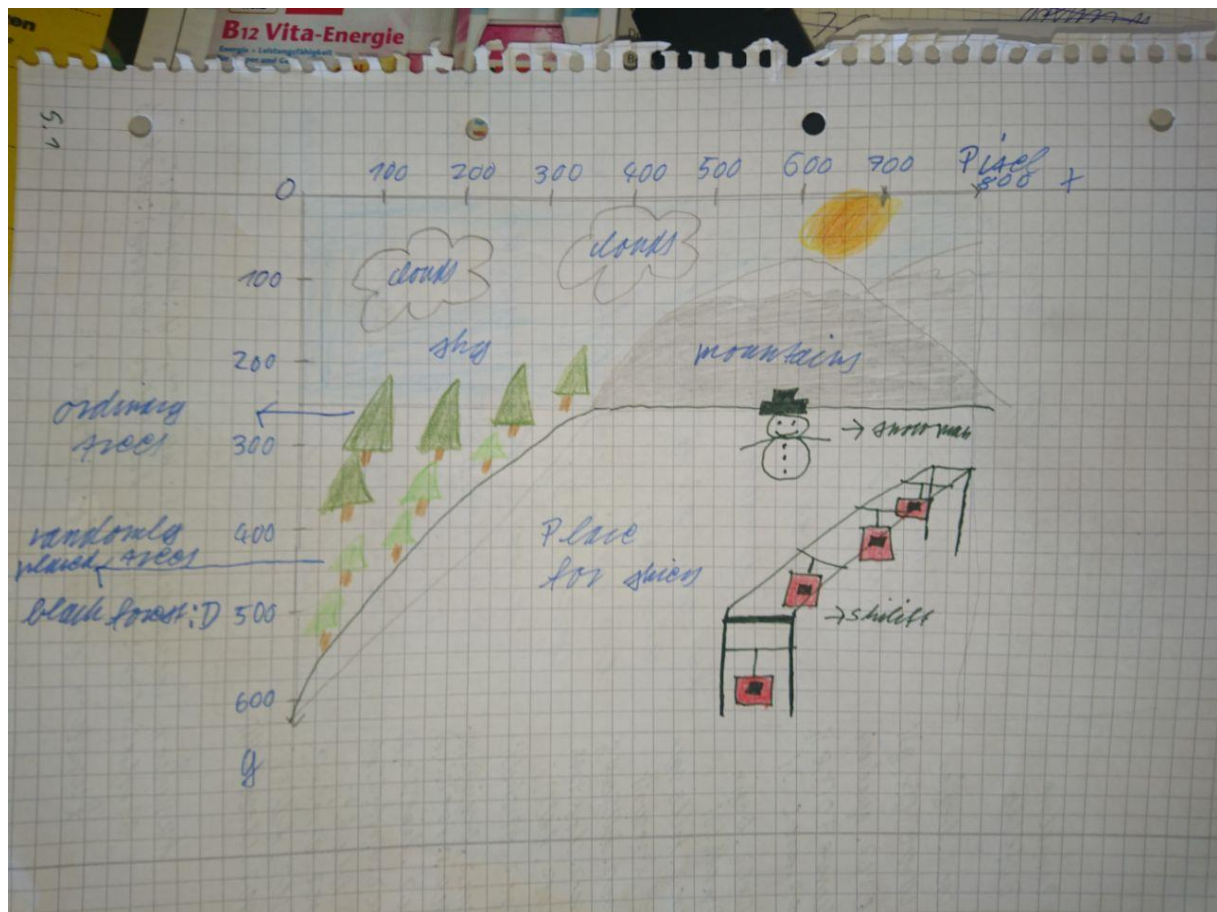
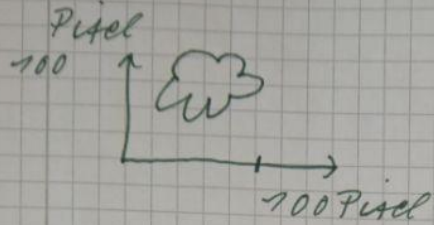


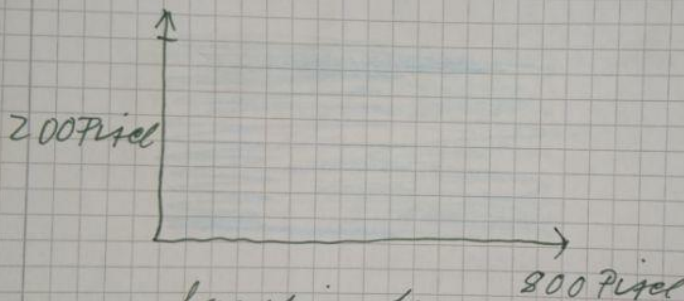
Konzept Canvas Aufgabe 1:



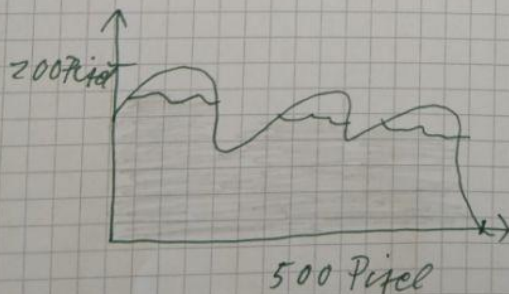
function clouds(): void {}



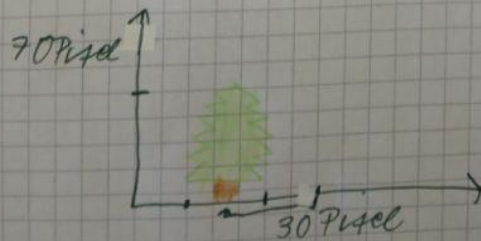
function draw_Sky(): void {}



function draw_Mountain(): void {}



function draw_Trees(): void {}



```

    einzelne
    Befehle

    cn2.begin
    moveTo(x,y);
    cv2.quadratic
    moveTo(x,y);
    cn2.arc();

    cv2.begin
    Path();
    cn2.fillStyle
    = "brown";
    cn2.fillPath();
    cn2.closePath
    cn2.fill();
    cn2.stroke();

    cn2.beginPath;
    cn2.moveTo(x,y)
    ↑ cn2.lineTo(x,y)
    cn2.strokeStyle
    ↓ = "black";
    cn2.stroke();
    cn2.fill();
    cn2.closePath;
  
```

HTML:

```
<body>
```

```
<canvas width="800"
height="600">
```

```
</canvas>
```

```
</body>
```

→ Canvas Elemente zu
Typescript holen:

```
let canvas: HTMLCanvasElement;
```

```
let cn2: CanvasRenderingContext2D;
```

```
canvas = document.getElementById(
  'canvas');
[0];
```

```
cn2 = canvas.getContext
  ("2d");
```

```
console.log("cn2. canvas
= canvas");
```

```
function mountain(-x: number, -y: number, -
strokeColor: string, - fillColor: string): void { }
```

```
function drawTrees(): void { }
```