

Erzeugung eines Objektes einer Klasse  
`let x: class = new class();`

Update

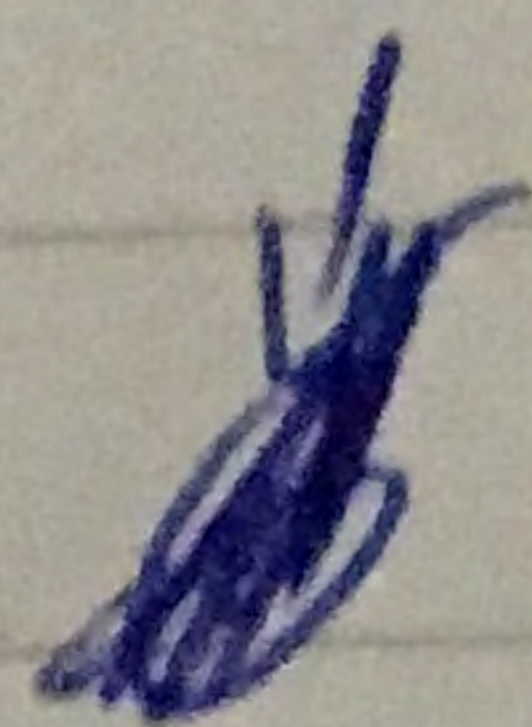
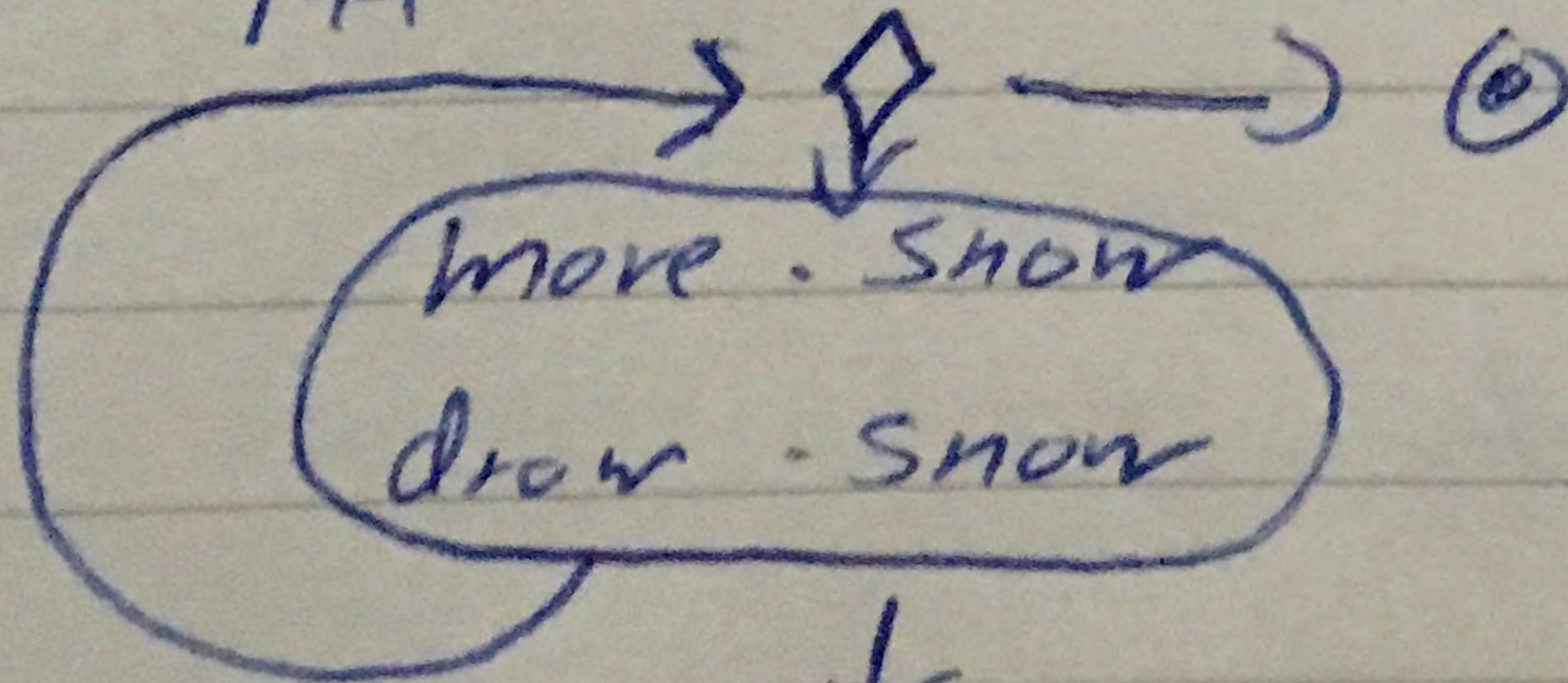
`Window.setTimeout (handler, delay)`

`clear (arras)`

`let i: number = 0`

`i < Anzahl Bäume Schneeflocken`

`i++`





Class Snow

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x: number

y: number

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draw(): void,

move(): void,

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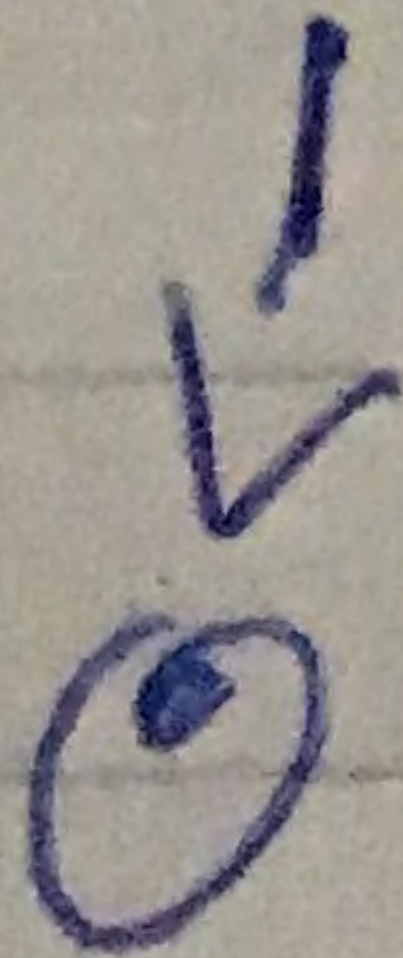


Aufgabe 10

```
export let crc28 CanvasRenderingContext2D;  
let fps: number = 25;  
let snowflakes: Snow[] = [];  
let child 1: childCarriage 1[] = [];  
let child 2: childCarriage 2[] = [];  
let cloud: Cloud[] = [];  
let imgData: ImageData;
```

function init  $\pi$

function update  $\pi$






function init


↓  
let canvas: HTMLCanvasElement = document.getElementById  
("canvas")[0];  
ctx = canvas.getContext("2d")

↓  
~~for (let i = 0; i < Anzahl der Objekte; i++)~~ i > Anzahl der Objekte

→  i < Anzahl der Objekte

↓  
let snow: Snow = new Snow();

snow.x = Math.random() \* ctx.canvas.width;  
snow.y = Math.random() \* ctx.canvas.height;  
snow.color = "#000000";  
snowflakes.push(snow);

↓  
 i++