







drawDaisy

```
let x: number = math.random * canvasWidth  
let y: number = "
```

ctx.beginPath

ctx.moveTo(x, y)

ctx.quadraticCurveTo(10, 5, 10, 30)

ctx.strokeStyle = green

ctx.arc(0, 0, 6, 0, 2 \* Math.PI)

ctx.fillStyle = pink

ctx.strokeStyle = orange

```
for let blossoms: number = 80  
blossoms > 8, blossoms -= 8
```

ctx.beginPath

moveTo(10, 20)

ctx.arc(10, 0, 5, 0, 2 \* Math.PI)

ctx.fillStyle = orange

ctx.strokeStyle = orange

ctx.fill()

ctx.restore

```
for let i = 0, i < 10, i++
```

drawDaisy, drawTulip