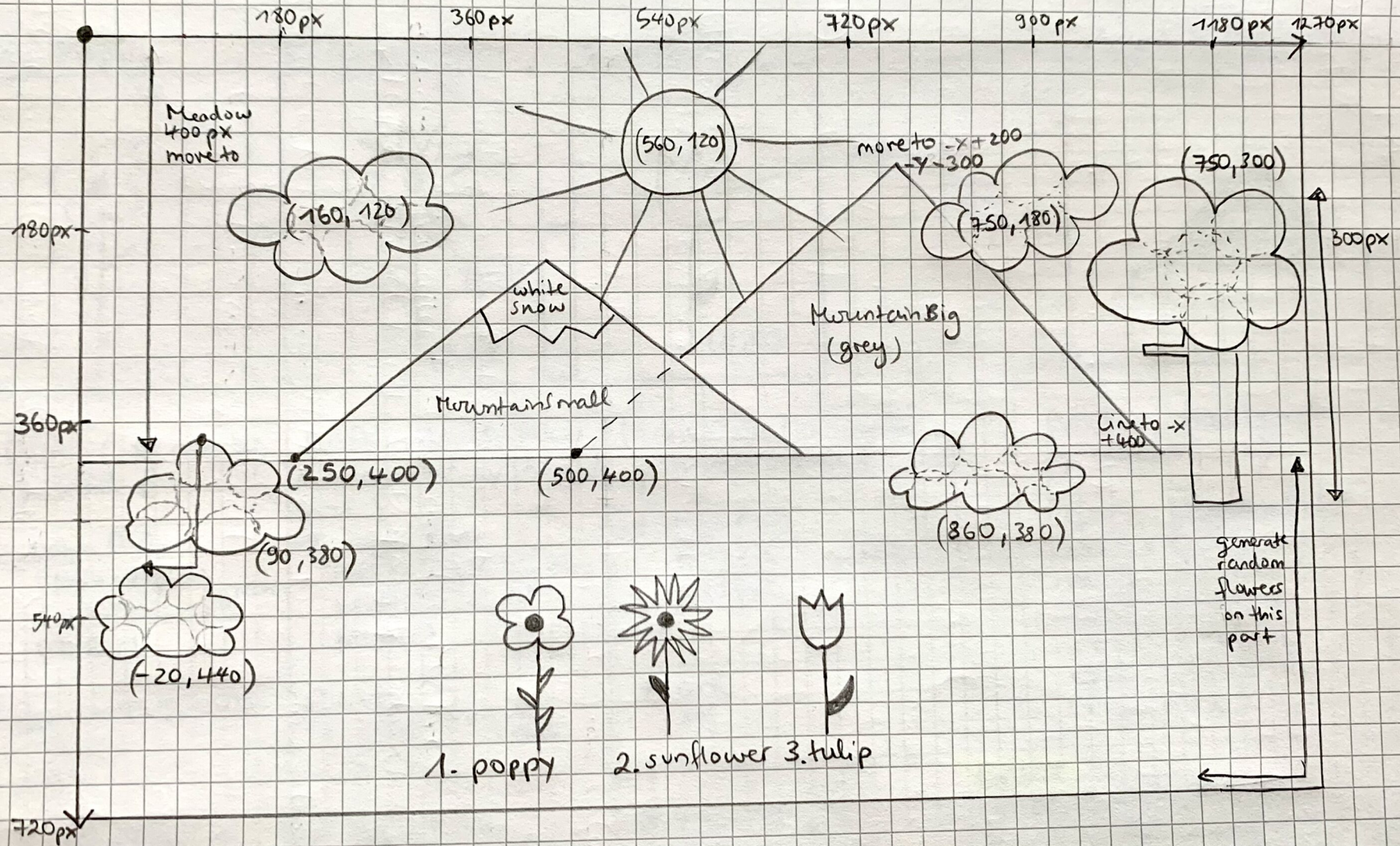


Blumenwiese / Flower meadow

11.05.21

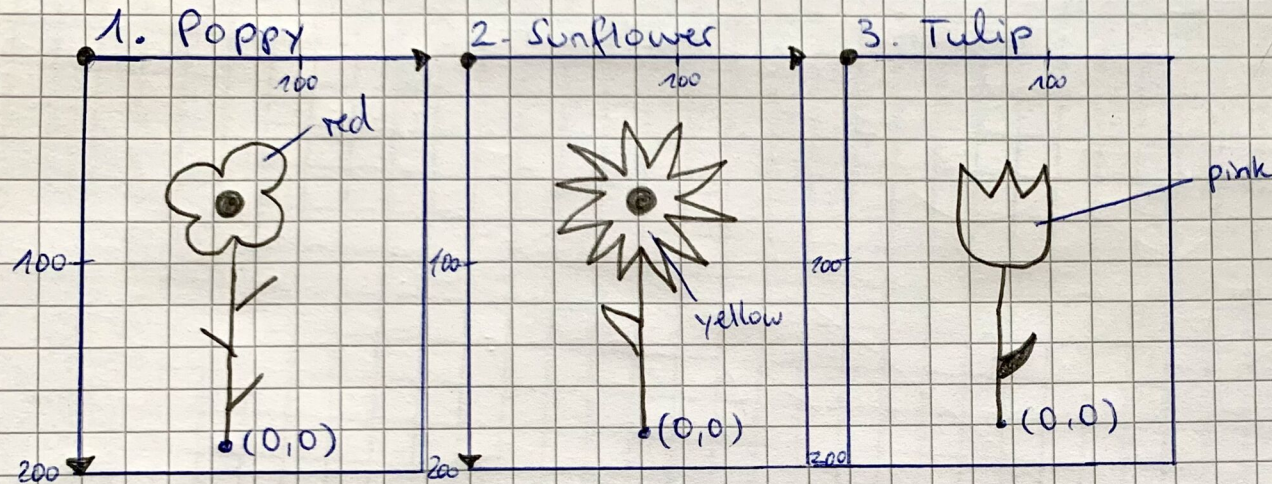
HTML : `<canvas width = "1270" height = "720"></canvas>`



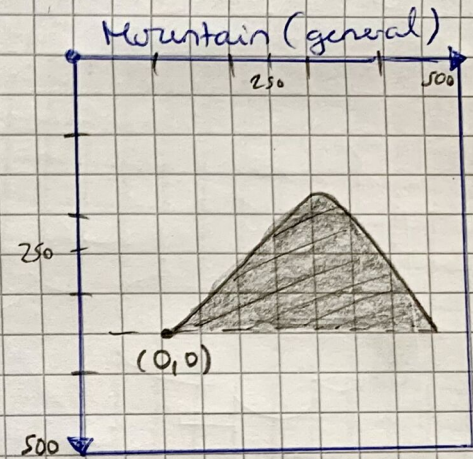
TS: let crc2 : canvas Rendering Context 2D;
 crc2 = canvas. getContext("2d");

1. Skalle - 8

Funktion Blumen



Funktion Berg



function drawPoppy (x: number, y: number): void {

→ **Stalk** begin Path
strokeStyle { green
fillStyle
fill Rect

→ **leaves** 3x moveTo & lineTo
stroke
fill

→ **blossoms** begin Path
fillStyle - (red)
moveTo
4x arc
fill

→ **blossoms-middle**

arc

function drawSunflower (x: number, y: number): void {

→ begin Path
strokeStyle { green
fillStyle
fill Rect

→ lineTo
lineTo
lineTo } on the stalk

→ begin Path
fillStyle - (yellow)
moveTo
n lineTo
fill

arc

function drawTulip (x: number, y: number): void {

→ begin Path
fillStyle - green
fill Rect

→ arc
fill

→ begin Path
fillStyle - (pink)
arc
moveTo
6x lineTo
close Path
fill
(no middle)

function drawMountain (x: number, y: number, ...)

ctx2.beginPath();
ctx2.fillStyle = ...
ctx2.moveTo(...)
ctx2.lineTo(...)
ctx2.lineTo(...)
ctx2.closePath();
ctx2.fill();

Others

cloud → arcTo & curveTo
sun → arcTo / curveTo (?) lineTo
tree → arcTo, curveTo, lineTo
bush → arcTo, curveTo

