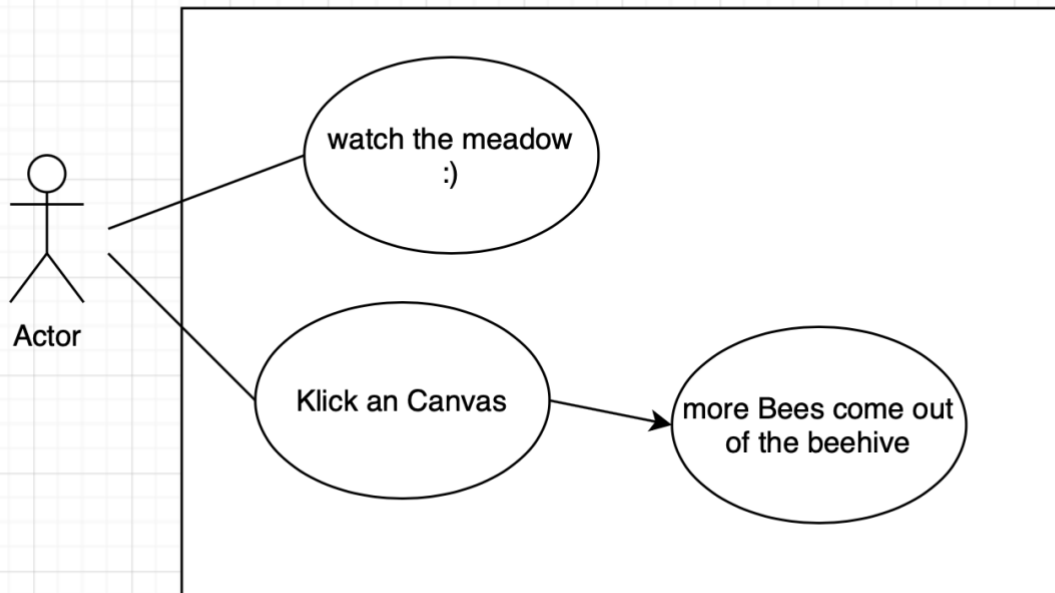


# KONZEPT MEADOW

## MONA STINGL

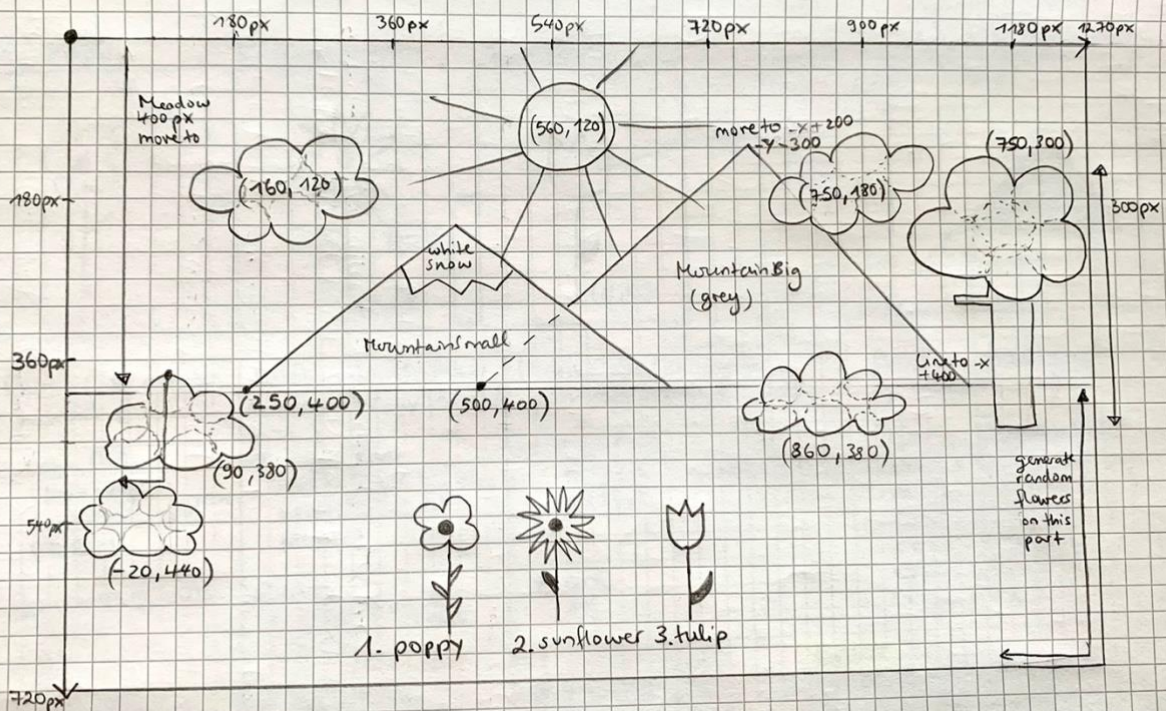
### USE-CASE-DIAGRAM MEADOW



### Blumenwiese / Flower meadow

10.05.21

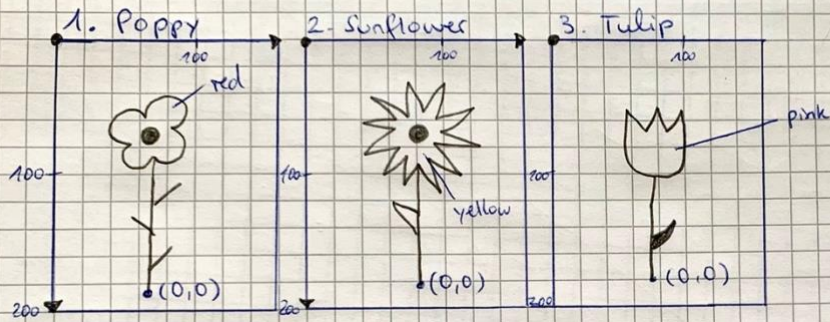
HTML : `<canvas width = "1270" height = "720"></canvas>`



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



## Function Blumen



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

→ **Stalk** begin Path  
strokeStyle { green  
fillStyle { green  
fillRect

→ **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 { green  
fillRect

→ **LineTo** LineTo LineTo } on the stalk

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

arc

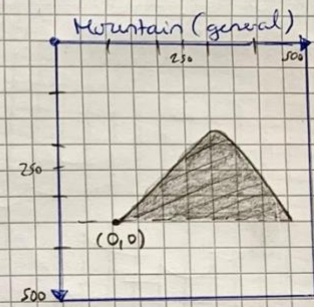
function Tulip (x: number, y: number): void {

→ begin Path  
fillStyle - green  
fillRect

→ arc  
fill

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

## Function Berg



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

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

