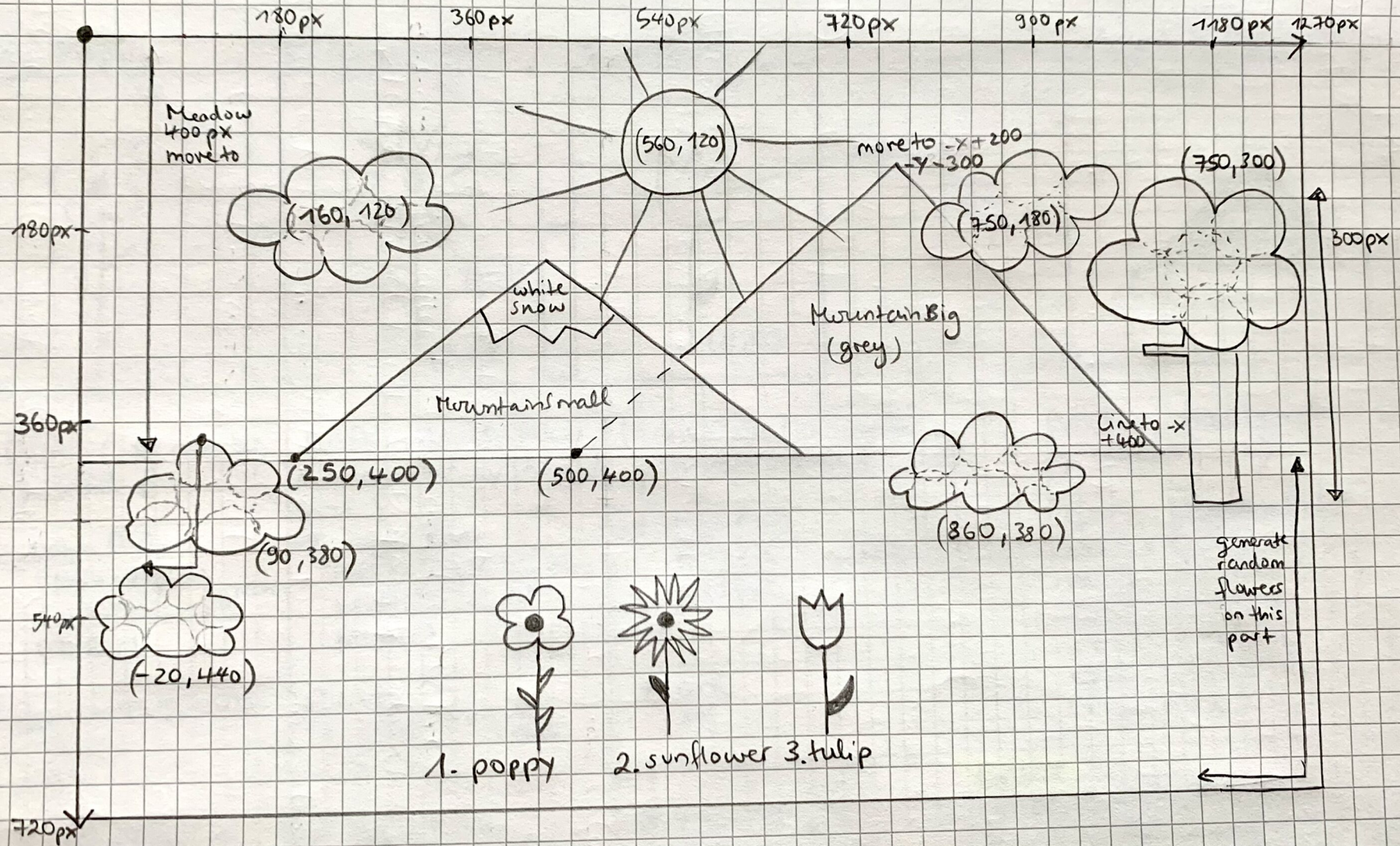


Blumenwiese / Flower meadow

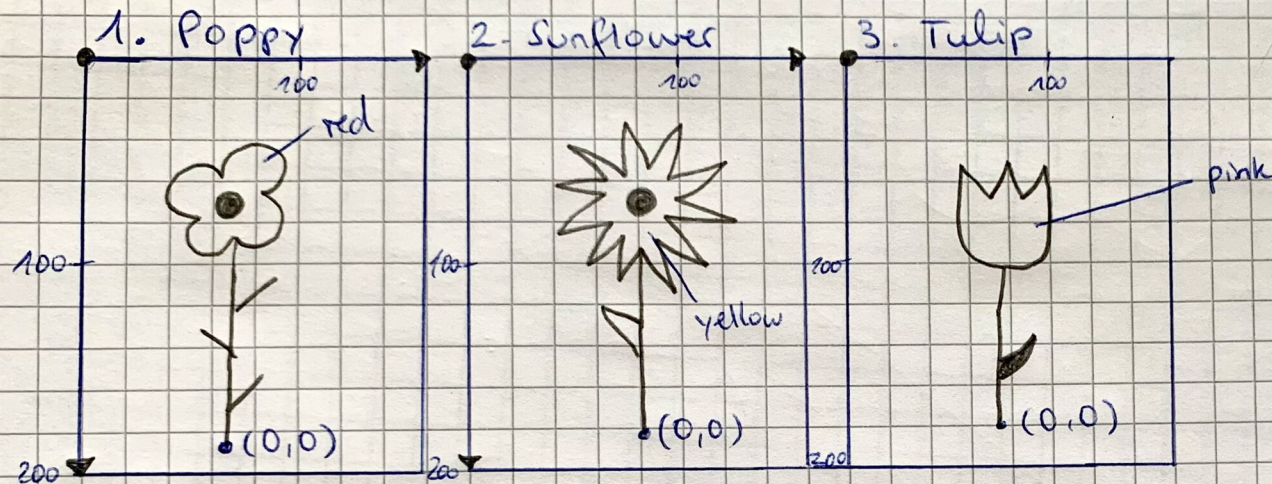
11.05.21

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

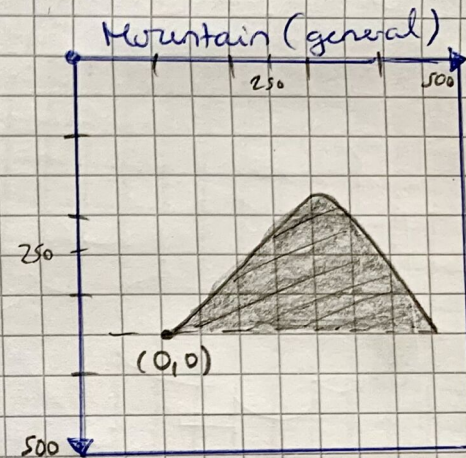


TS: let crc2 : canvas Rendering Context 2D;
 crc2 = canvas. getContext("2d");

Funktion Blumen



Funktion Berg



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

```

cnc2.beginPath();
cnc2.fillStyle = ...
cnc2.moveTo(...);
cnc2.lineTo(...);
cnc2.lineTo(...);
cnc2.closePath();
cnc2.fill();

```

Others

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

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

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

→ **leaves** } 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 } on the stalk
 lineTo

→ 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)

