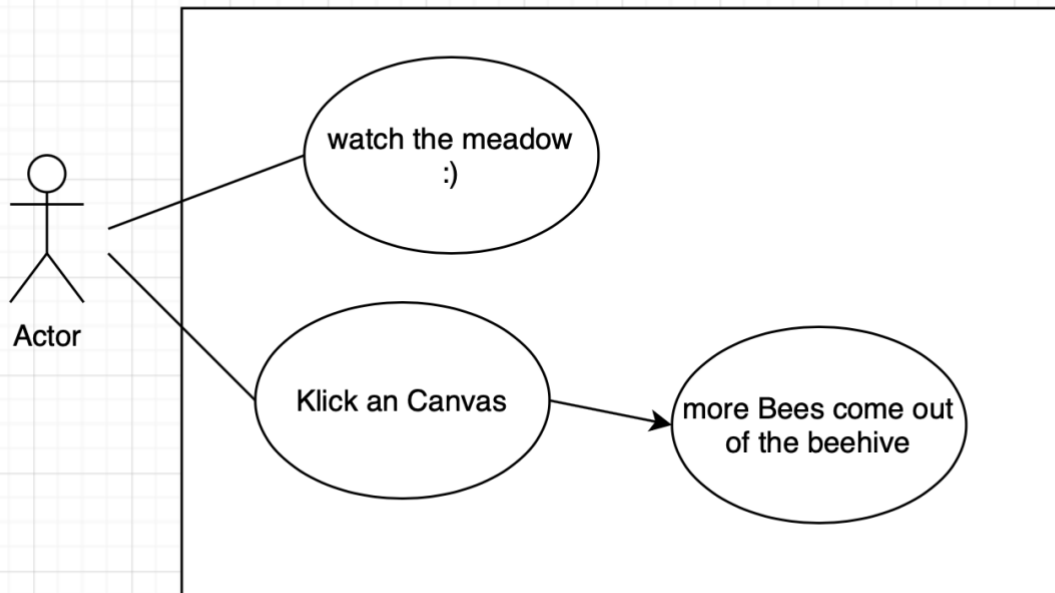


KONZEPT MEADOW

MONA STINGL

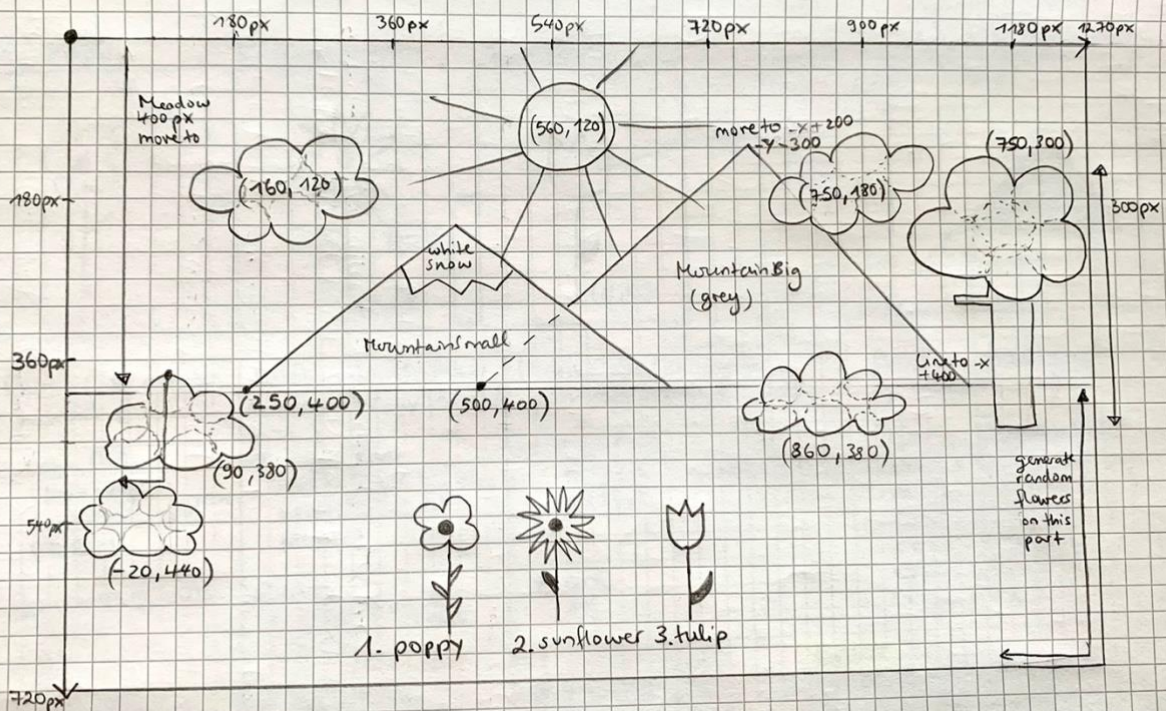
USE-CASE-DIAGRAM MEADOW



Blumenwiese / Flower meadow

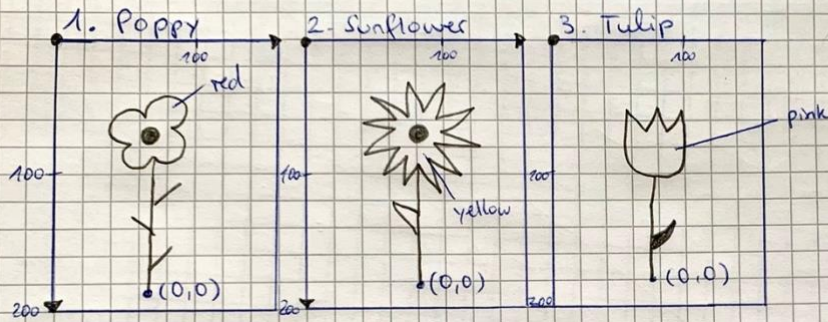
10.05.21

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



TS : let crc2 : canvasRenderingContext2D;
 crc2 = canvas.getContext("2d");

Function Blumen



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

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

→ **leaves** } moveTo & lineTo
stroke
fill

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

→ **blossoms-middle** arc

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

→ begin Path
strokeStyle } green
fillStyle }
fillRect

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

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

arc

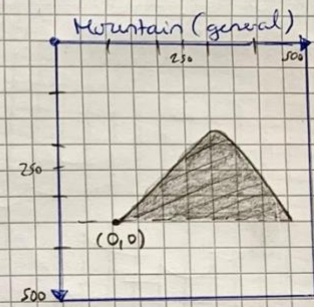
function drawTulip (x: number, y: number): void {

→ begin Path
fillStyle - green
fillRect

→ arc
fill

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

Function Berg

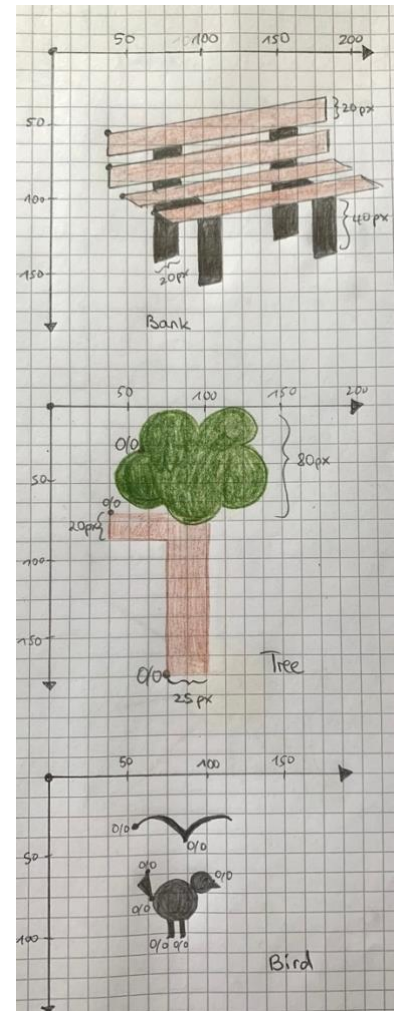
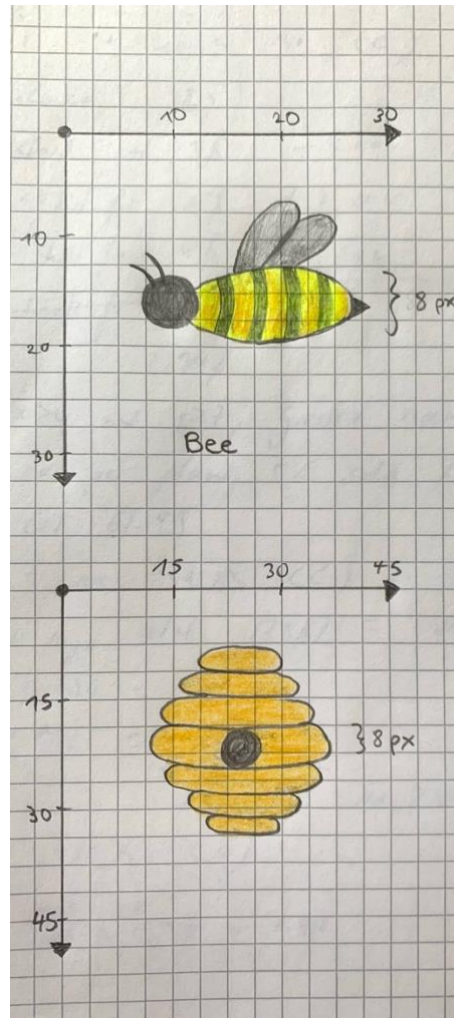
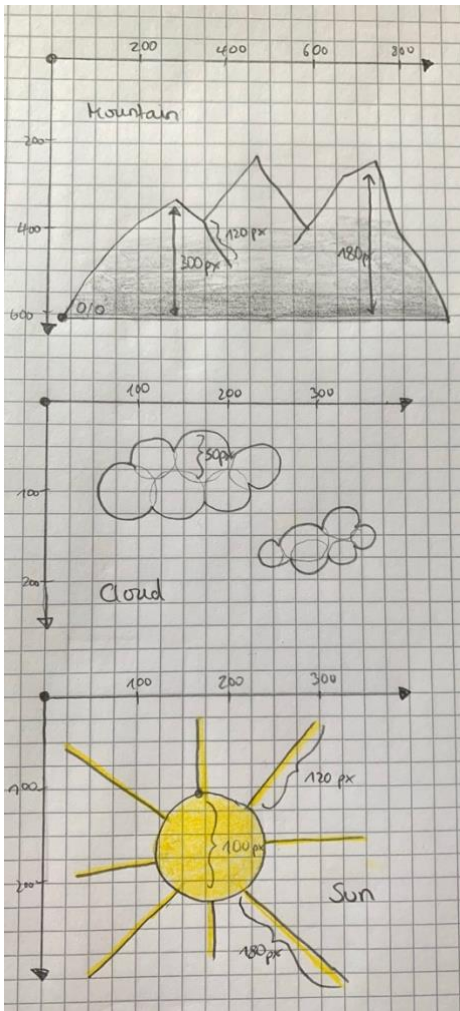


function drawMountain (x: number, y: number, ...): void {

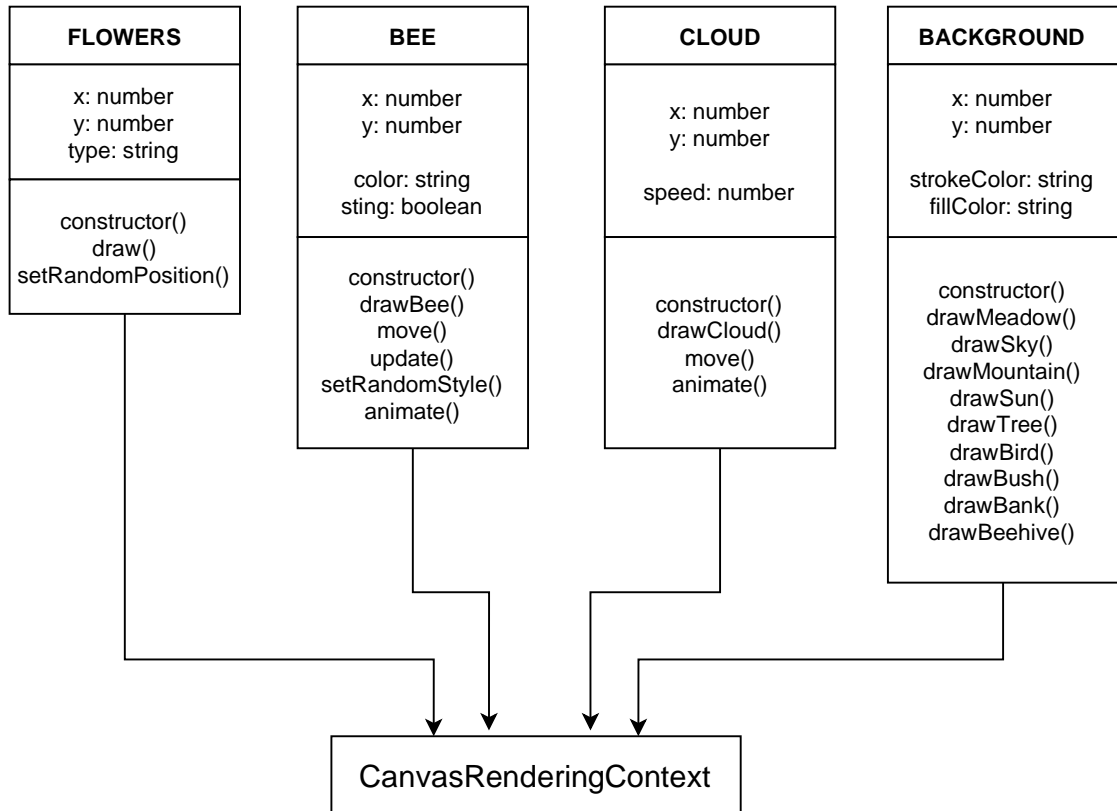
ctx2.beginPath();
ctx2.fillStyle = ...
ctx2.moveTo(...)
ctx2.lineTo(...)
ctx2.lineTo(...)
ctx2.closePath();
ctx2.fill();

Others

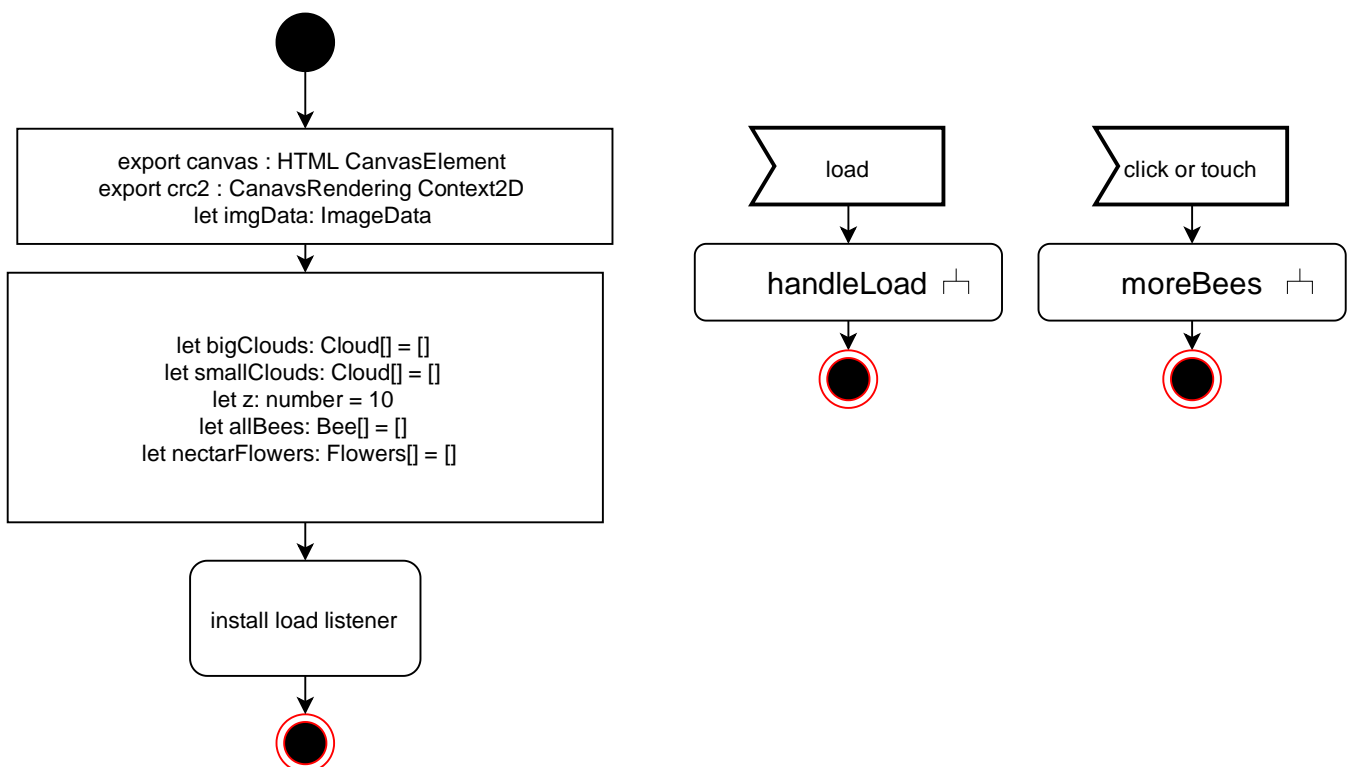
cloud → arcTo & curveTo
sun → arcTo / curveTo (?) lineTo
tree → arcTo, curveTo, lineTo
bush → arcTo, curveTo



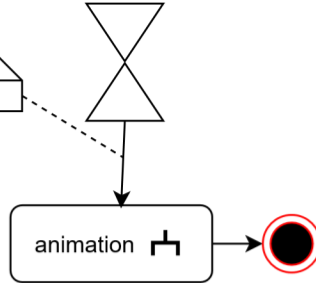
CLASS-DIAGARM MEADOW



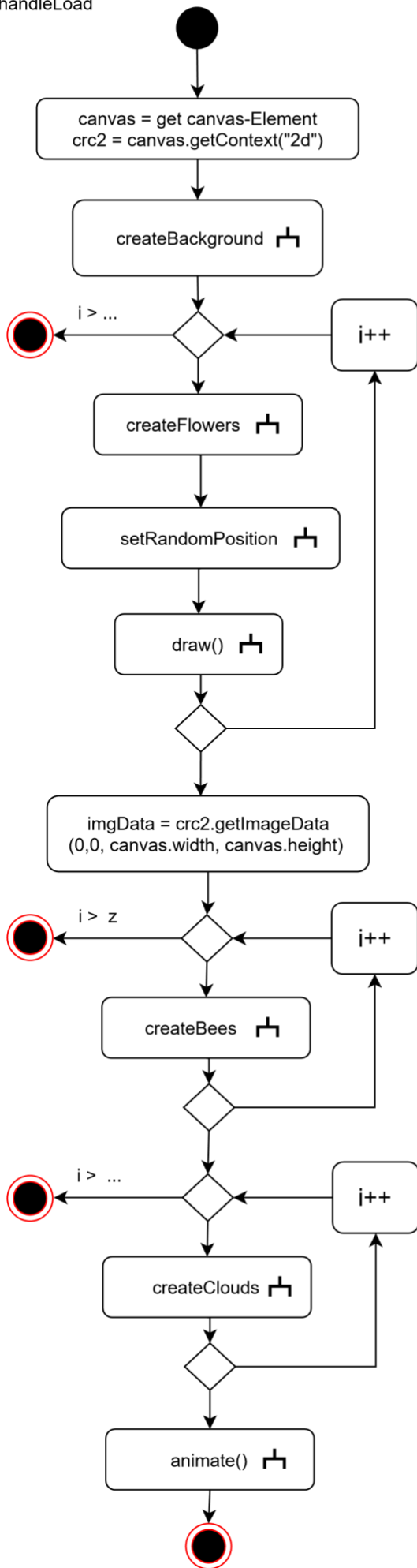
ACTIVITY-DIAGRAM MEADOW



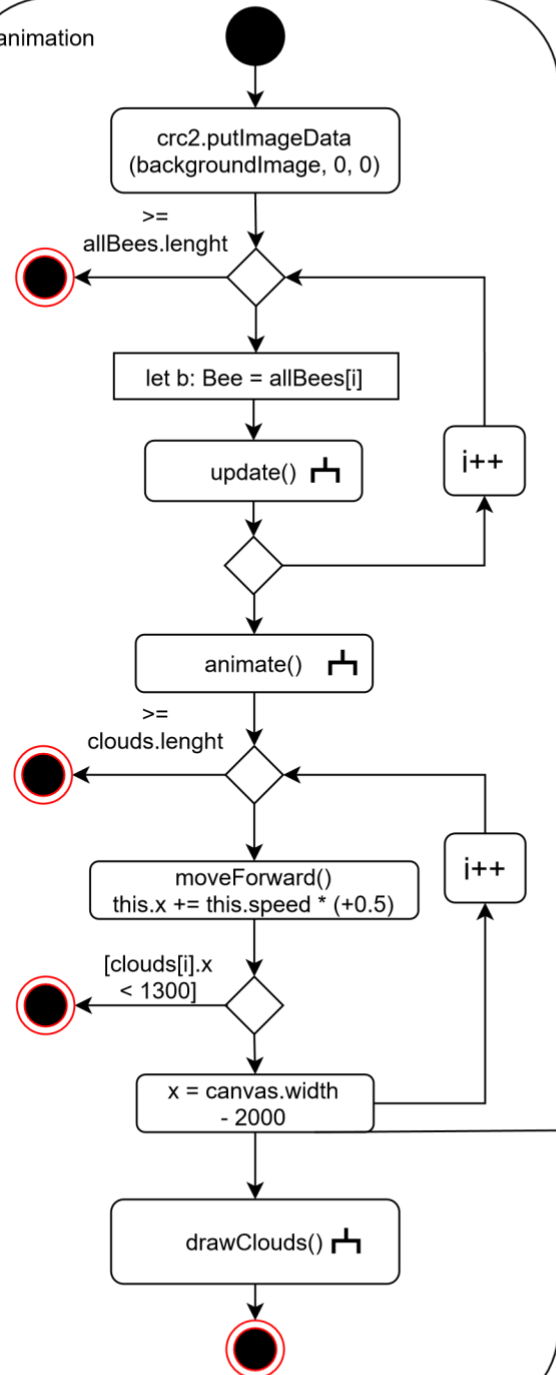
20ms



handleLoad

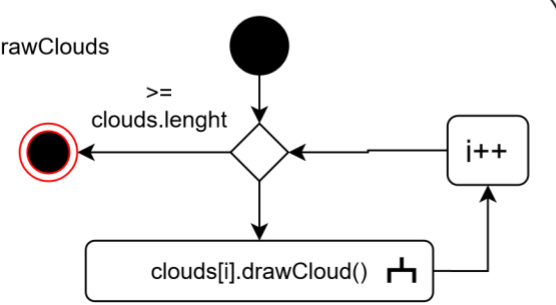


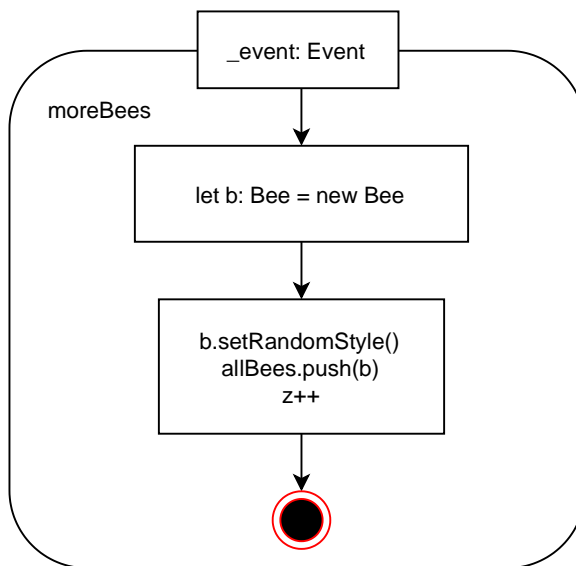
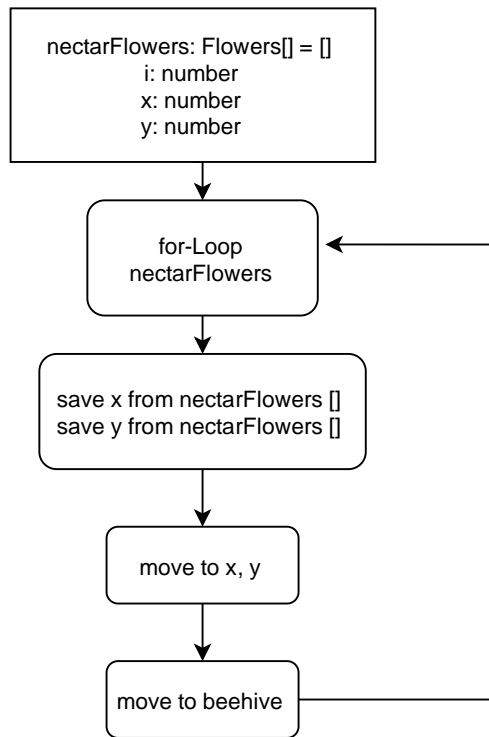
animation



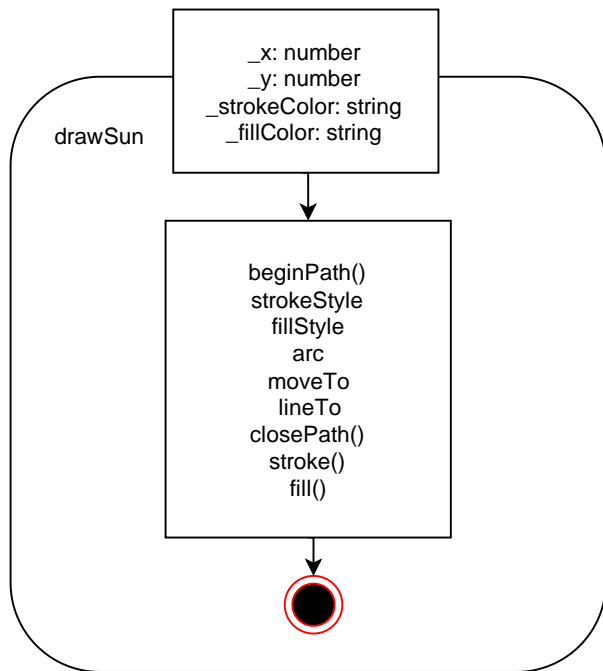
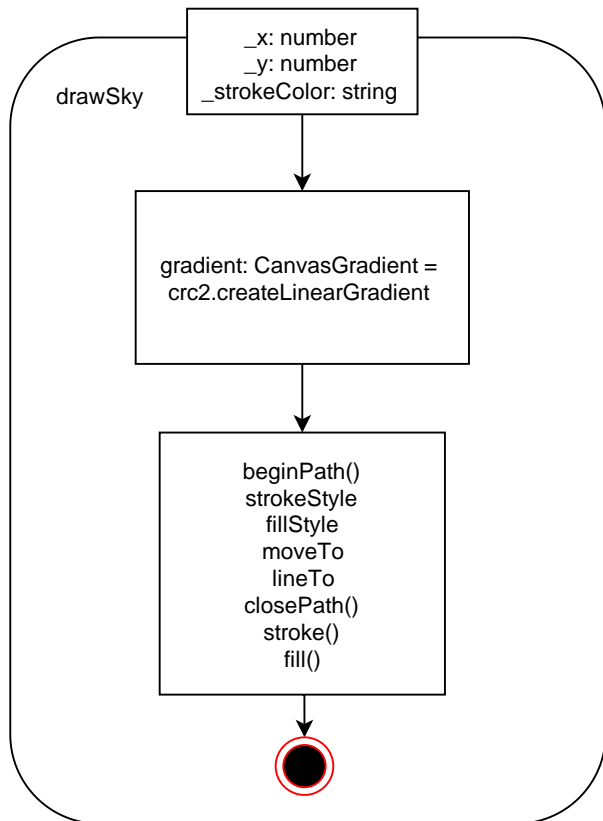
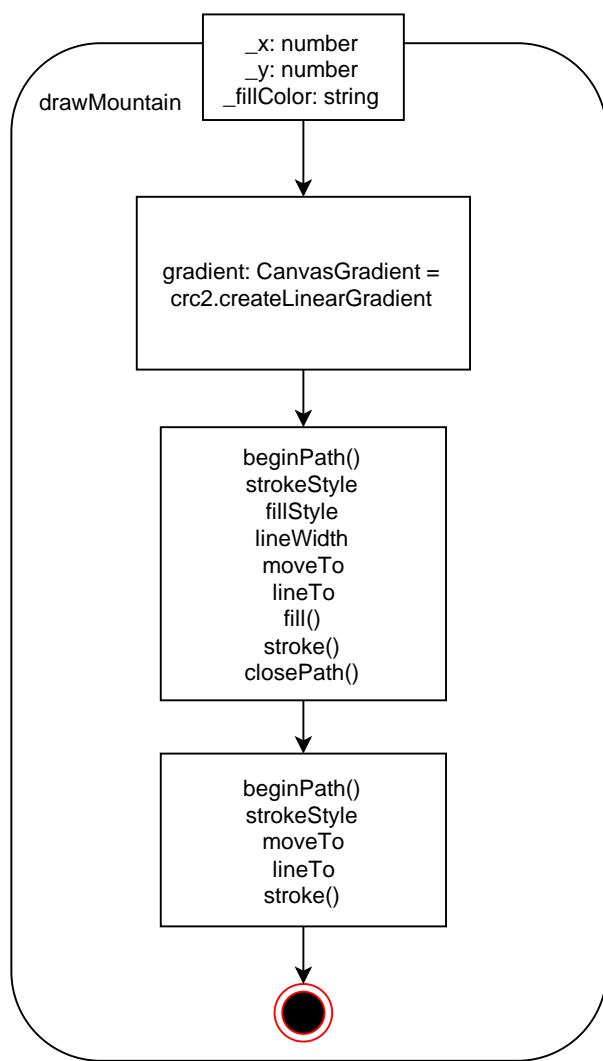
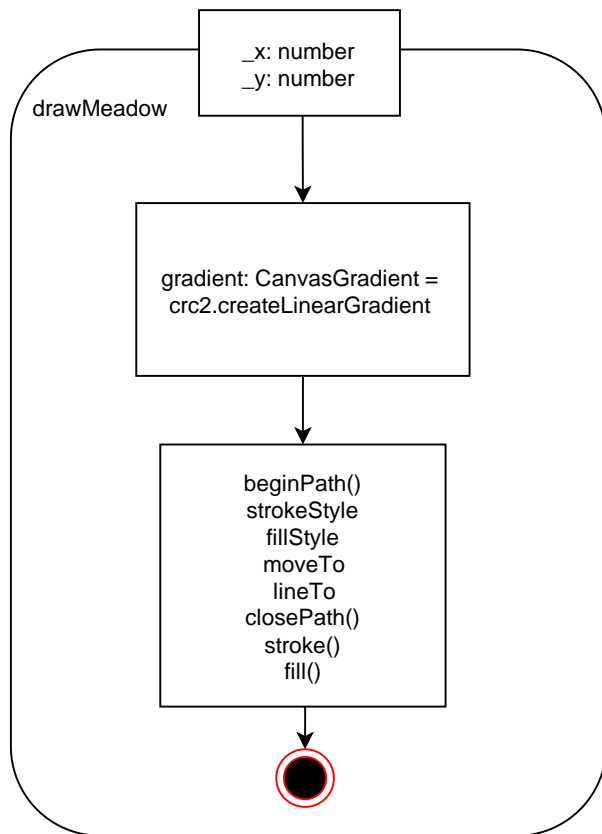
the clouds
will come
again, if they
are outside
the canvas

drawClouds

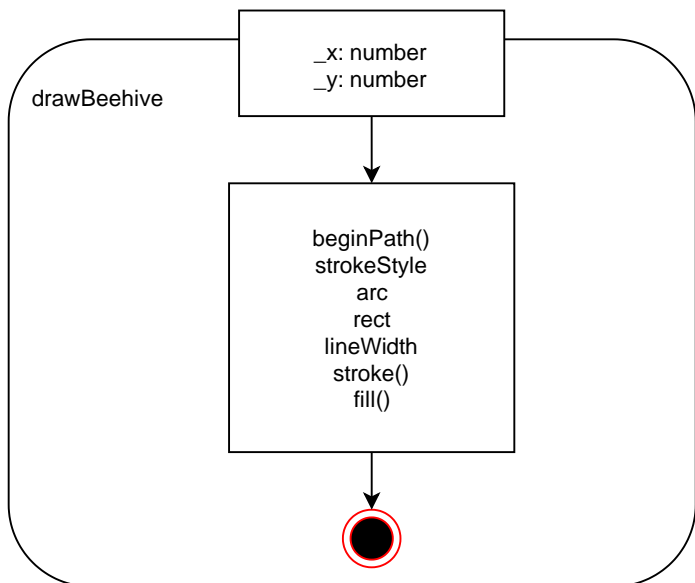
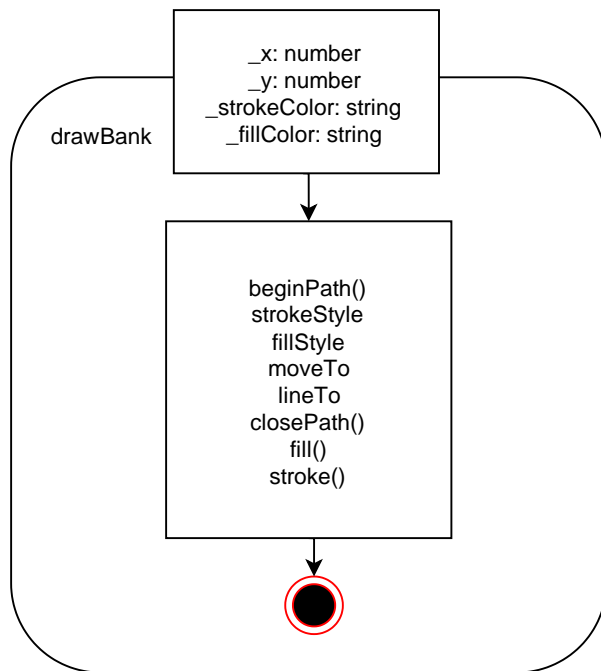
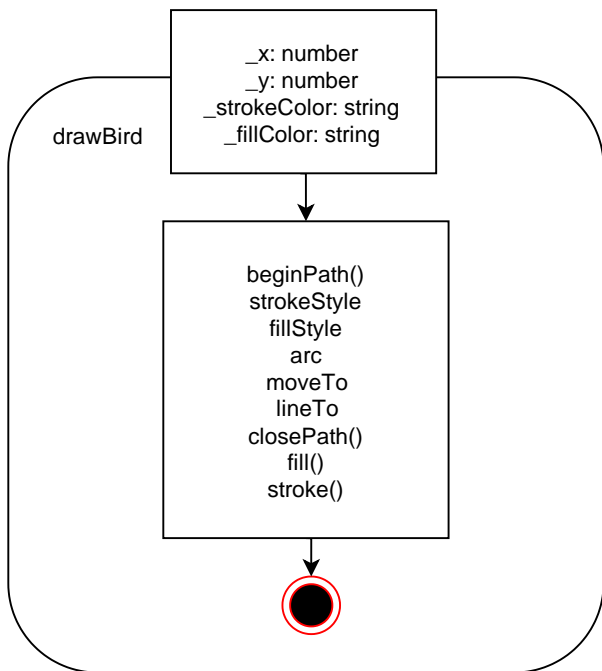
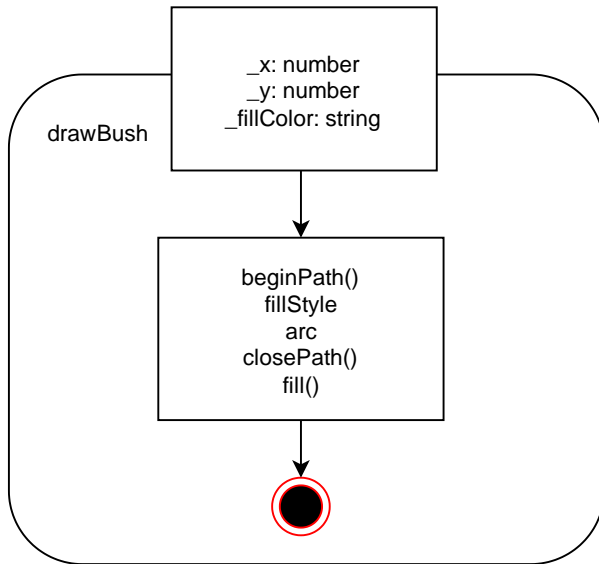
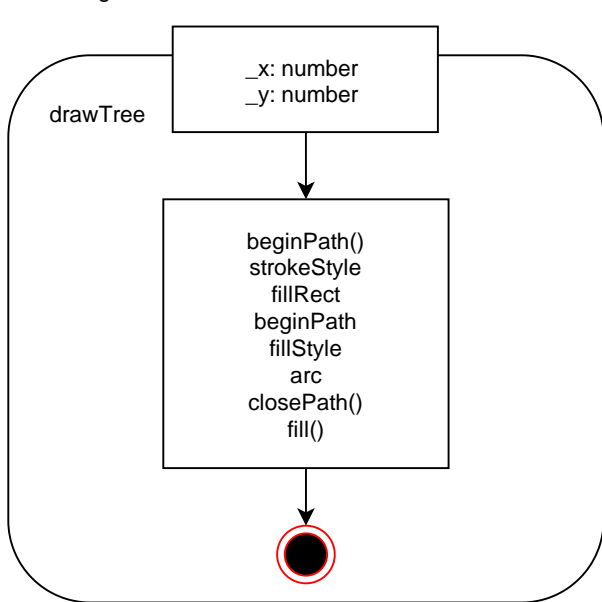




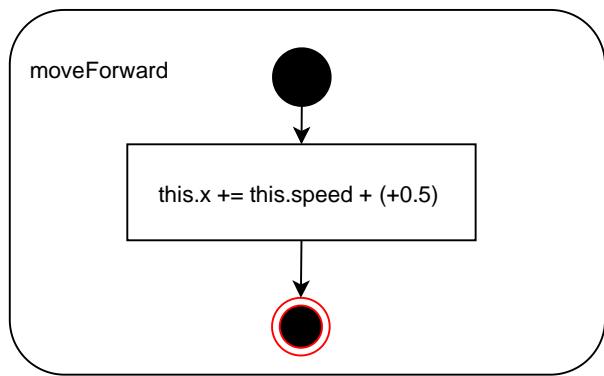
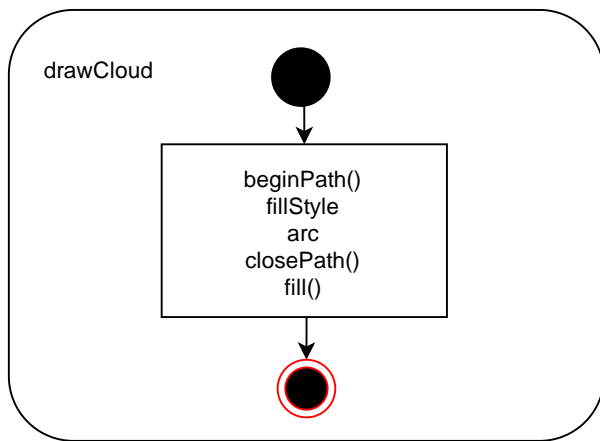
AD Background



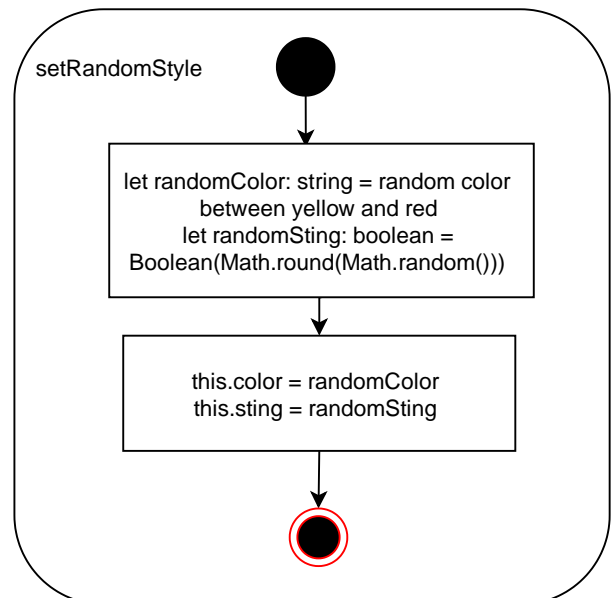
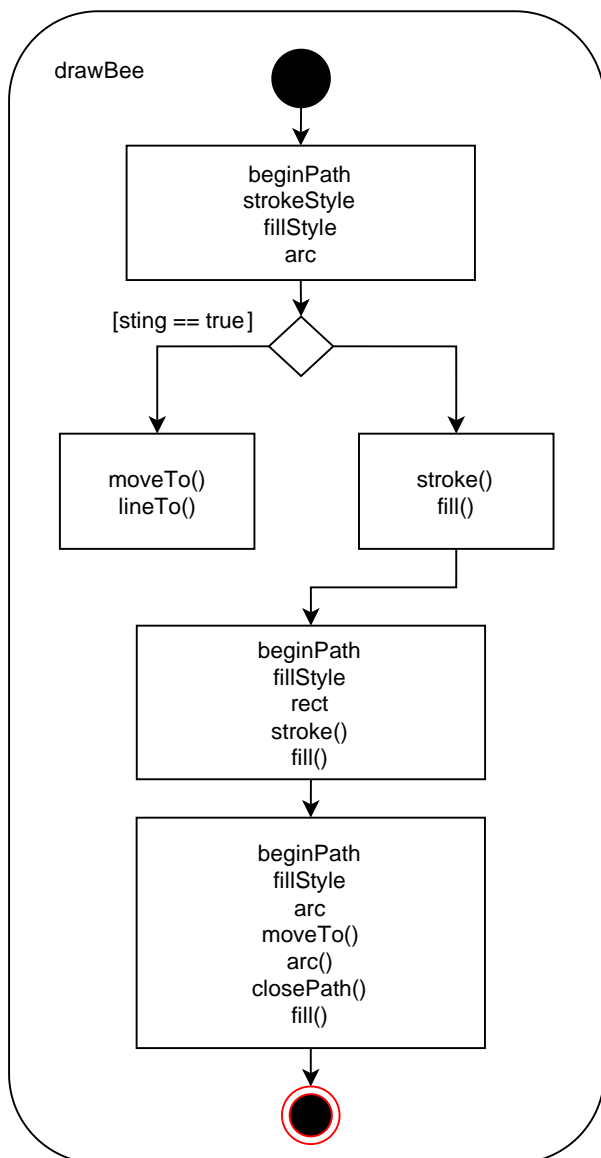
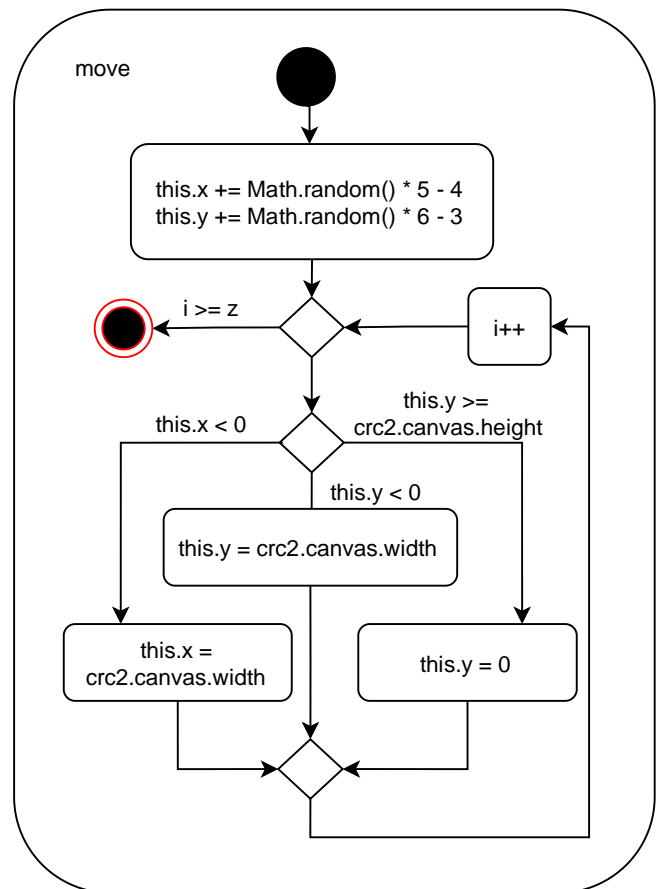
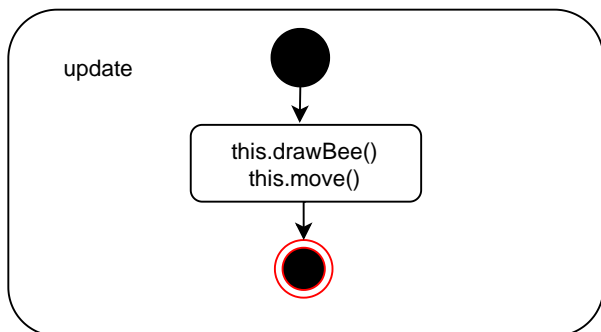
AD Background

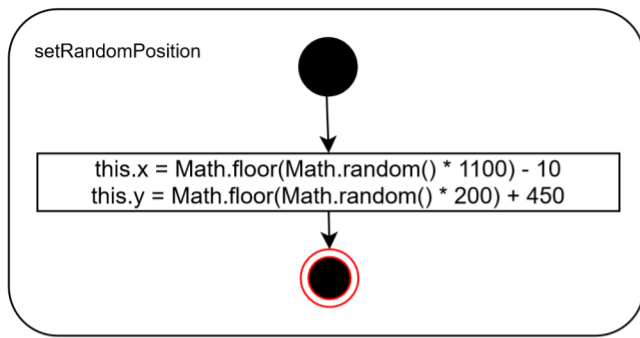


AD Clouds



AD Bees





switch case

