

main.ts

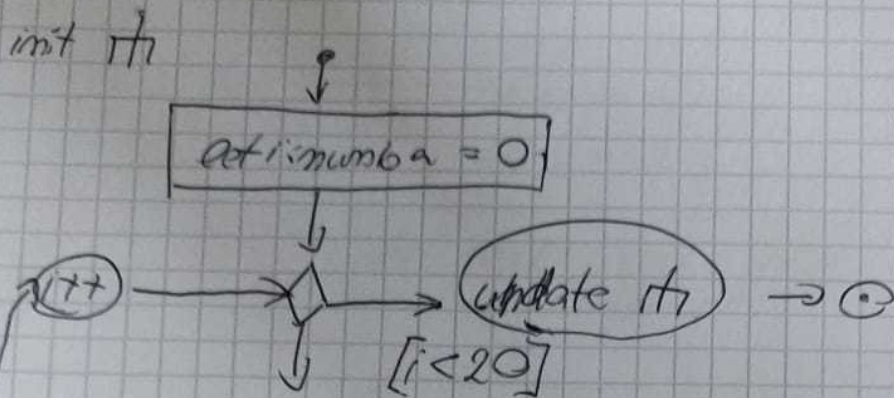
let fps: number = 25;

let snow: snow[] = [];

let children: children[] = [];

let trees: trees[] = [];

init it



let sled: Sled = new Sled();

sled.x = Math.random() \* cnc2.canvas.width;  
sled.y = Math.random() \* cnc2.canvas.height;  
sled.dx = Math.random() \* 4 - 2  
sled.dy = Math.random() \* 4 - 2  
sled.color =

im Array platzieren sled

snow.ts

Attribute

x: number  
y: number  
dx: number  
dy: number  
color: string = 'white'

methods

move()  
this.x += this.dx  
this.y += this.dy

Attribute

Three.ts

x: number  
y: number  
color: string

Methods

draw()  
fillStyle = this.color  
drawPath

children.ts

x: number  
y: number  
dx: number  
dy: number  
color: string

Methods

move()  
this.x += this.dx  
this.y += this.dy

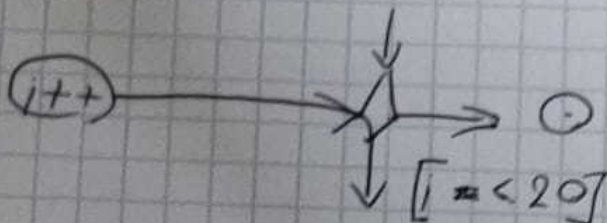


update

$\Delta$  window.setTimeout(update, 1000/60)

ctx.clearRect

let i: numbe = 0



let sled: Sled = sled[i]

sled.move()

sled.draw()