

main.ts

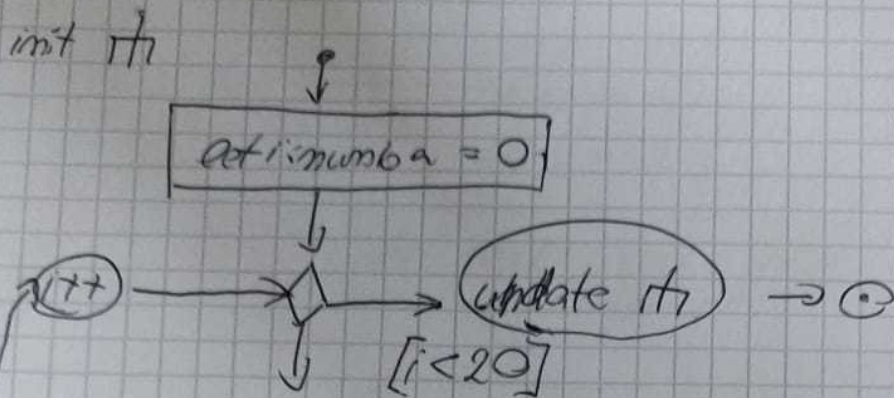
let fps: number = 25;

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 =

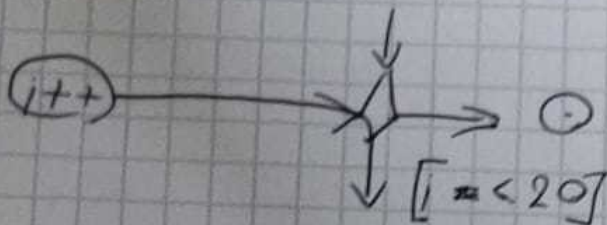
im Array platzieren sled

update

Δ window.setTimeout(update, 1000/60)

ctx.clearRect

let i: numbe = 0



let sled: Sled = sled[i]

sled.move()

sled.draw()

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

~~to~~ 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