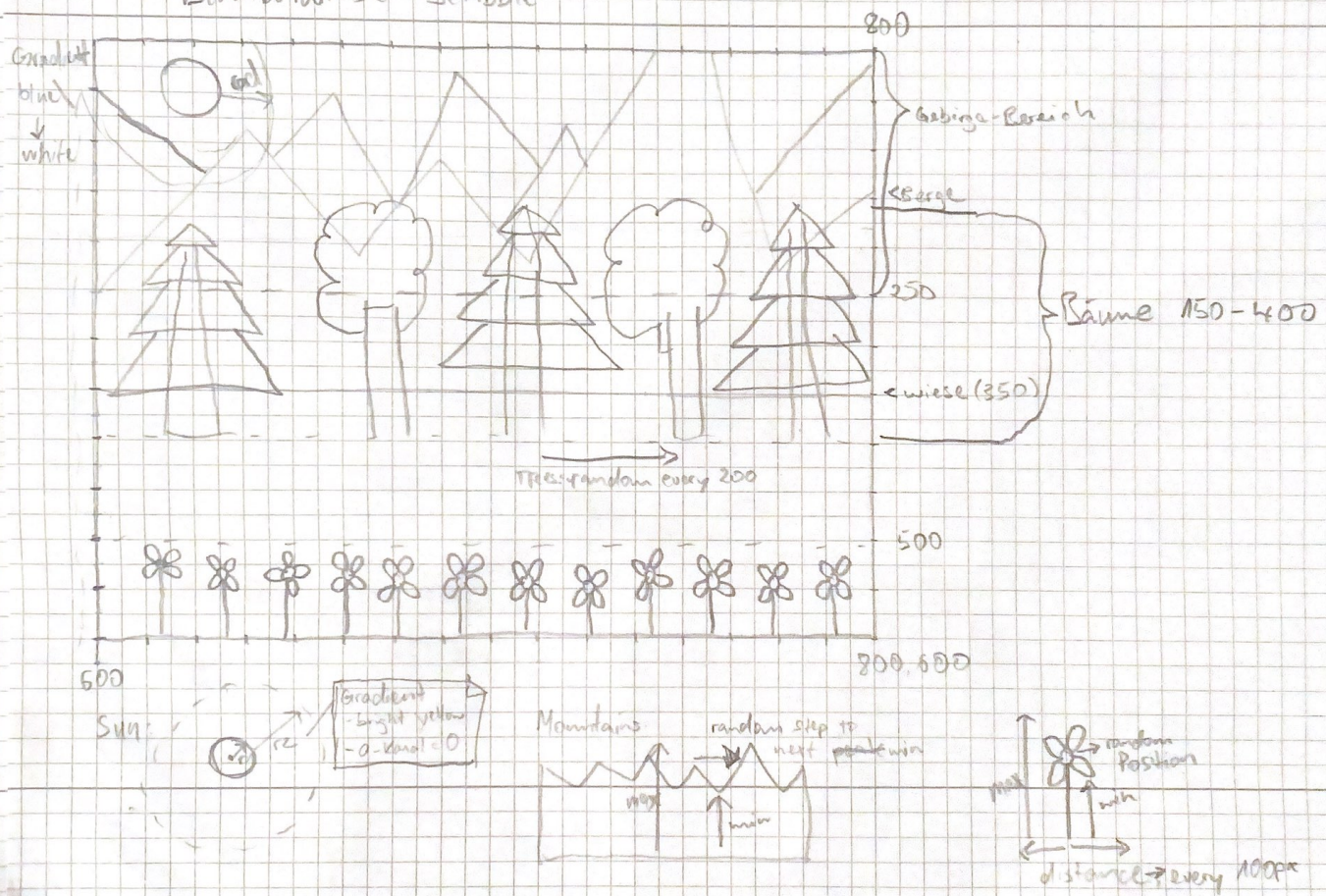


Blumenwiese Scribble



get Flowers

-min: number
-max: number

let stepMin: number = 2;
let stepMax: number = 10;
let x: number = 0;

$x > \text{canvas.width}$
do

let y: number = -min - random * (-max - min);
let r1: number = 2;
let r2: number = ~~10~~; 10;

save()
translate(x, y, (horizon + 100));

beginPath();
restore();

drawPine

-min: number
-max: number
-minSize: number
-maxSize: number

let stepMin: number = 300;
let stepMax: number = 100;
let x: number = 0;

$x \neq \text{randomVal}$
between min+max

$x > \text{canvas.width}$

randomPos();
let treeColor: string[] = colors;
randomSize();

++

beginPath;
closePath;
fillStyle with treeColor[i];