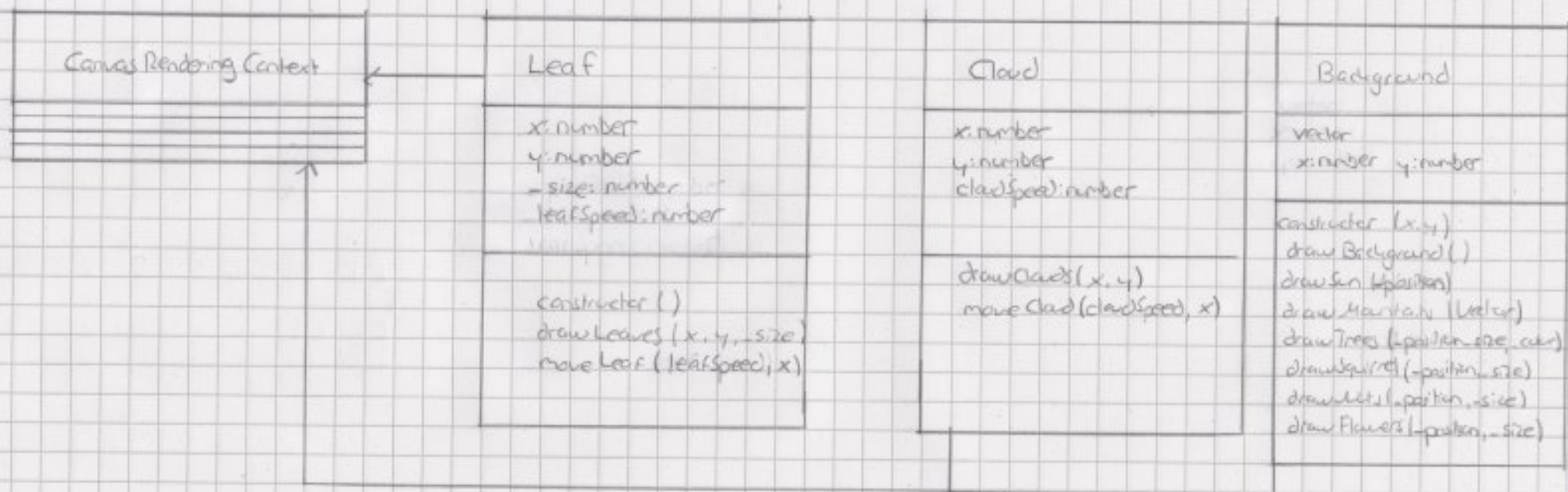
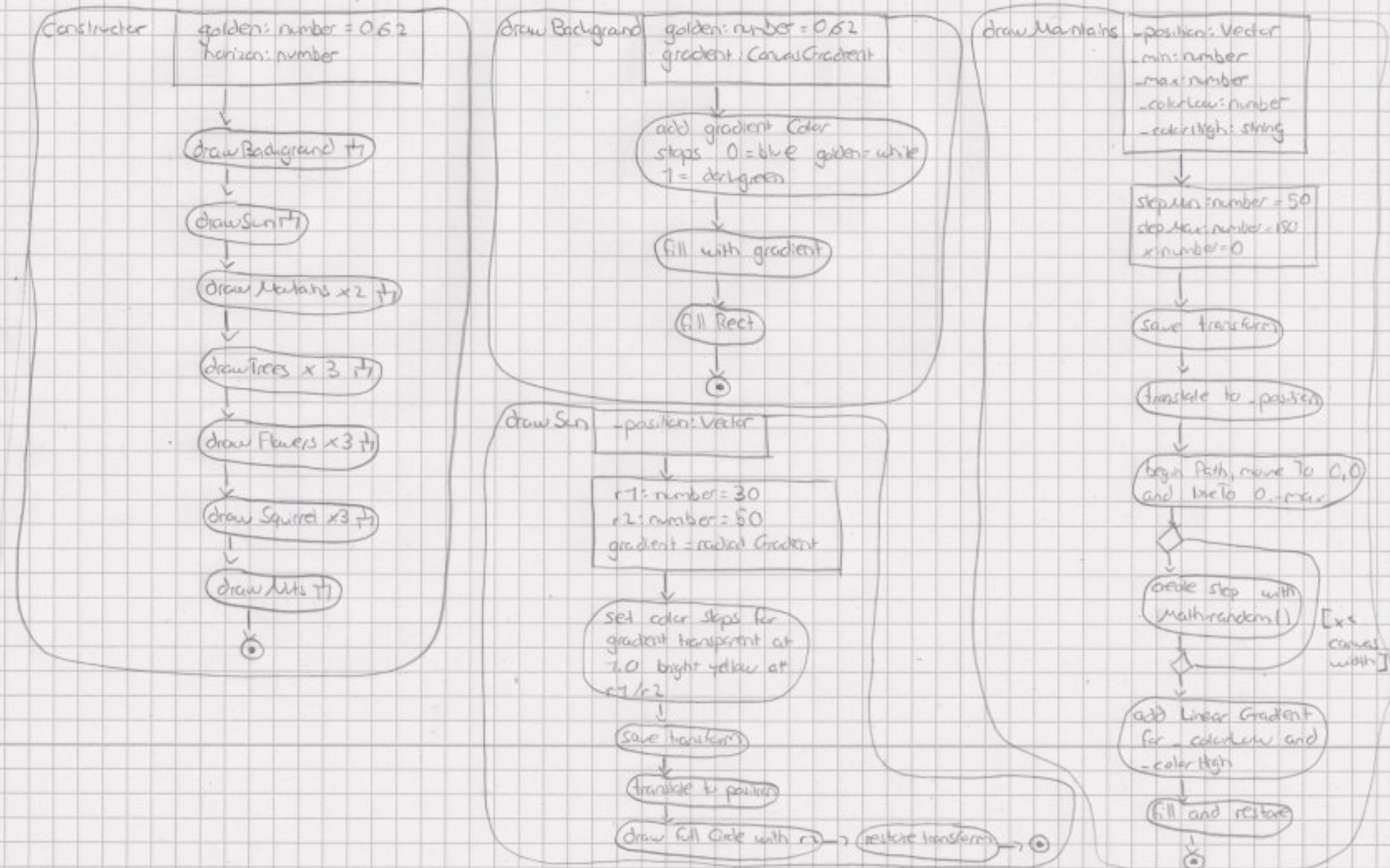


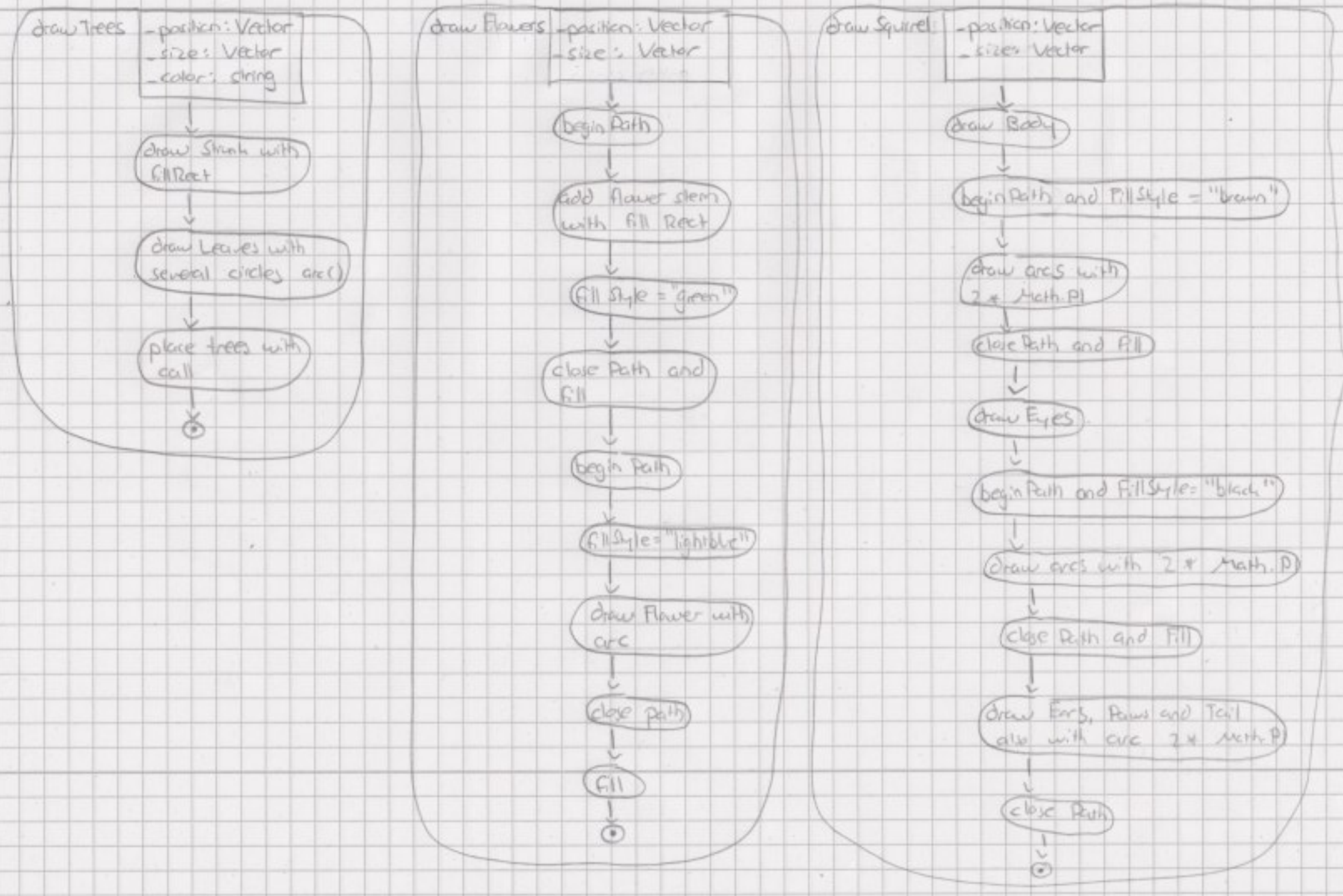
# Class Diagram: L09.2 - Golden Herbs + Classes



# Activity Diagram: Background

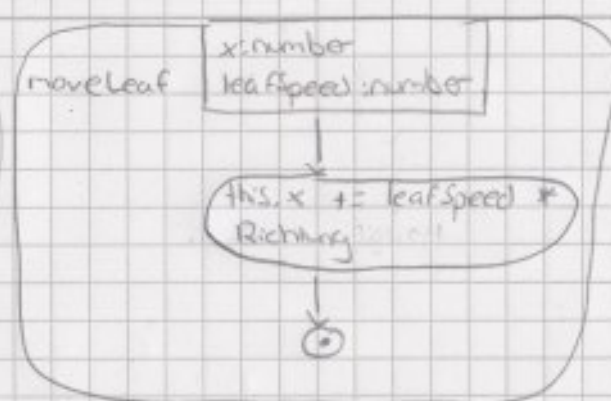
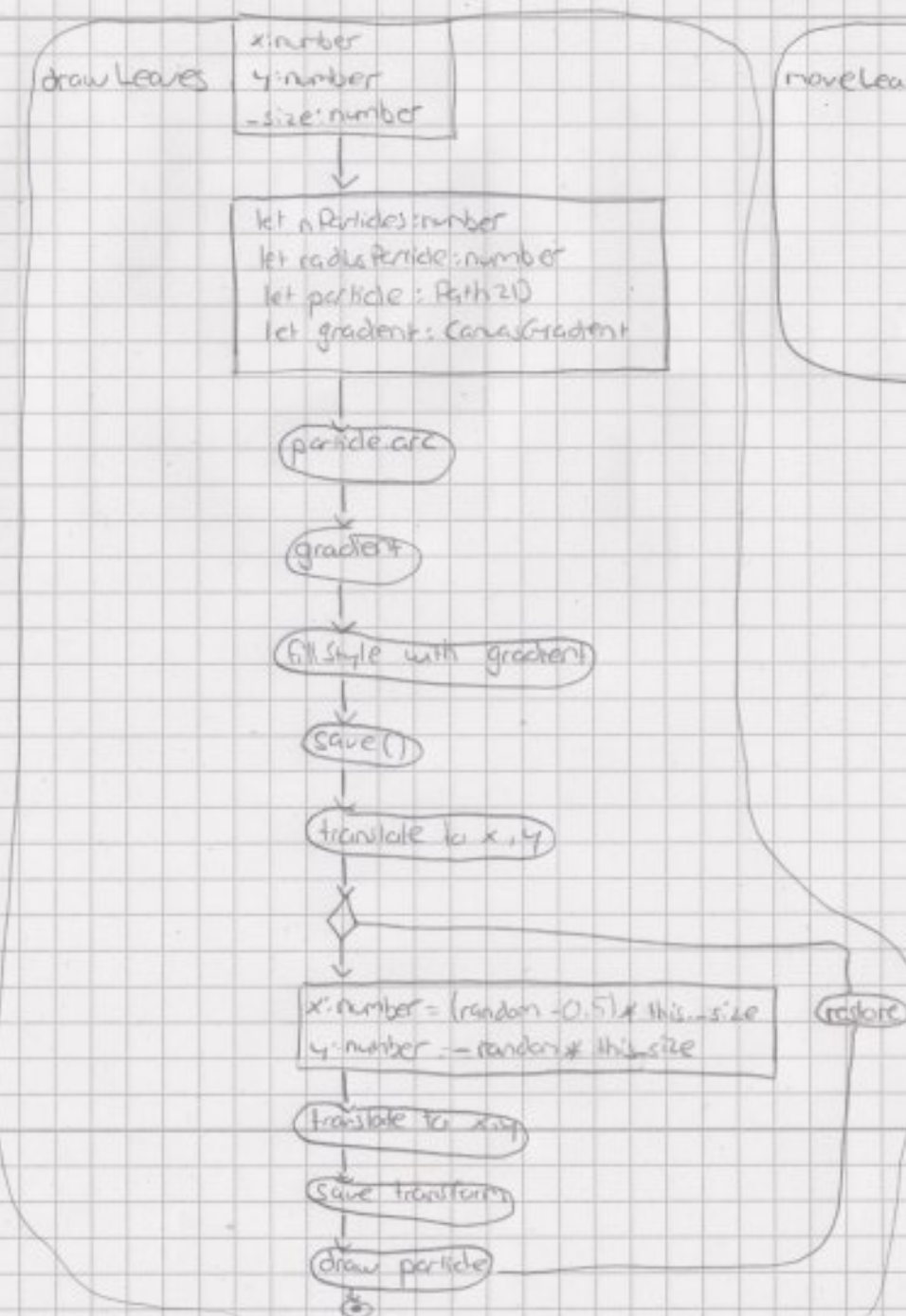
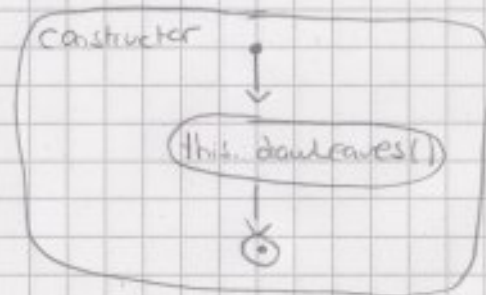


## Activity Diagram: Background





# Activity Diagramm : Leaf



## Activity Diagram: Cloud

draw Clouds

begin Path

radius: number  
particle: Path2D  
gradient: radial

particle.arc

add Color Steps  
to gradient

save transform

fill with gradient

arc x, y  
2 \* Math.PI

close Path

fill

restore

move Cloud

x: number  
cloudSpeed: number

this.x += cloudSpeed  
\* Richting

## LOS.2 Activity Diagram: Main

