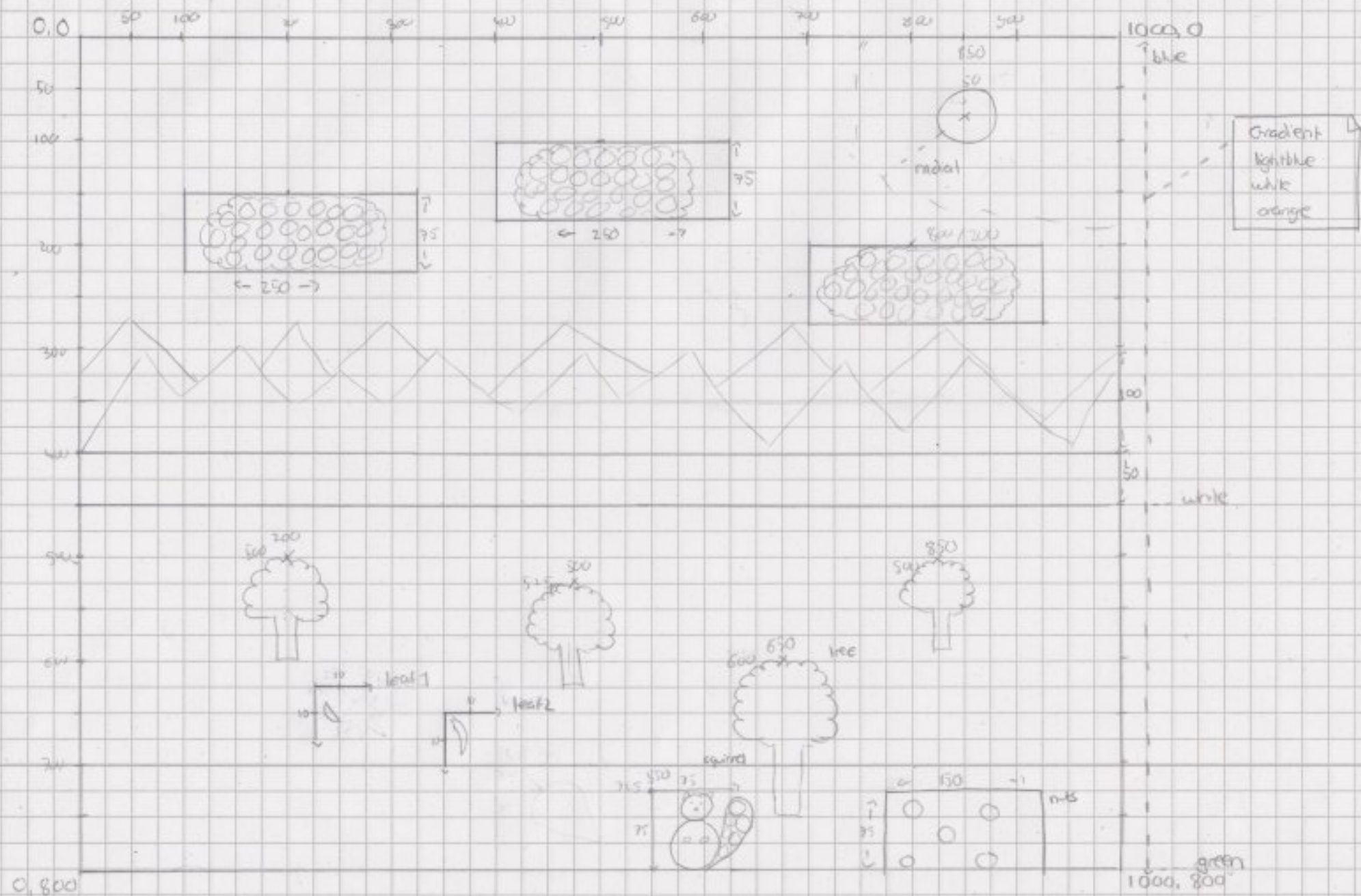
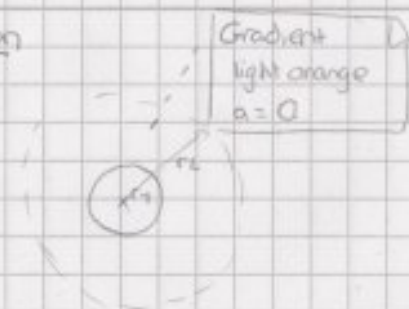


# L08.2 - Goldenrod/Herbst - Scribble

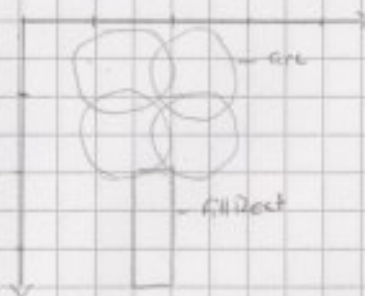


# LO8.2 - Golden Thread: Scribble 2

sun



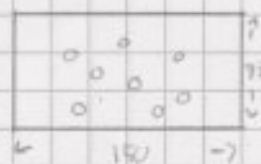
tree



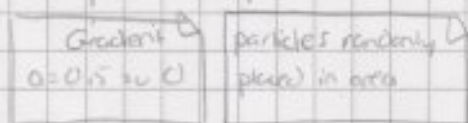
squirrel



nuts



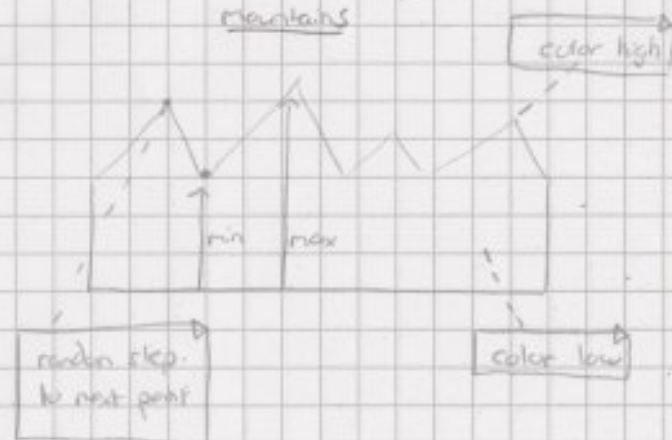
cloud



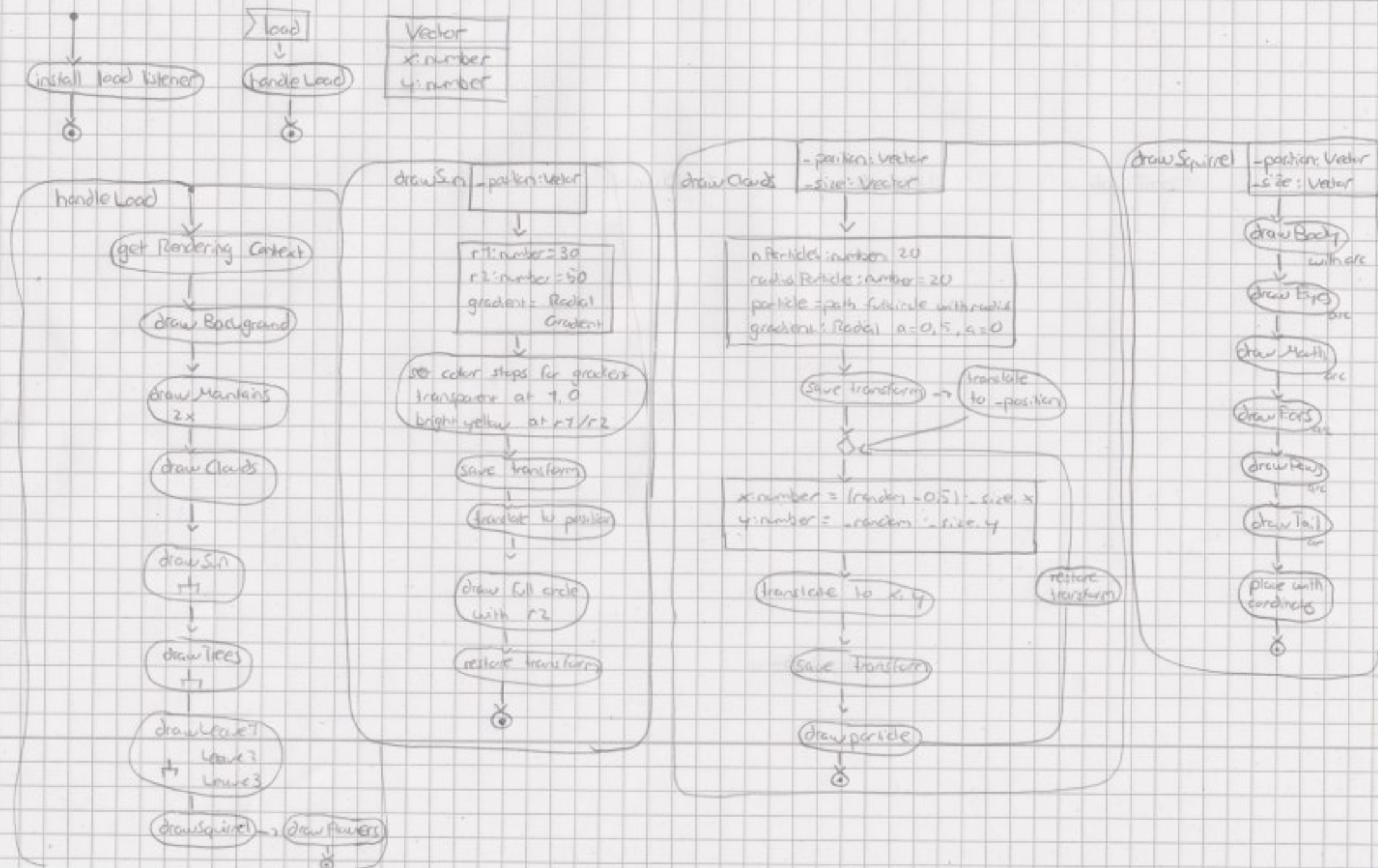
flower



mountains



## LO8.2 - Golden Harvest: Activity Diagram





draw  
Maintain

- position: Vector
- min: number
- max: number
- colorLow: string
- colorHigh: string

step/min: number = 50  
step/max: number = 150  
x: number = 0

Save transform

translate to -position

begin path, moveTo 0,0,  
and lineTo 0,-max

create step with  
Math.random()

Executes within

add Linear Gradient  
for -colorLow and  
-colorHigh

fill and restore

draw Trees

- position: Vector
- size: Vector
- color: string

draw trunk  
with fillRect

draw leaves with  
several circles  
→ arc()

place trees  
with call



drawMuts

- position: Vector
- size: Vector

particles: number = 10  
radius: number = 5

save

translate to -position

x: number = (random - 0.5) \* size.x  
y: number = random \* size.y

drawLeaves(2,3)

- position: Vector
- size: Vector

particle: number = 15  
radius: number = 10

change form with  
Math.PI

Save transform

translate to -position



x: number = (random - 0.5) \* size.x  
y: number = random \* size.y

restore

translate to x,y

save transform

draw particle



translate to x,y → Save transform → drawMuts →

restore

draw Flowers

- position: Vector  
- size: Vector  
- color: string

begin Path

add flower stem  
with fill red

fill style = "green"

close path and  
fill

begin path

draw flower  
with arc

close path

fill

↳ ②