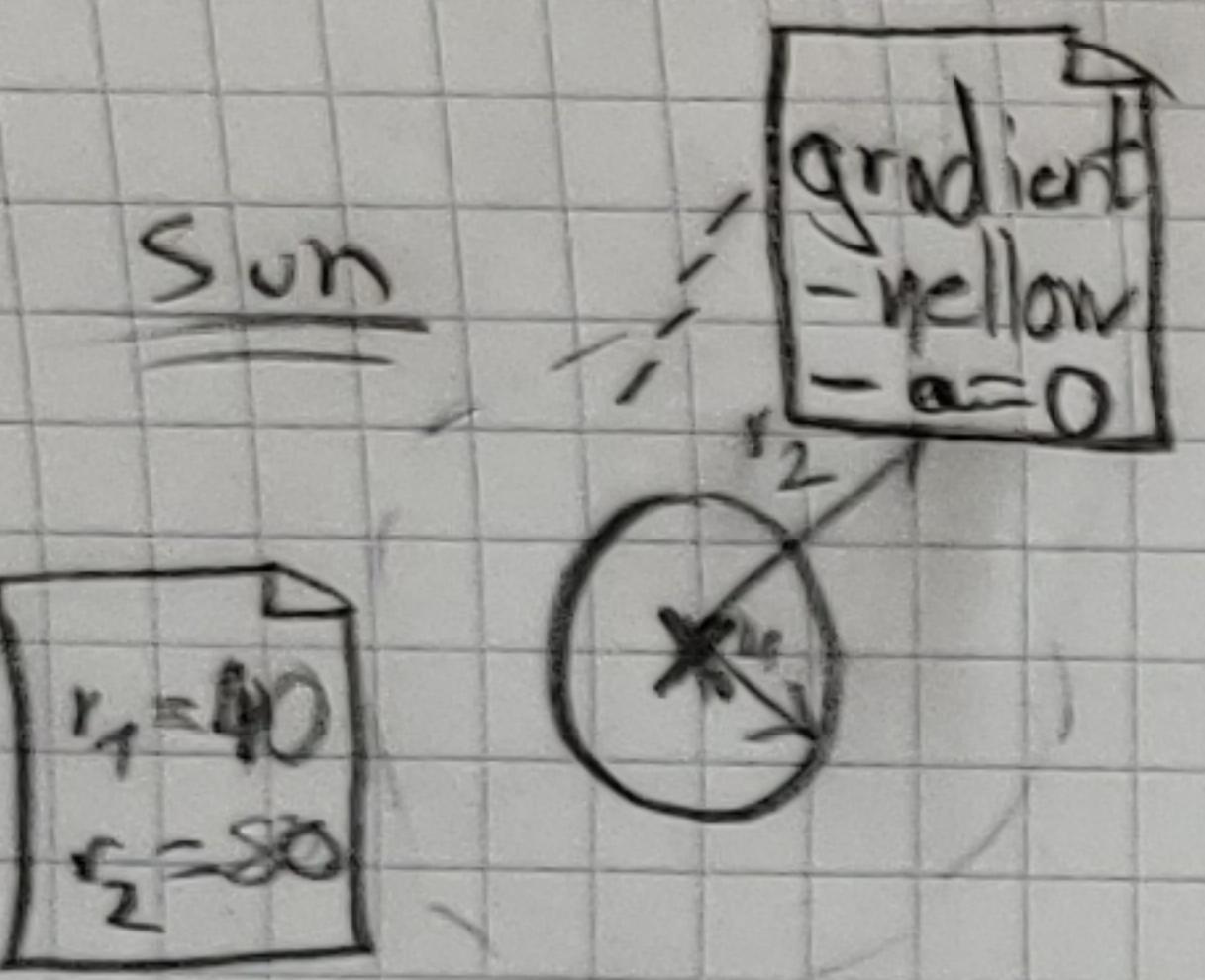


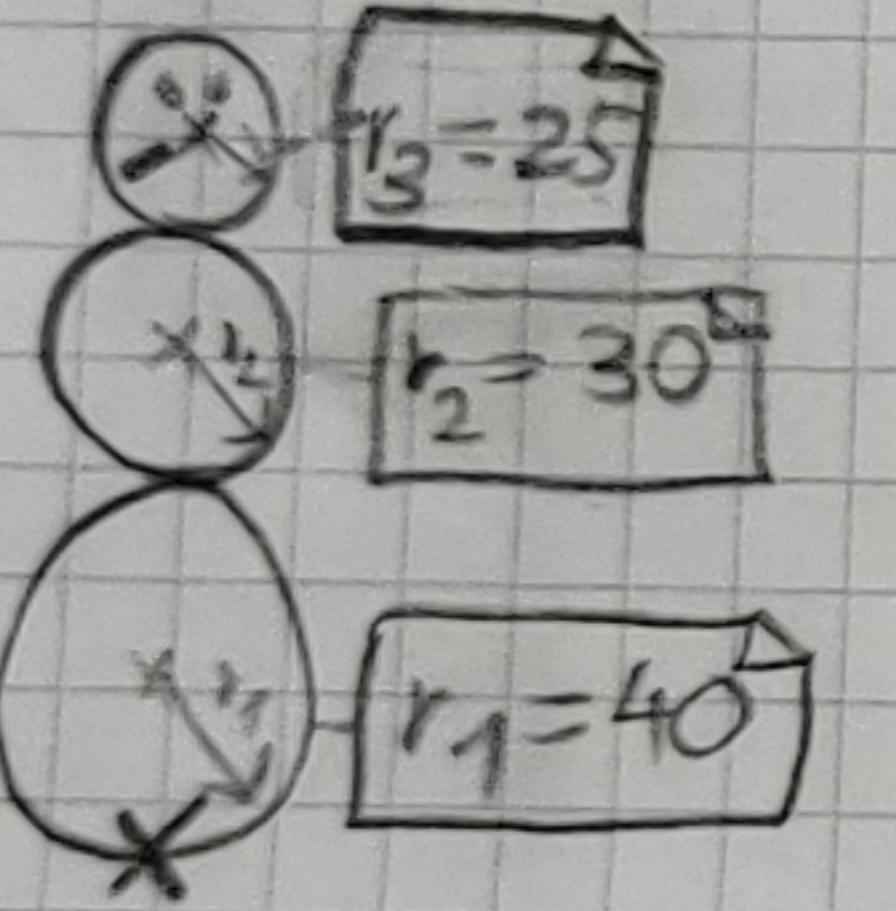
Scribble

Birds

Sun



Snowman



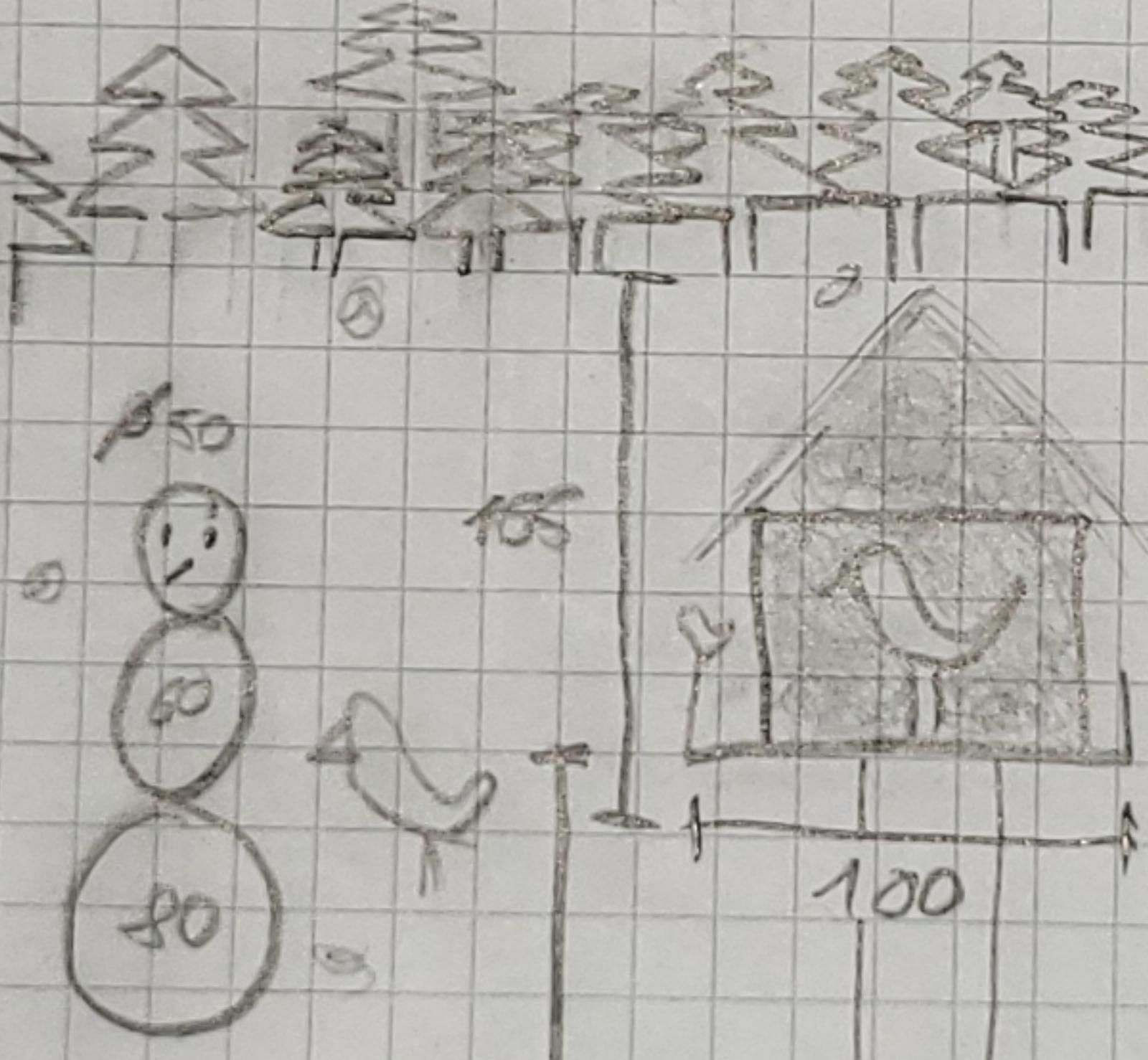
Total

0

1575

375

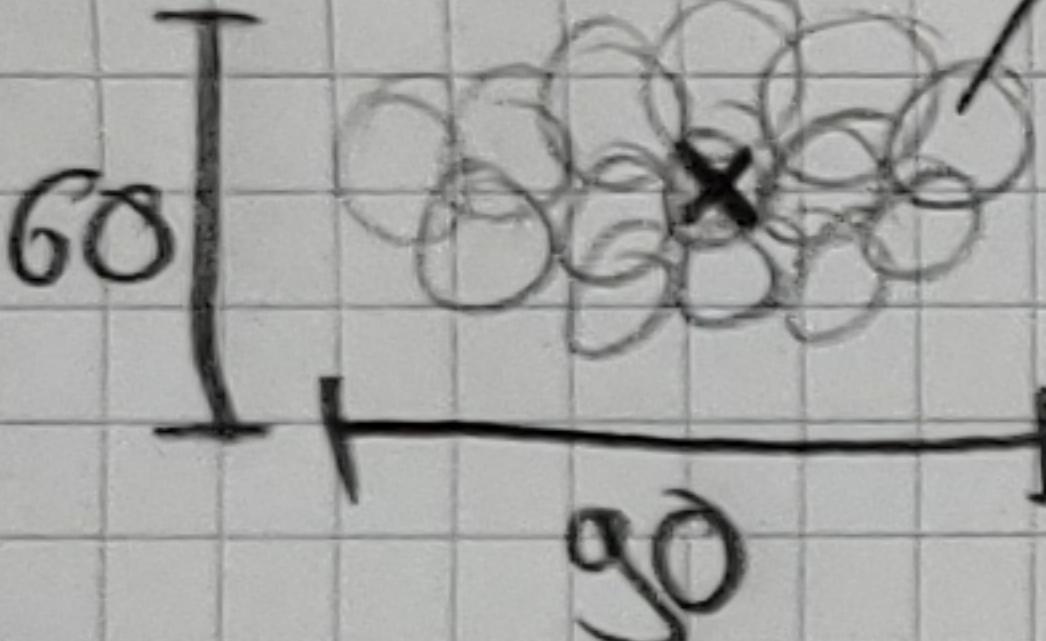
3235



667

Scribble

clouds



cartide Gradient
- white
- $a = 0.2$

bird's sky

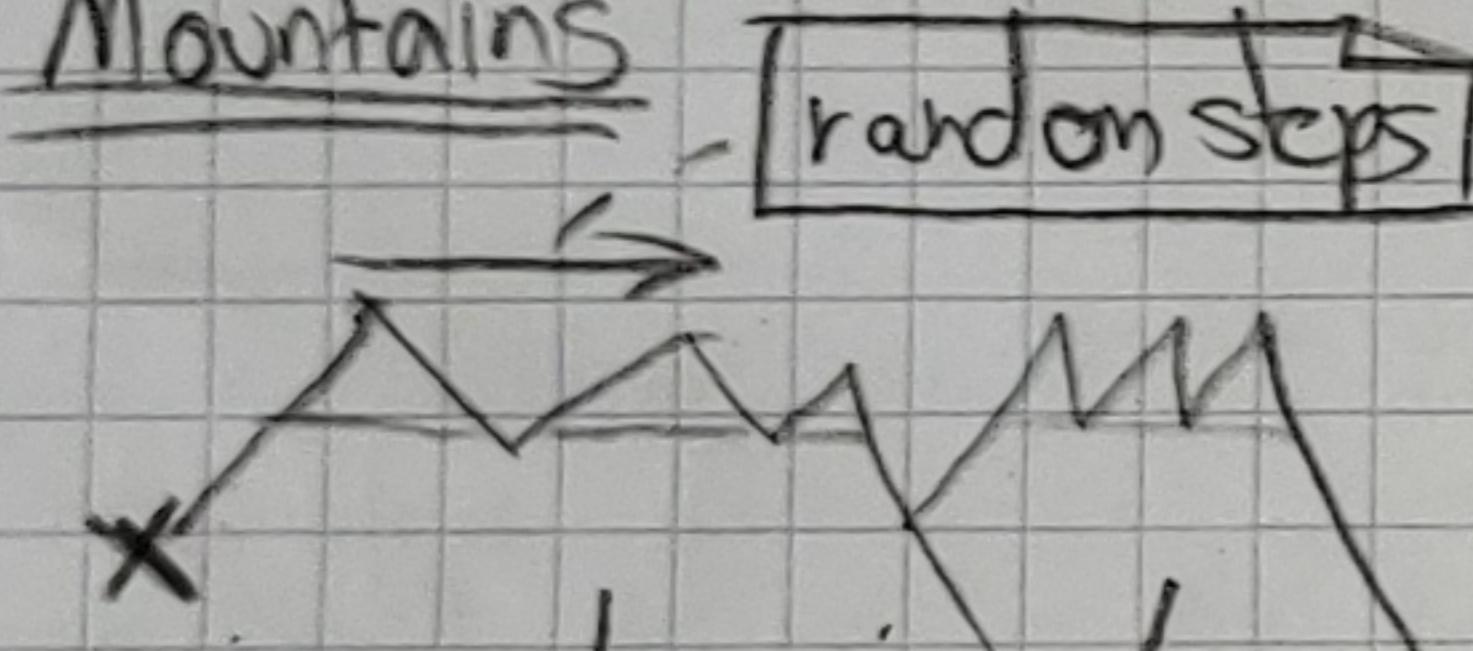


arc

let shade number

birds foreground

Mountains

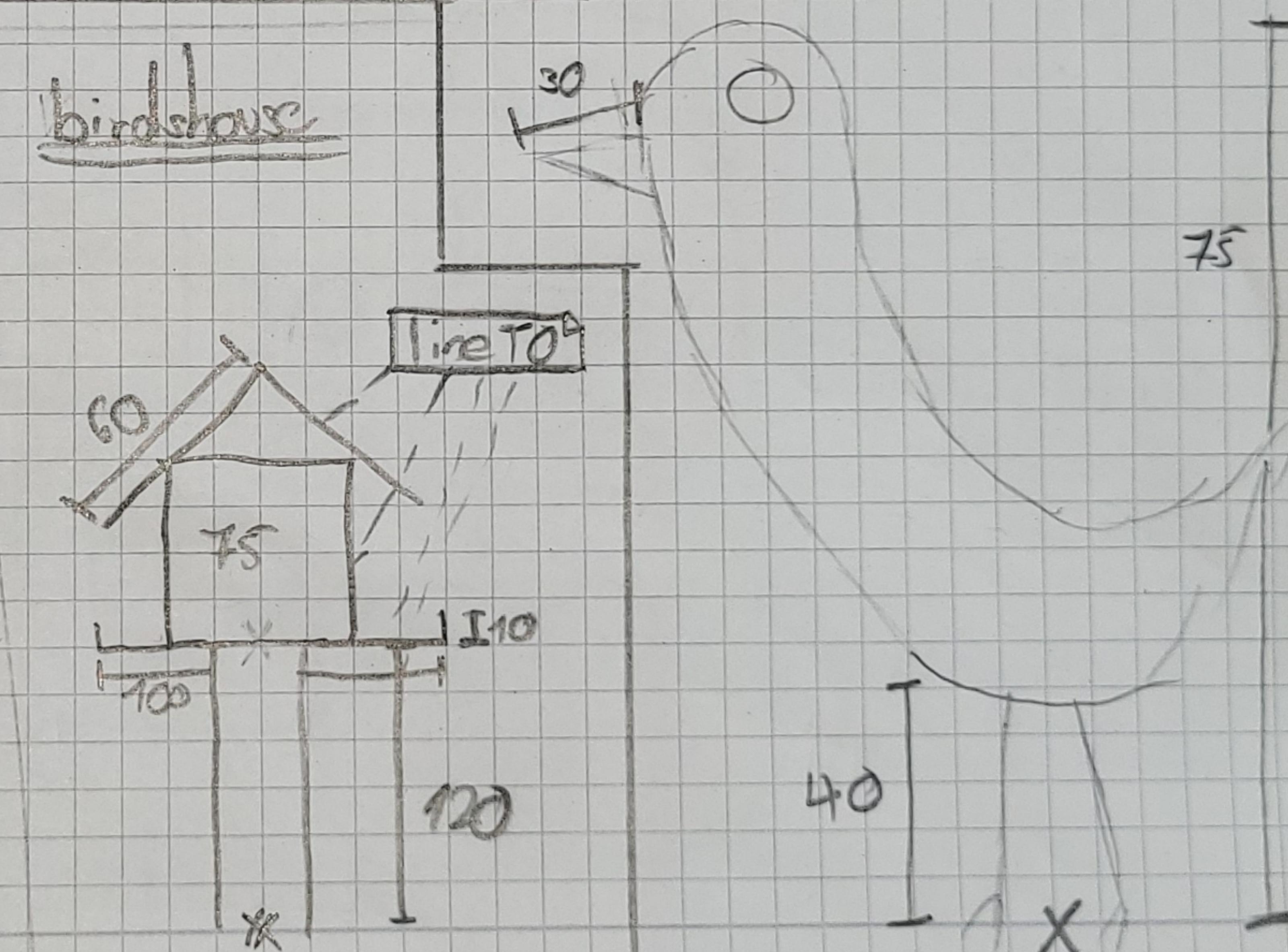


random steps

gradient
- white to
light gray

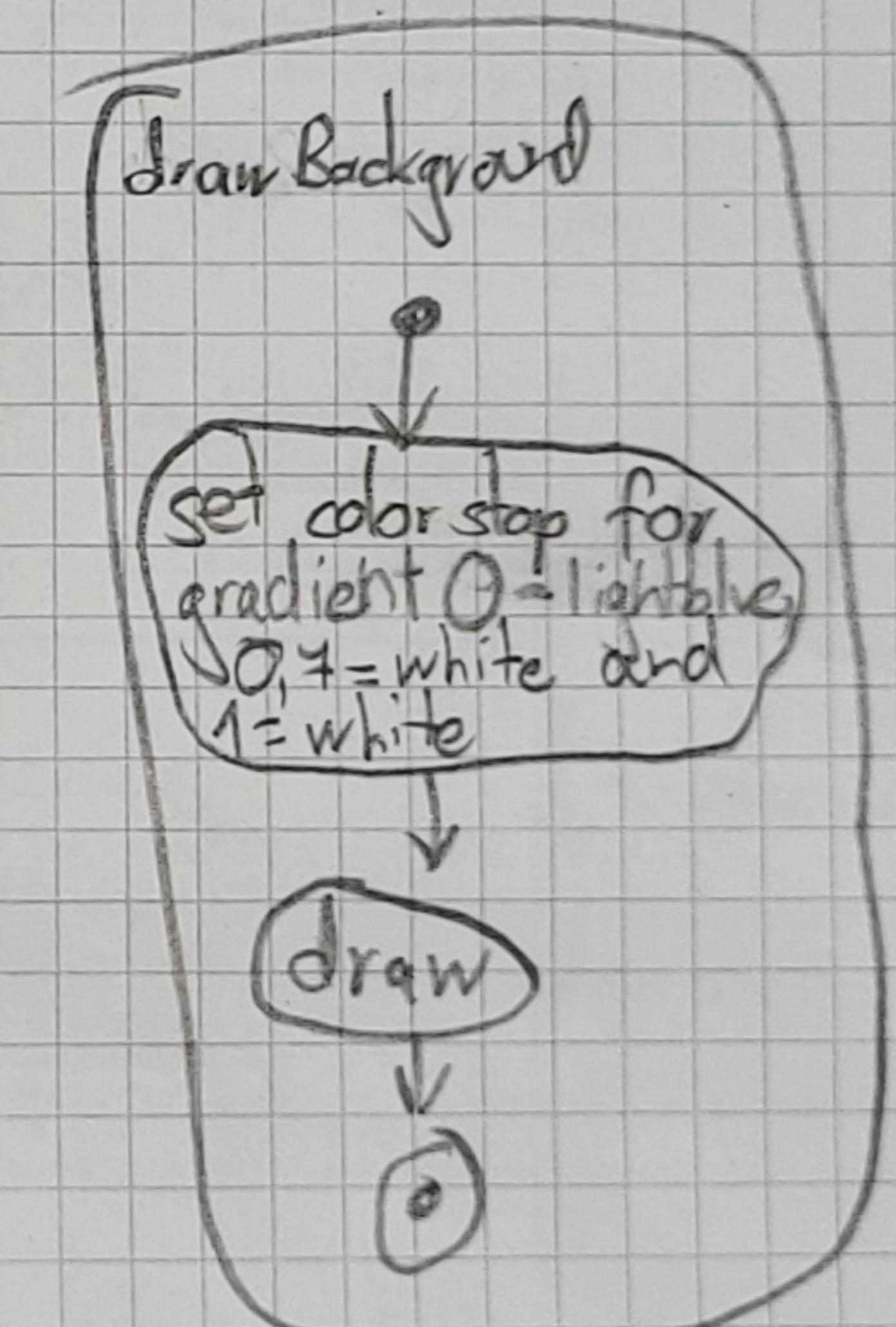
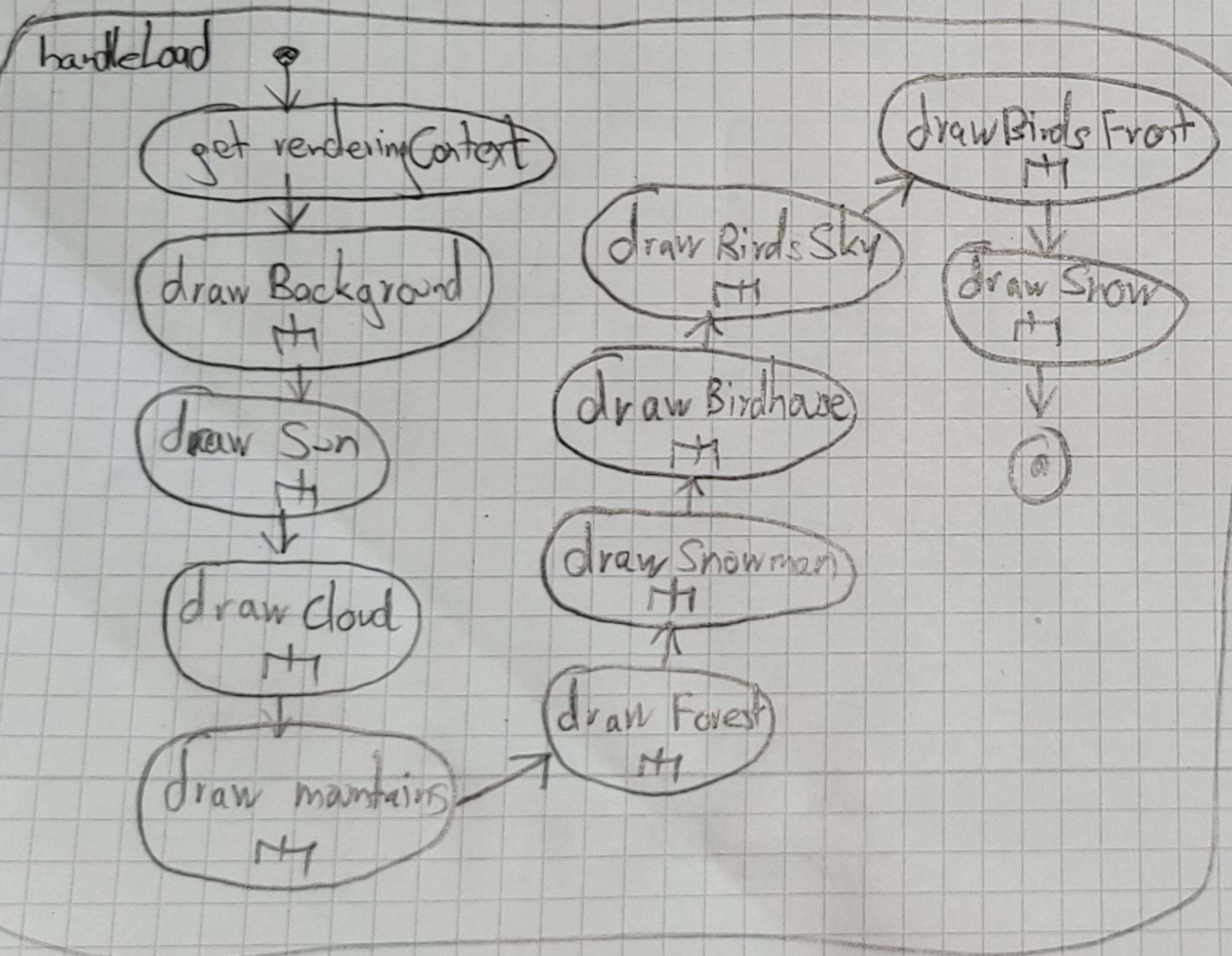
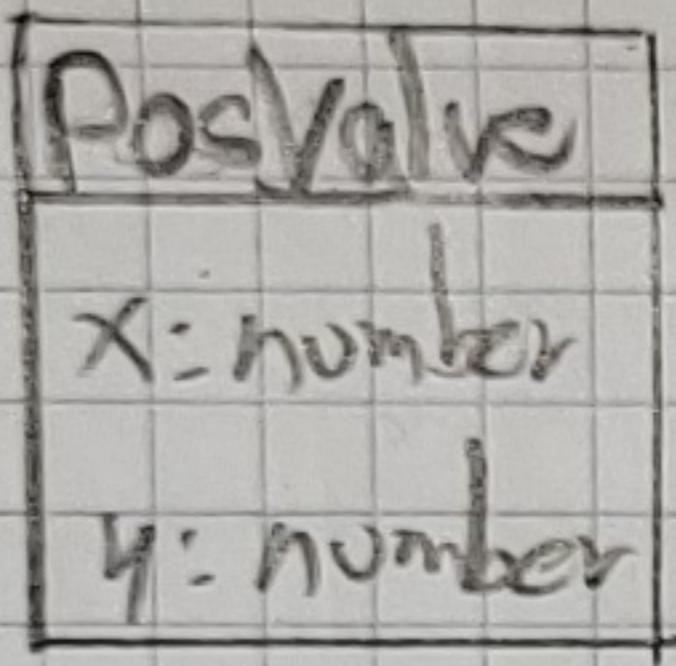
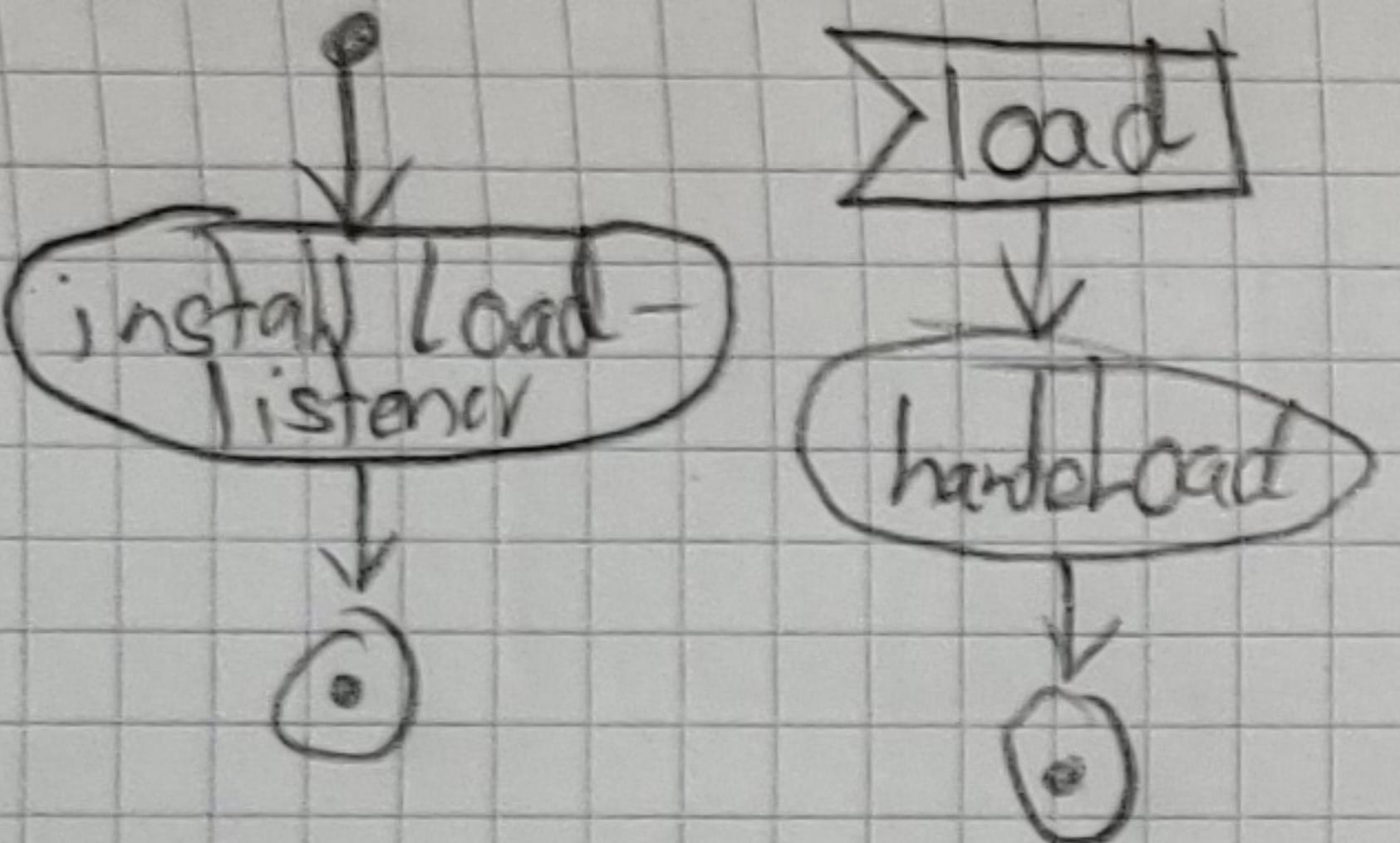
two functions overlapping

birdhouse



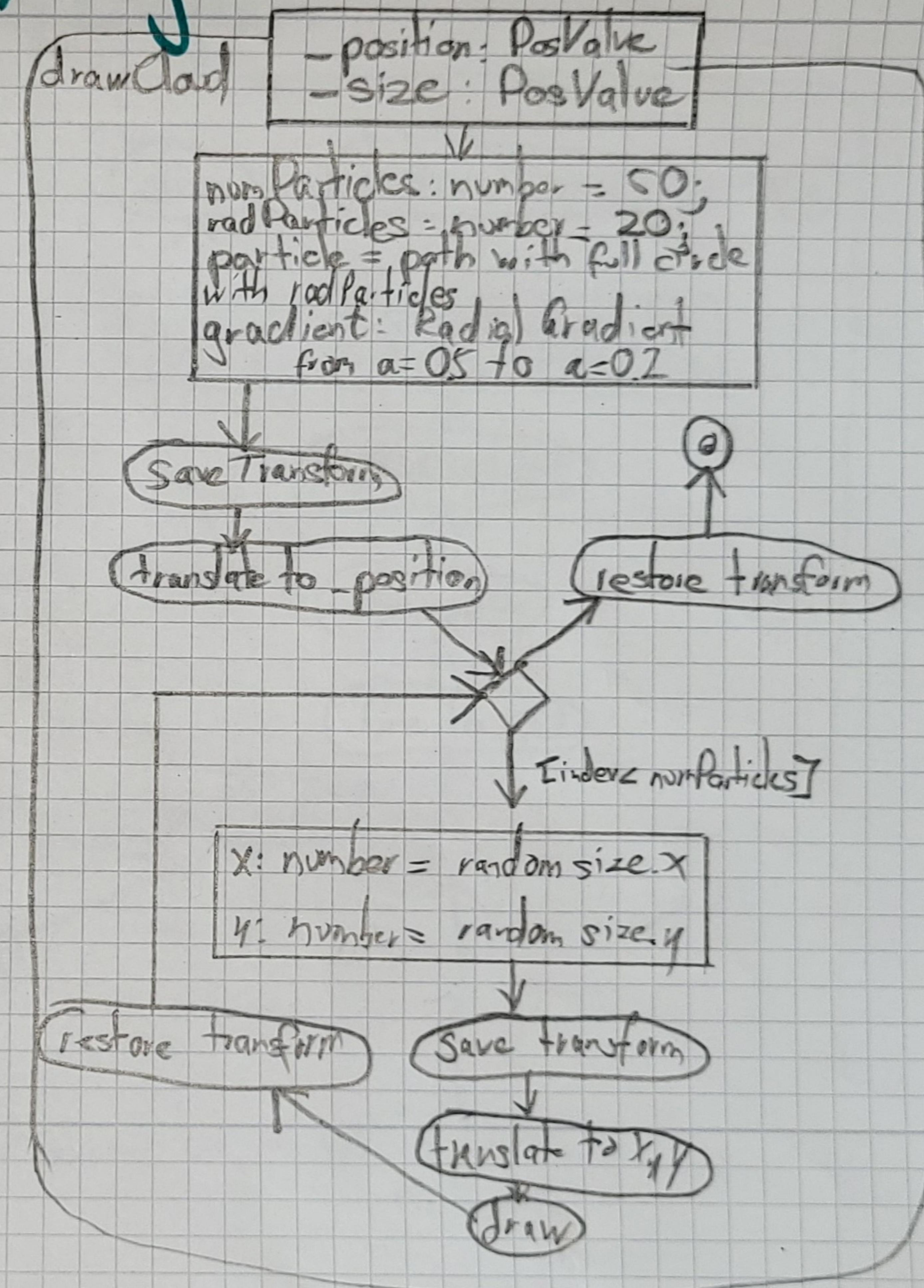
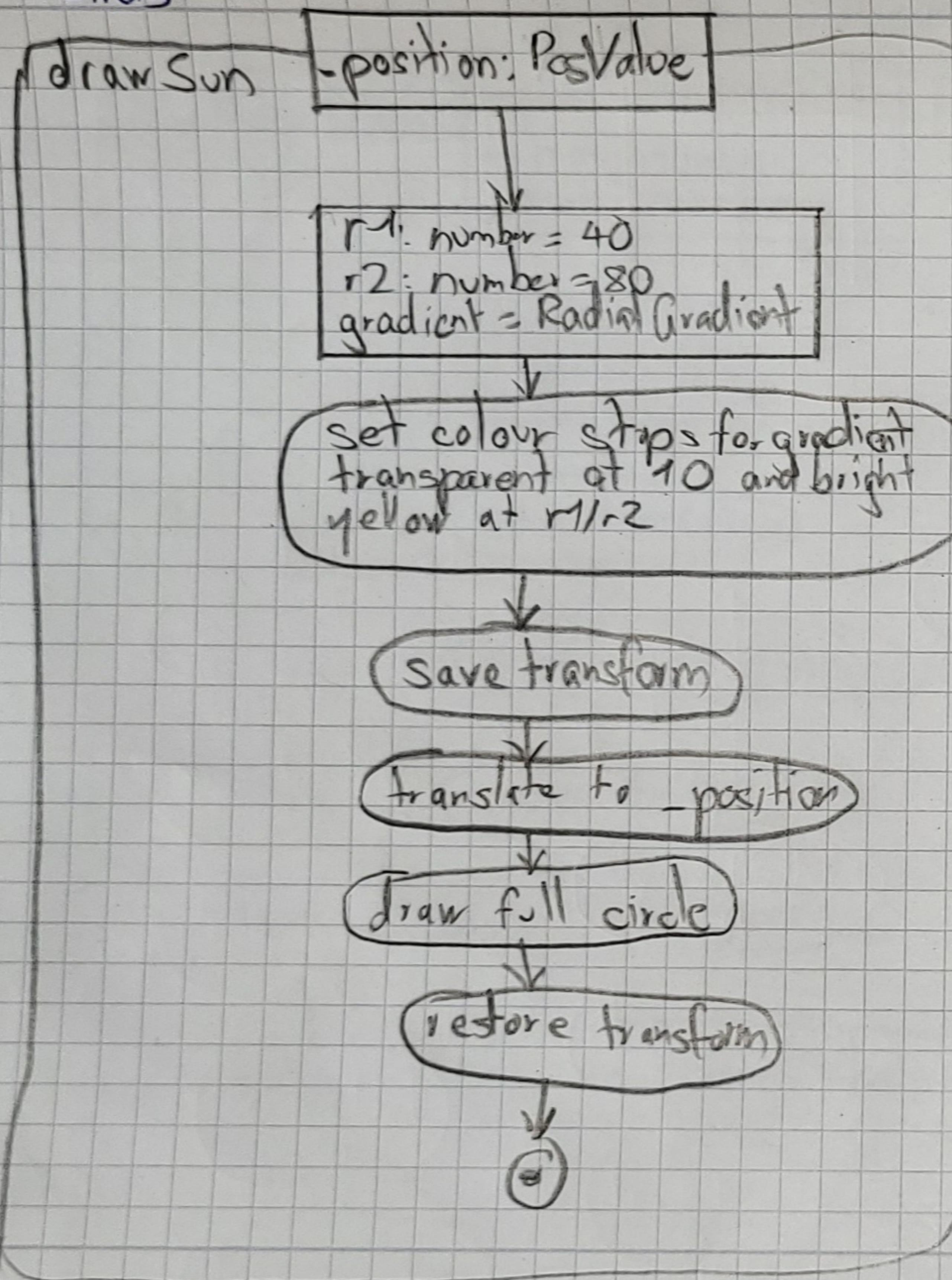
Activity Diagram

Birds



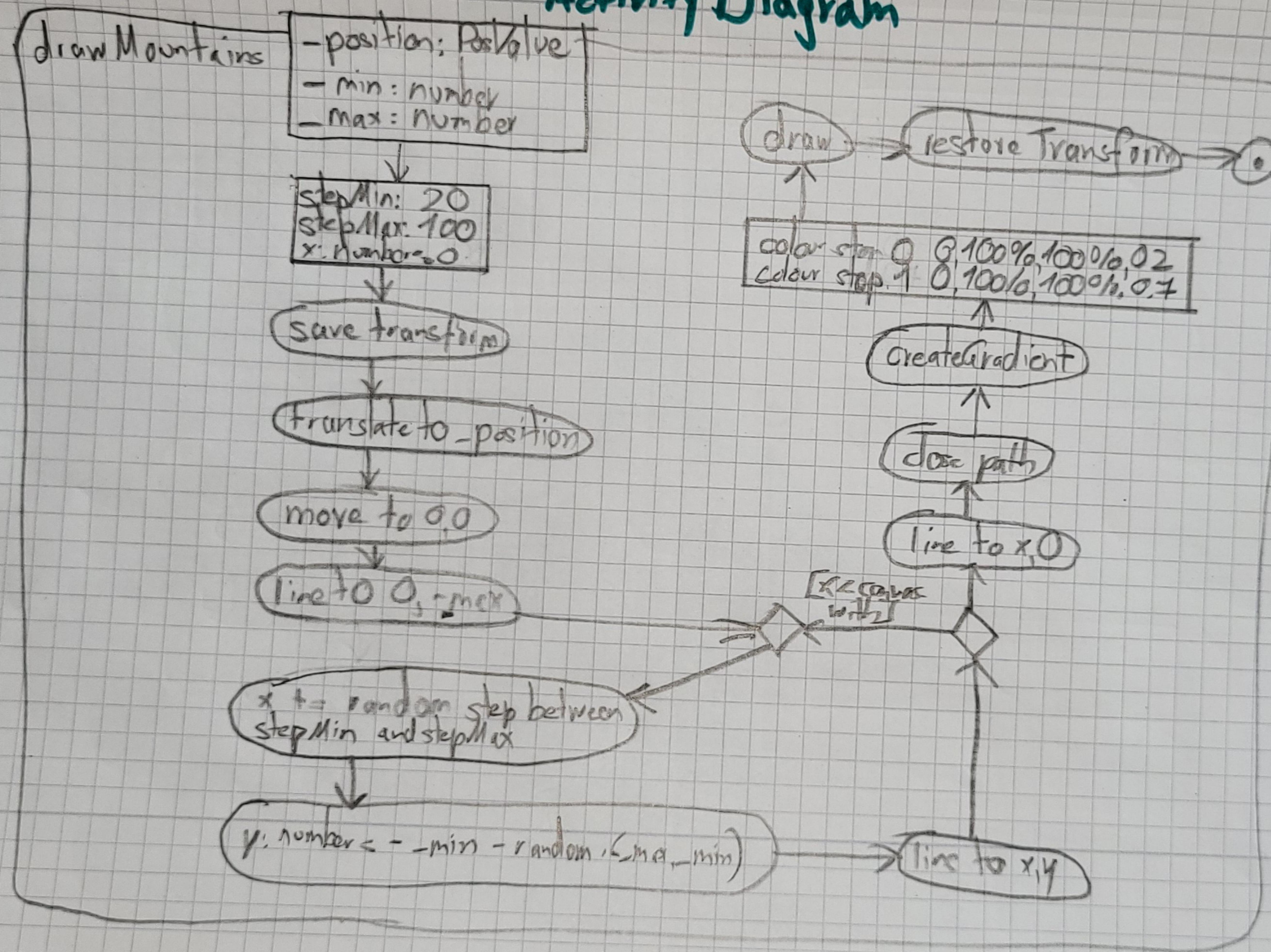
Activity Diagram

Birds



Birds

Scribble Activity Diagram



Activity Diagram

Birds

-posStart: PosValue

draw Forest

```
let numBranches: number = 10;
let maxRadius: number = 30;
let branch: Path2D with arc
(0,0, maxRadius, 0, 2 * Math.PI)
```

save transform

translate to -posStart

crct.fillStyle = "brown"

```
let centerX: number = 0;
let count: number = 0;
```

(e)

draw Tree

restore transform

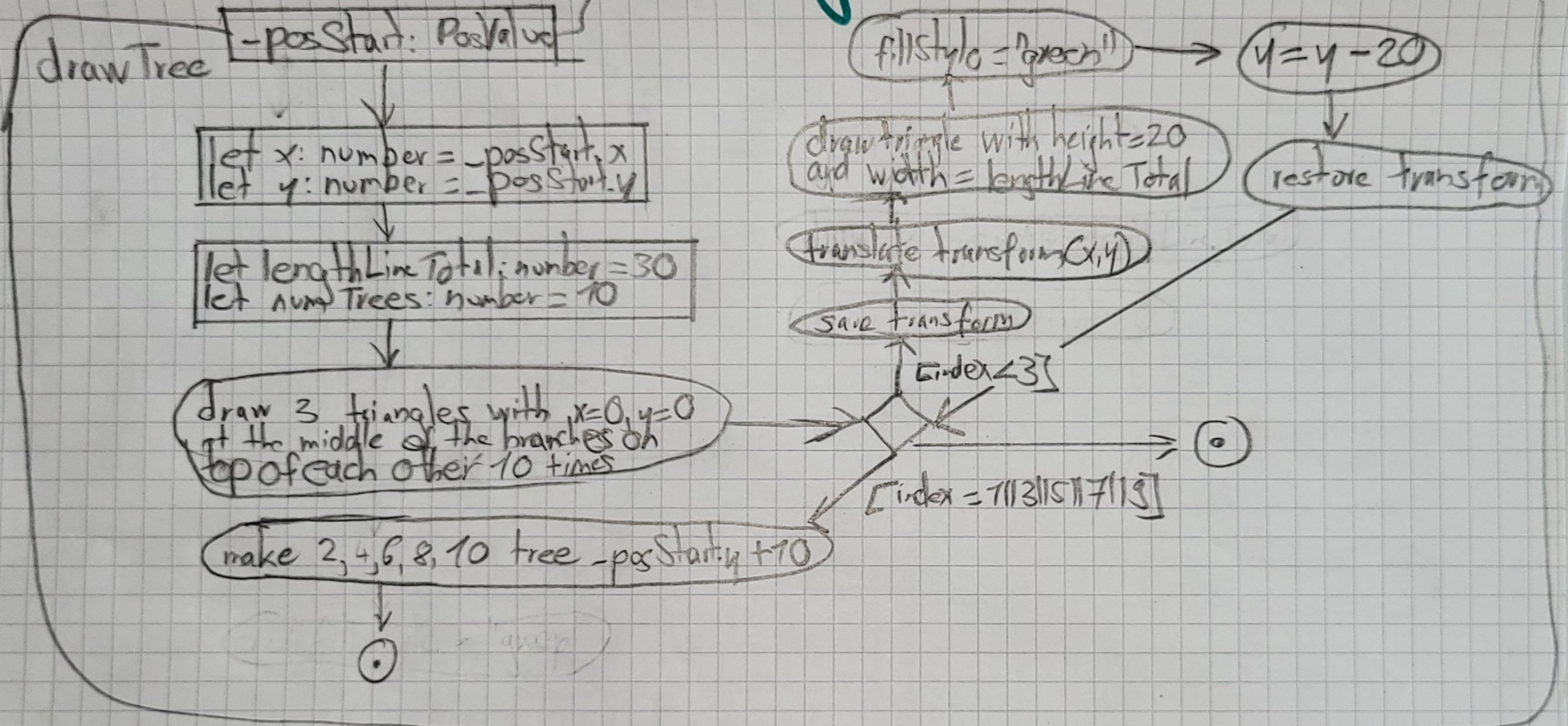
[index < num Branches]

let x: number = 40;

create branches with fillRect
 with x gap between and every second
 one 10px down with w=20px and
 h=40px

Birds

Activity Diagram



Activity Diagram

Birds

drawSnowman

-position: PosValue

let facePosition: PosValue = {x: positionX,
y: positionY - 125};

save transform

translate transform
to (-position)

draw three white circles with
 $r=40$, $r=30$ and $r=25$



restore transform

restore transform

stroke style orange

drawLine at 0,0

save transform

translate to
facePosition

draw two black circles
at $y=-10$ and $x=10/-10$

drawBirdhouse

-position: PosValue

save transform

translate to
(-position)

draw two lines
right and left of
0,0

draw line horizontally
on top

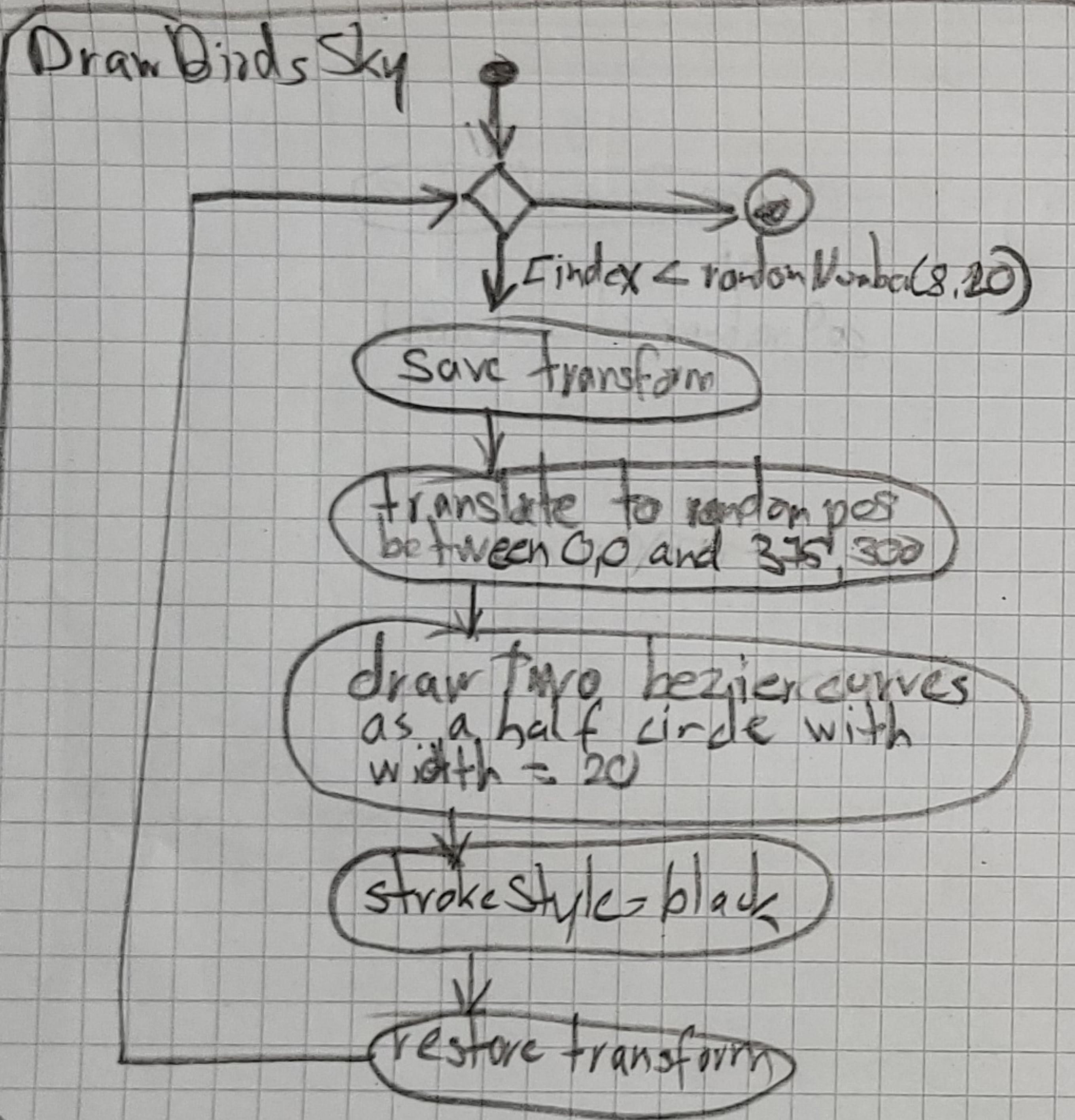
draw two lines as
a roof

restore transform



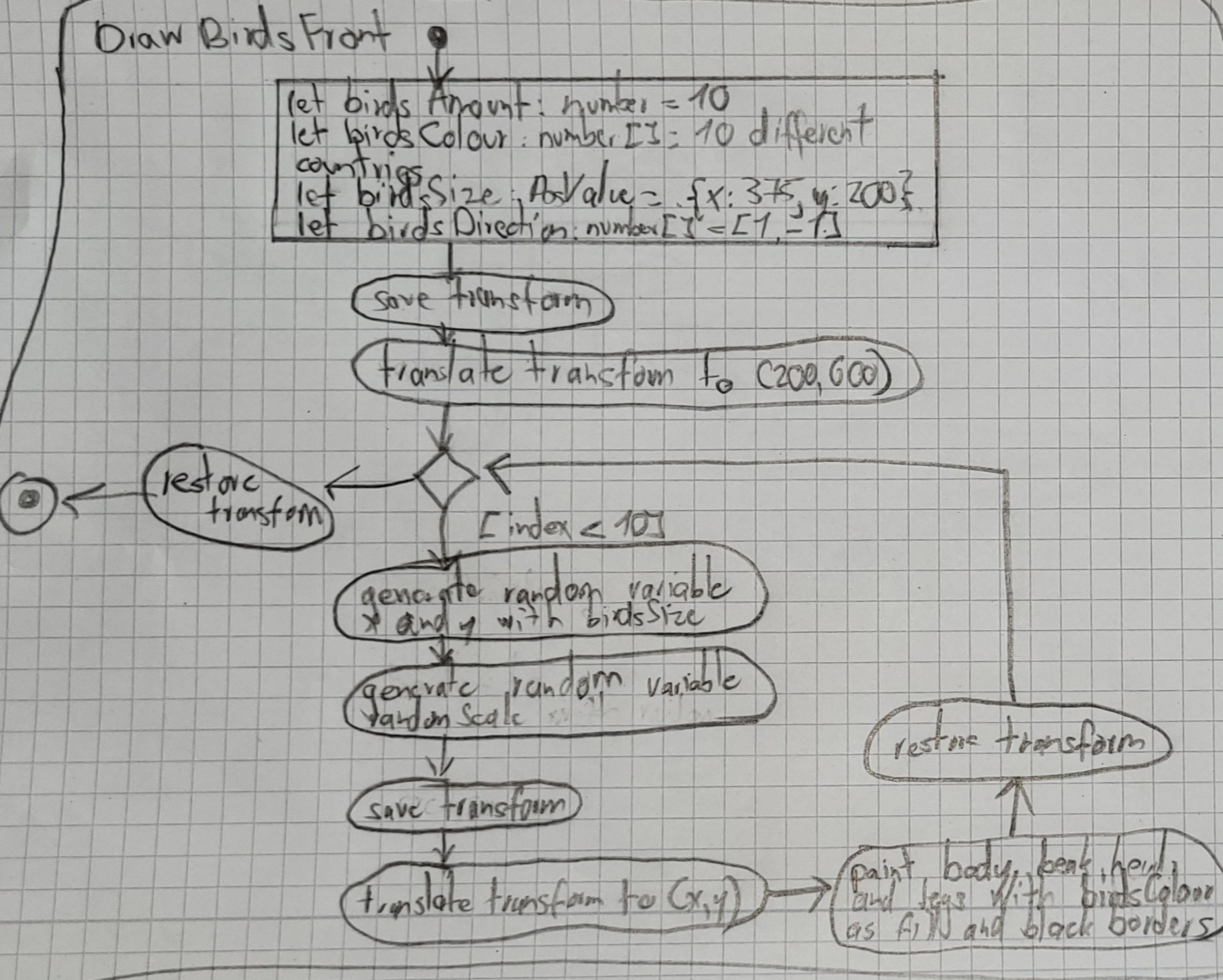
Activity Diagram

Birds



Birds

Activity Diagram



Birds

Activity Diagram

