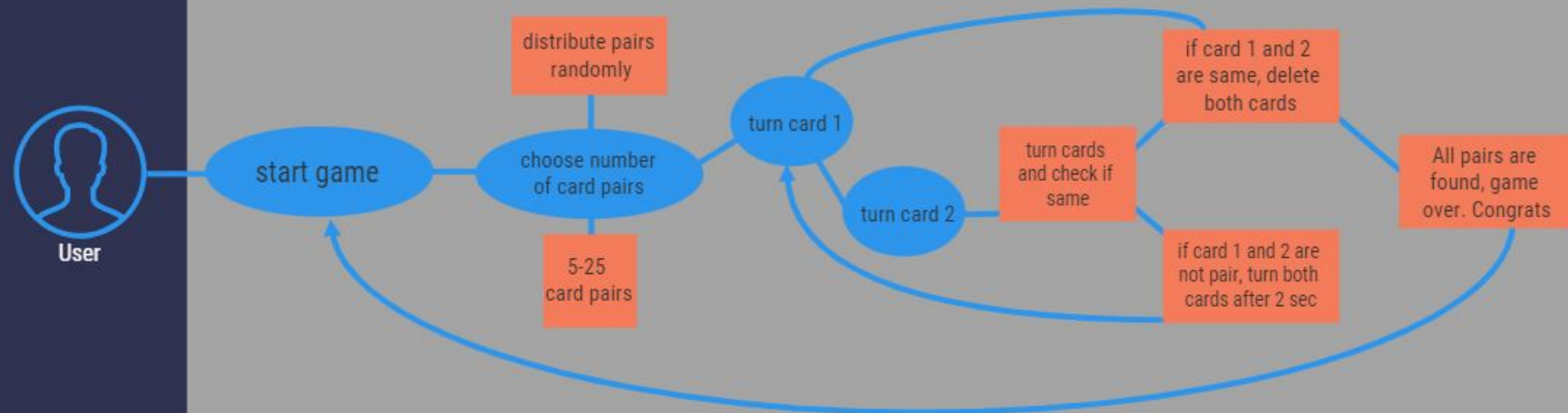


Memory Game





https://www.memorygameEIA2.com

Memory Game

<h1>

<button> id = startButton



Start Game

Number of pairs 8

<p> id=counter

<slider> id= numPairs

<p> id=time

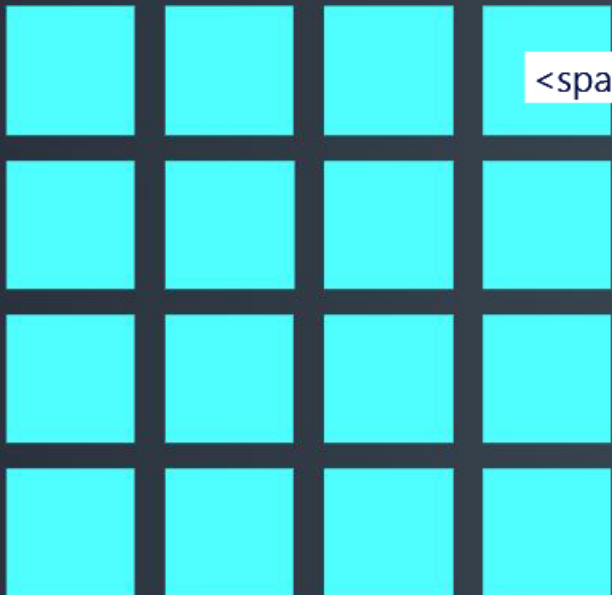
Time 00:00:00

5

25

 class= card

<div> id= board



```

let startButton: HTMLElement;
let numPairs: HTMLInputElement;
let board: HTMLDivElement;
let card: HTMLSpanElement;
let time: number;
let cardNum: number;

```

```

let playTurn: number;
let counterPairs :number;
let valuesArray[] : number[];

```

