









install listener

verbleibt auch
Nach 2. Schritt

clickDraw() + 1



clickDraw

draw() + 1

setUpHand() + 1

createCards(hand)

install listener



draw

let cards = number

Call(cards.length > 0)

~~let i = 0~~ (B)

(C) (B)

(B)

(A) i++

i < cards

let randomNum:
number = getRandom
(maxNumber)

let maxNumber: number
= allCards.length

let card: string = allCards.splice
(randomNum, 1) [0]

hand.
push(card)

(A)

