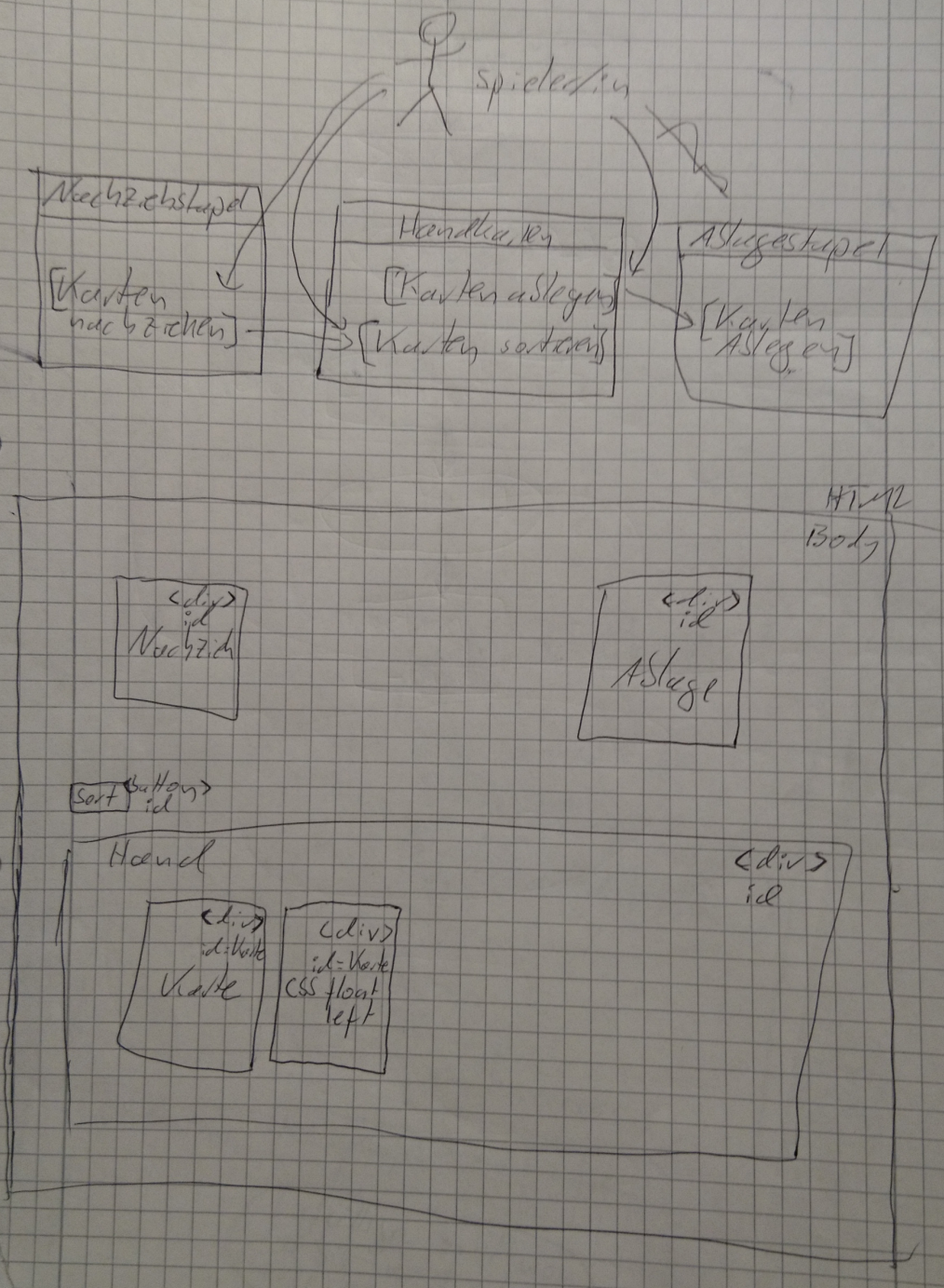
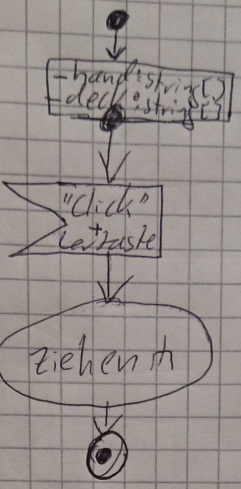
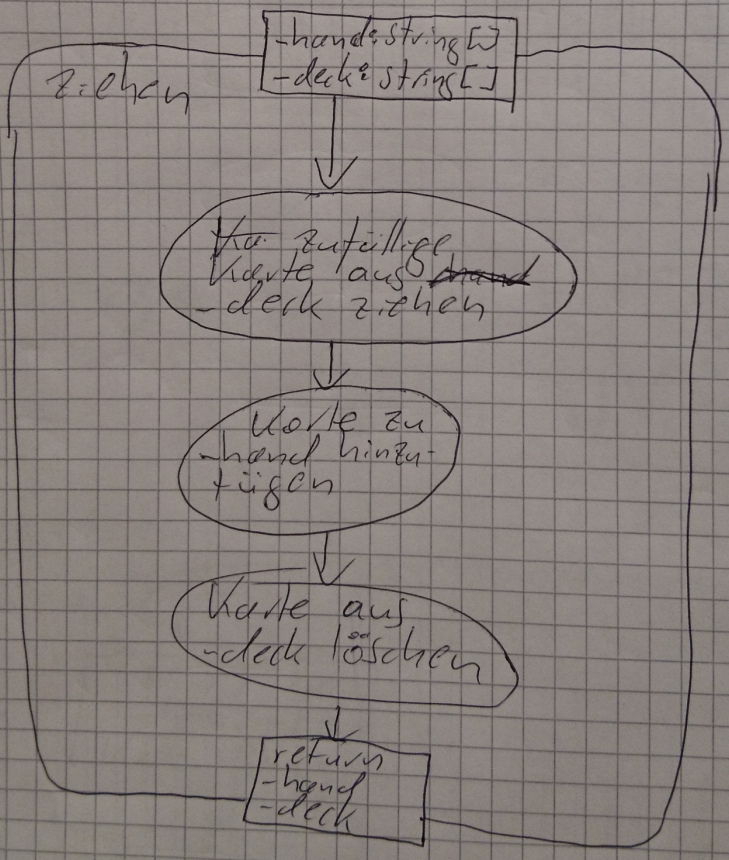
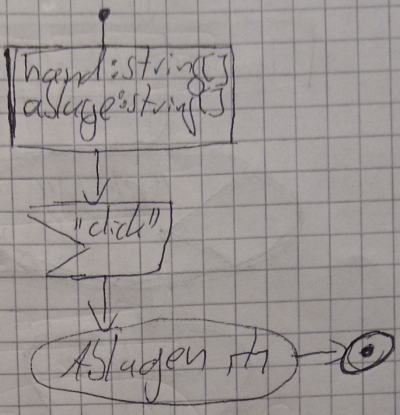

Spieler:in
Nachziehstapel
[Karten nachziehen]
Handkarten
[Karten ablegen]
[Karten sortieren]
Ablagestapel
[Karten Ablegen]
HTML Body
 id Nachzieh
 id Ablage
Sort
<button> id
Hand
 id
 id: Karte
Karte
 id: Karte CSS float left

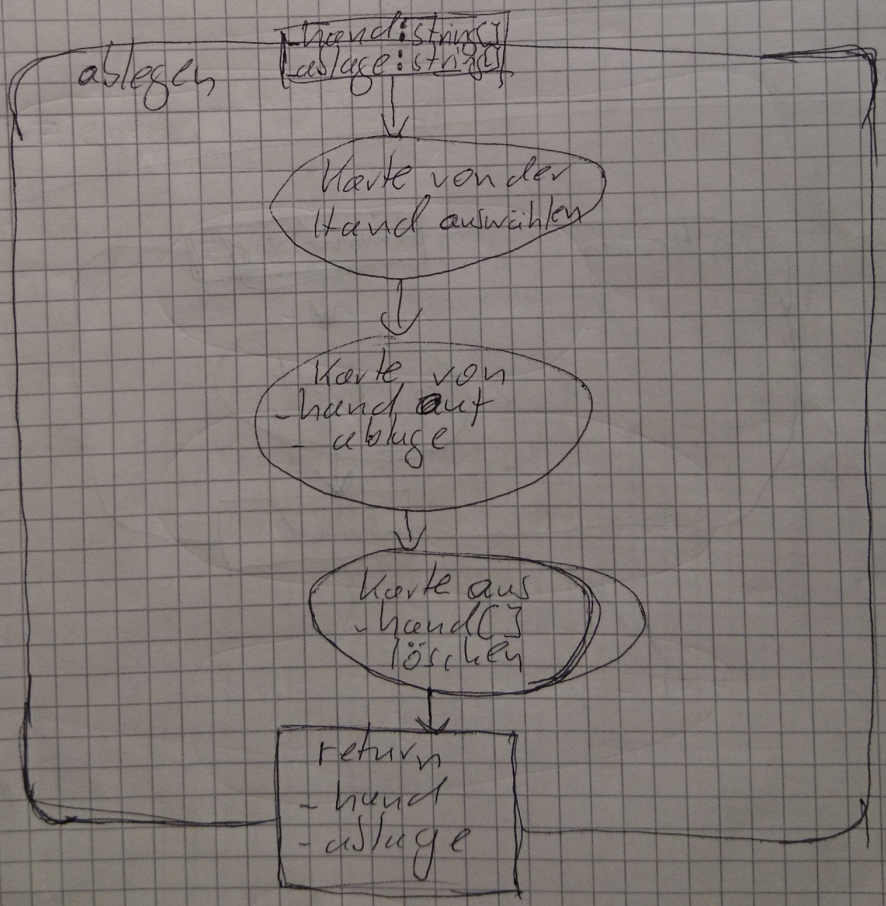
Karte ziehen



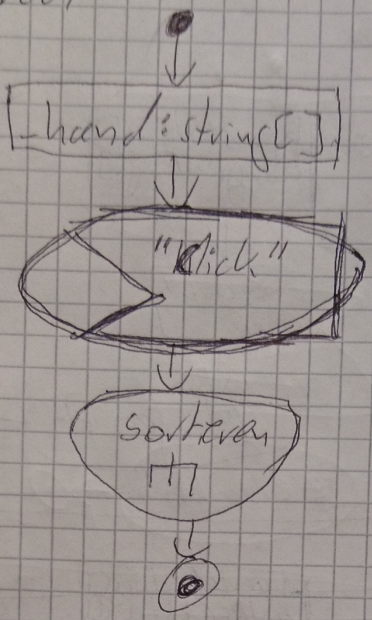


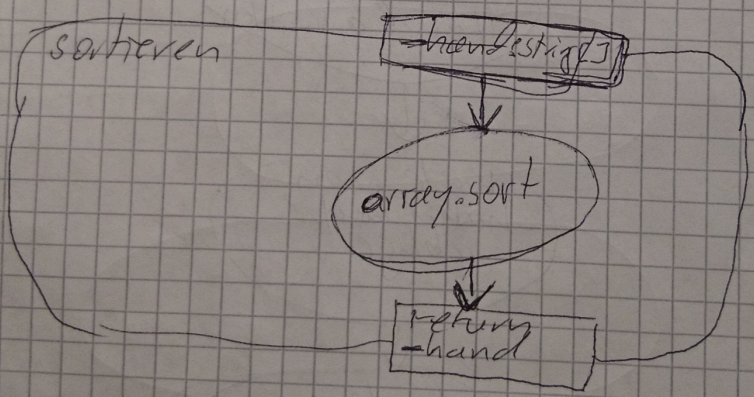
Karte Ablegen

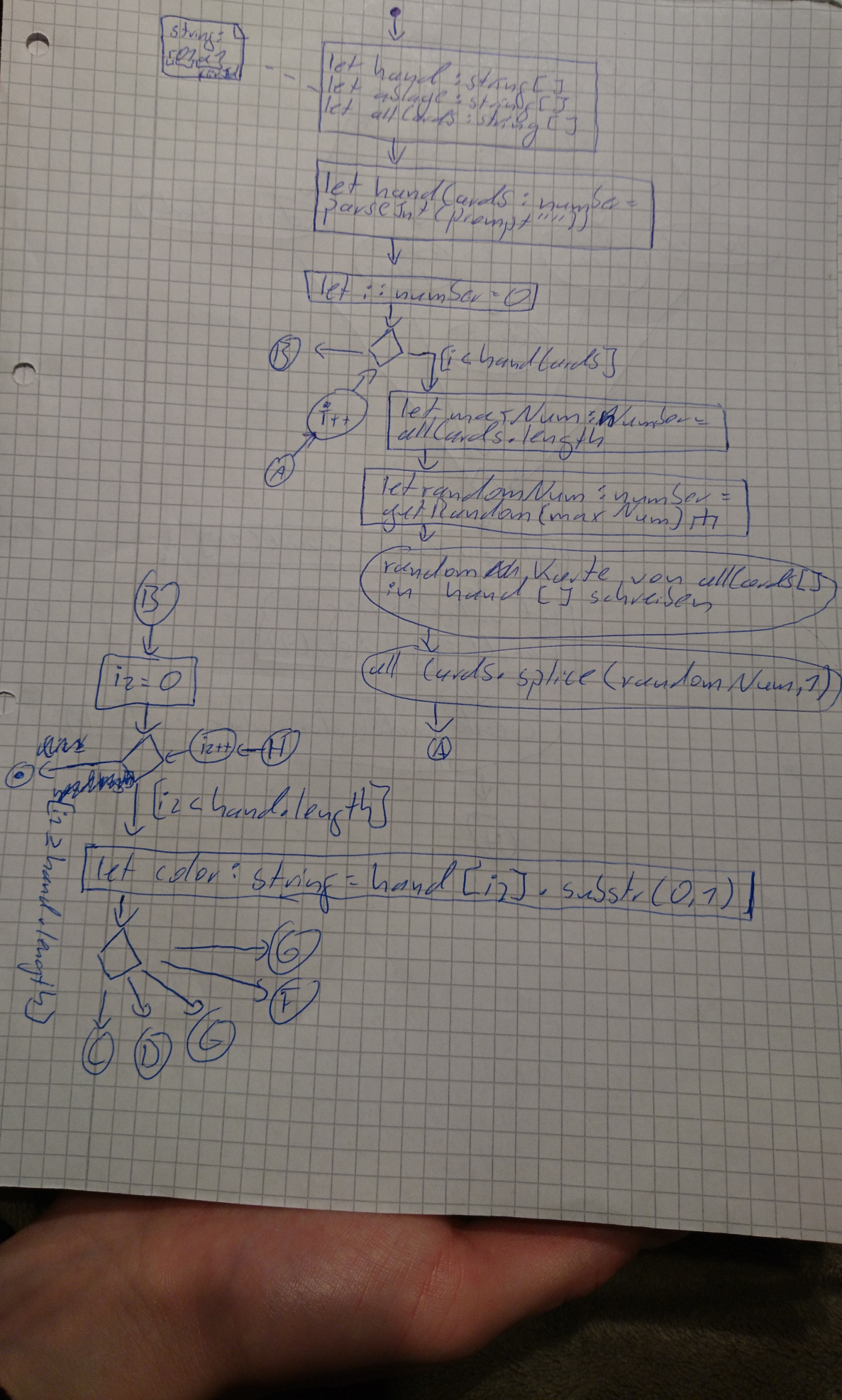


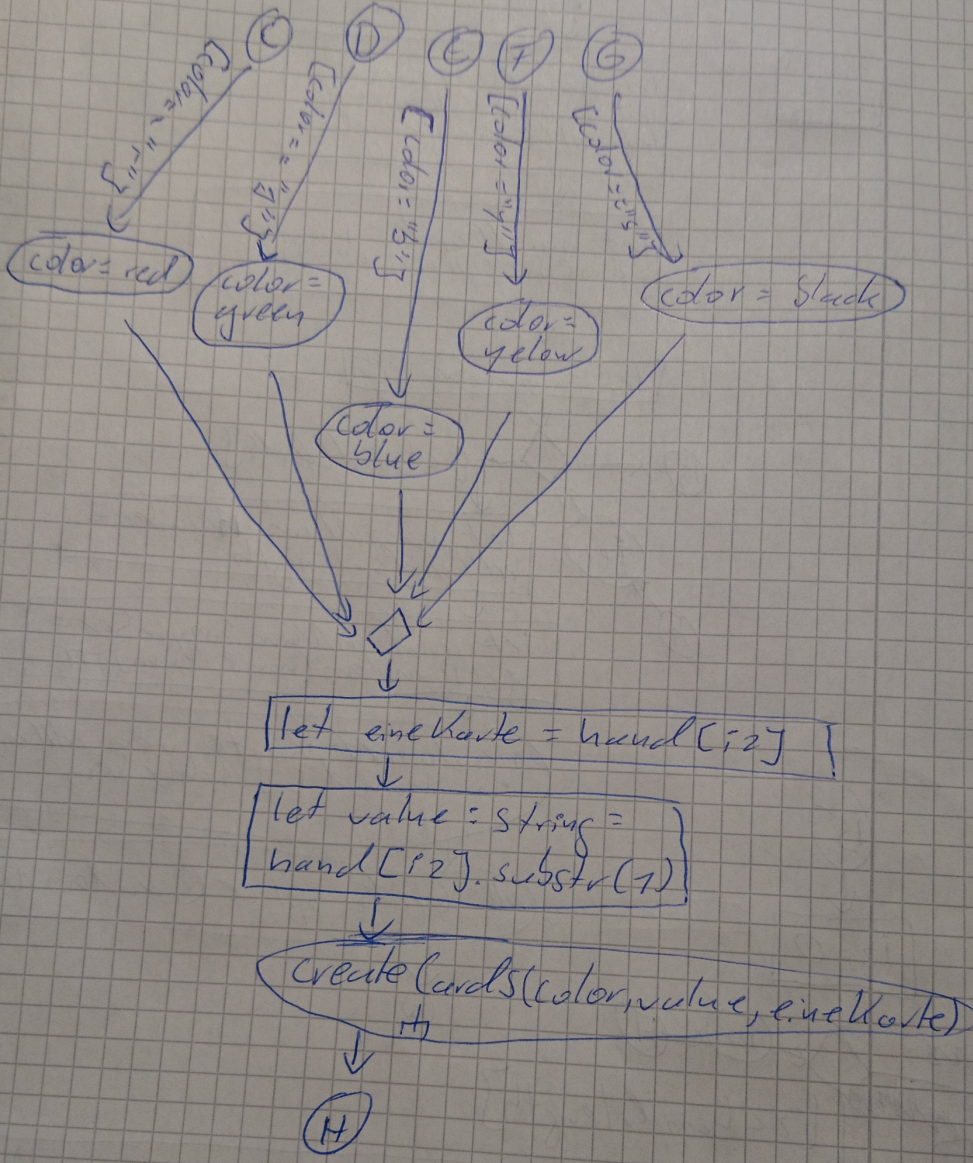


Karten Sortieren






let hand : string[]
let aSlage : string[]
let allCards : string[]
let handCards : number = parseInt(prompt(""))
let i : number = 0
i < handCards
let maxNum : Number = allCards.length
let randomNum : number = getRandom(maxNum) +1
random Karte von allCards[] in hand[] schreiben
allCards.splice(randomNum,1)
i = 0
i++
i < hand.length
let color : string = hand[i].substr(0,1)
i ≥ hand.length


C
D
E
F
G
[color == "r"]
[color == "g"]
[color == "b"]
[color == "y"]
[color == "s"]
color = red
color = green
color = blue
color = yelow
color = black
let einekarte = hand[i2]
let value : string = hand[i2].substr(1)
createCards(color, value, einekarte)
H

createCards

-color :string, -n :string, ~~-n :number~~ - eine Karte

Create a div Element "div"

append div to body

Erzeuge eine DivId in Abhängigkeit von ~~rand.substr(3)~~

n in div mit Id und inner HTML

CSS Anpassungen mit: ~~border~~ ~~width~~ ~~height~~ ~~font-size~~ ~~color~~, textalign etc

-color = schwarz

color = "weiß"

-color = rot

color = "weiß"

getRandom

n :number

Zufällige Zahl von 0 bis n-1 wird erzeugt

return