

Memory

Spieleranzahl

1 Stepper min="1" max="5" step="1" value="1" />
 <type="number" name="Spieleranzahl" />

Namen

Text required
 <input type="text" name="Spielernamen" />
 placeholder="bitte Spielernamen eingeben" />

entsprechend Spieleranzahl, variabel

Kartensatz

- ☒ Videospiele
- ☐ Tiere
- ☐ Musik

<input type="radio" name="Kartensatz" value="Tiere" />

Radio

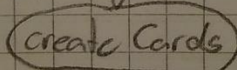
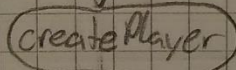
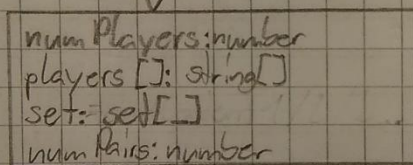
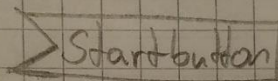
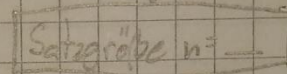
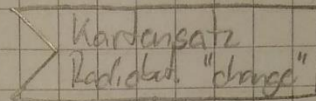
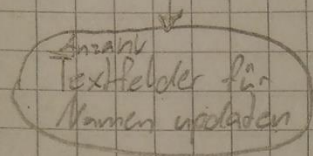
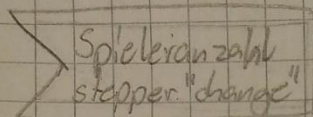
je nach Kartensatz
 anderer max-Wert

Anzahl Karten

Pattern pattern="[2-__]{1}"

Start

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 25/4/18



Kartensätze über Interface:

```
interface set {
    name: string;
    content: string[];
    maxLength: number;
}
```

```
let setGames {
    name: "Videospiele";
    content: ["Mario", "Zelda", ...];
    maxLength: 10;
}
```

```
let sets: set[] = [setGames,
    setAnimals,
    setMusic]
```