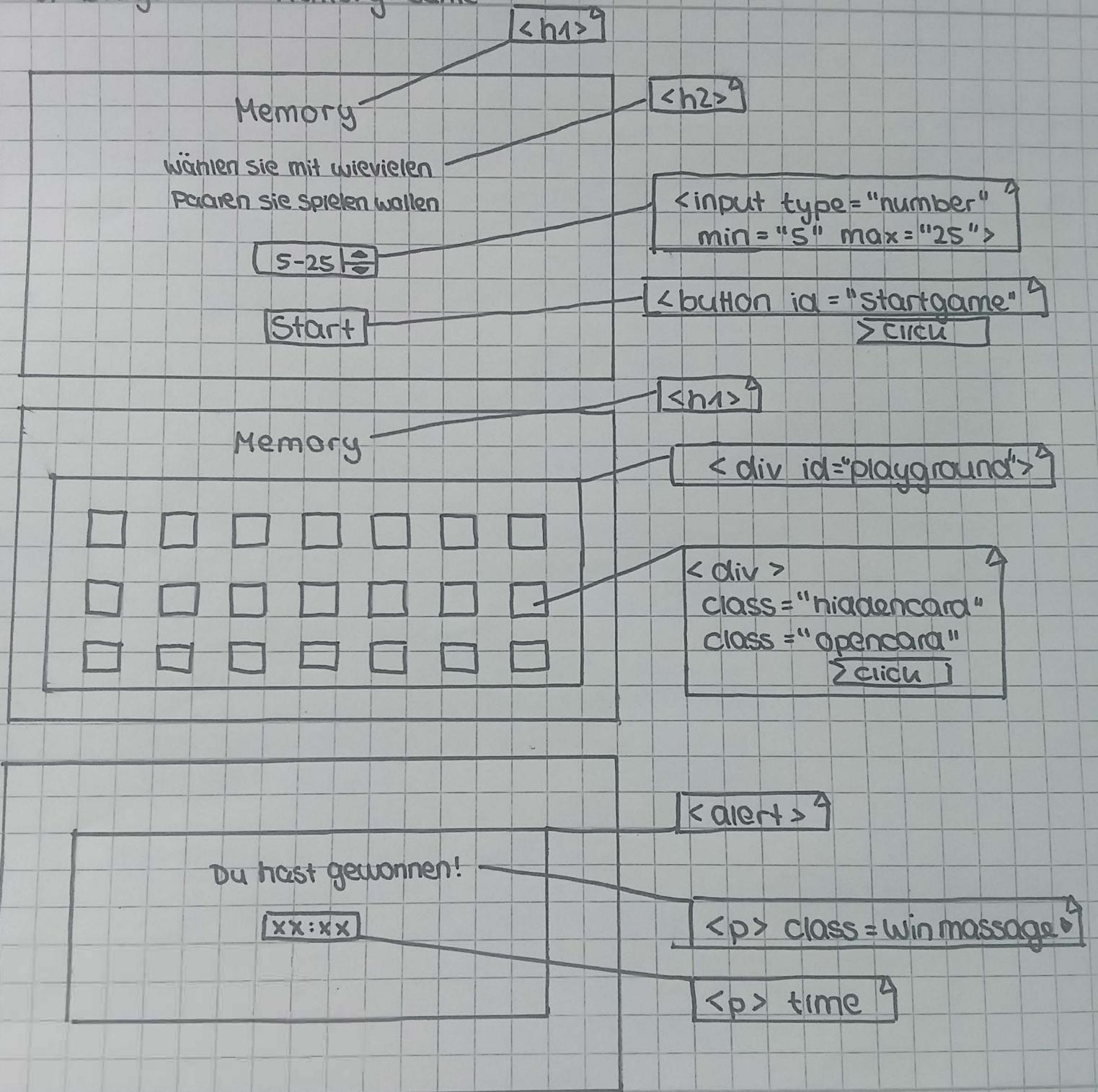
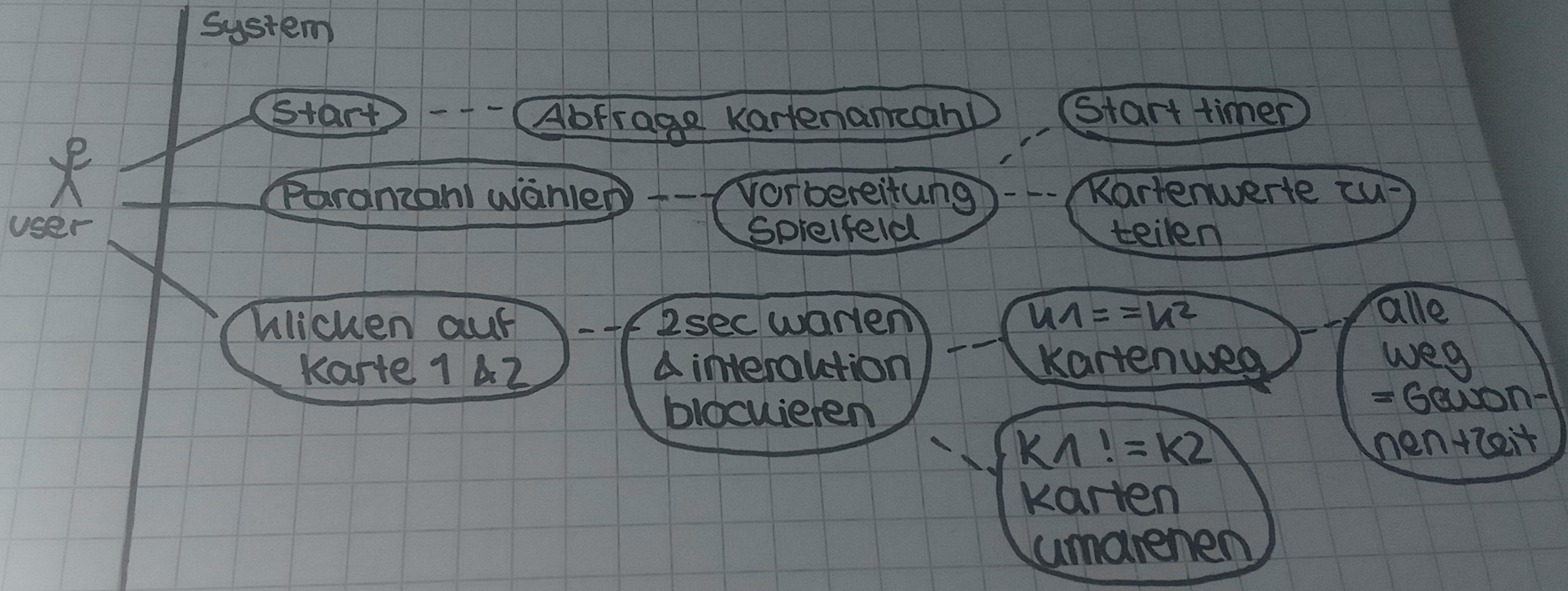


UI-Diagramm: Memory Game



(=)

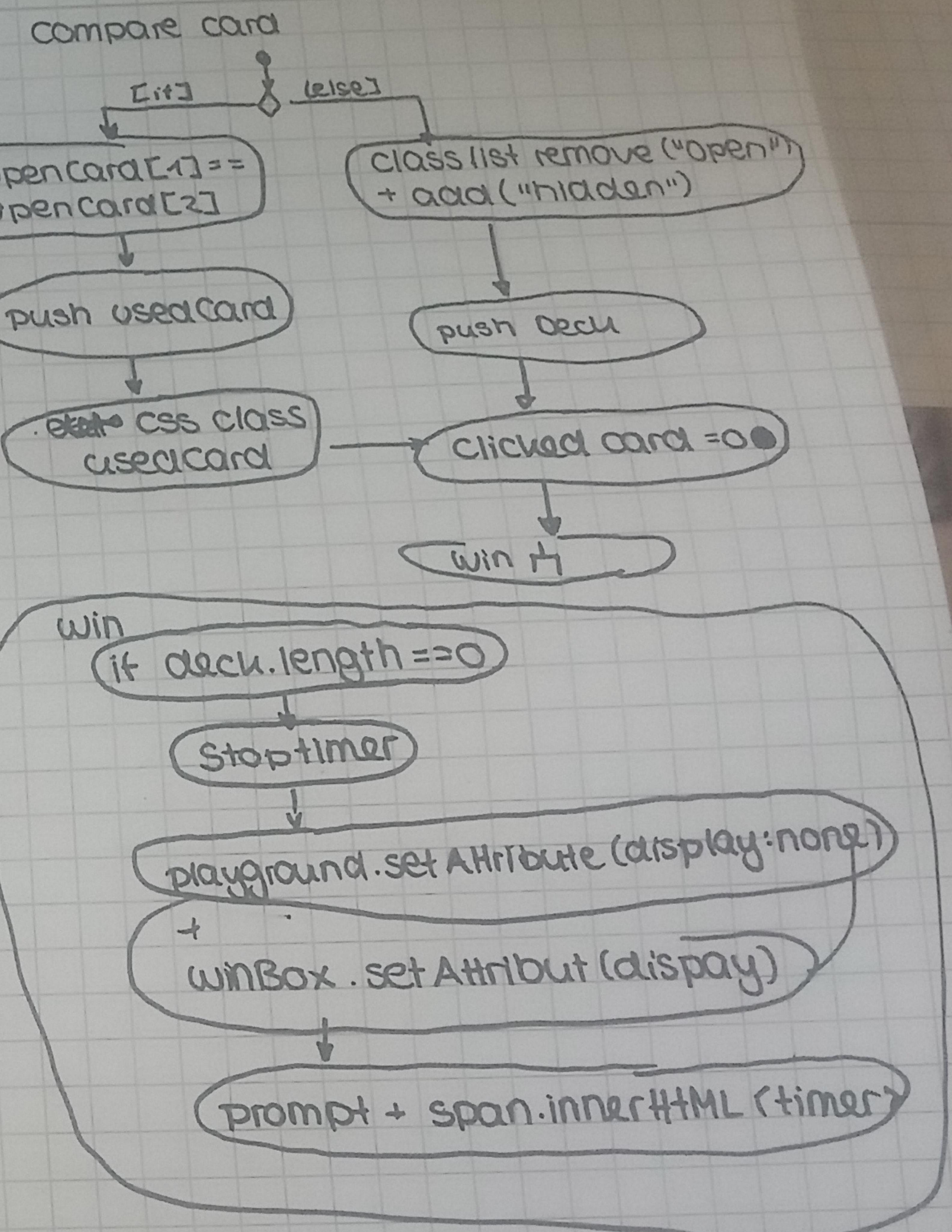
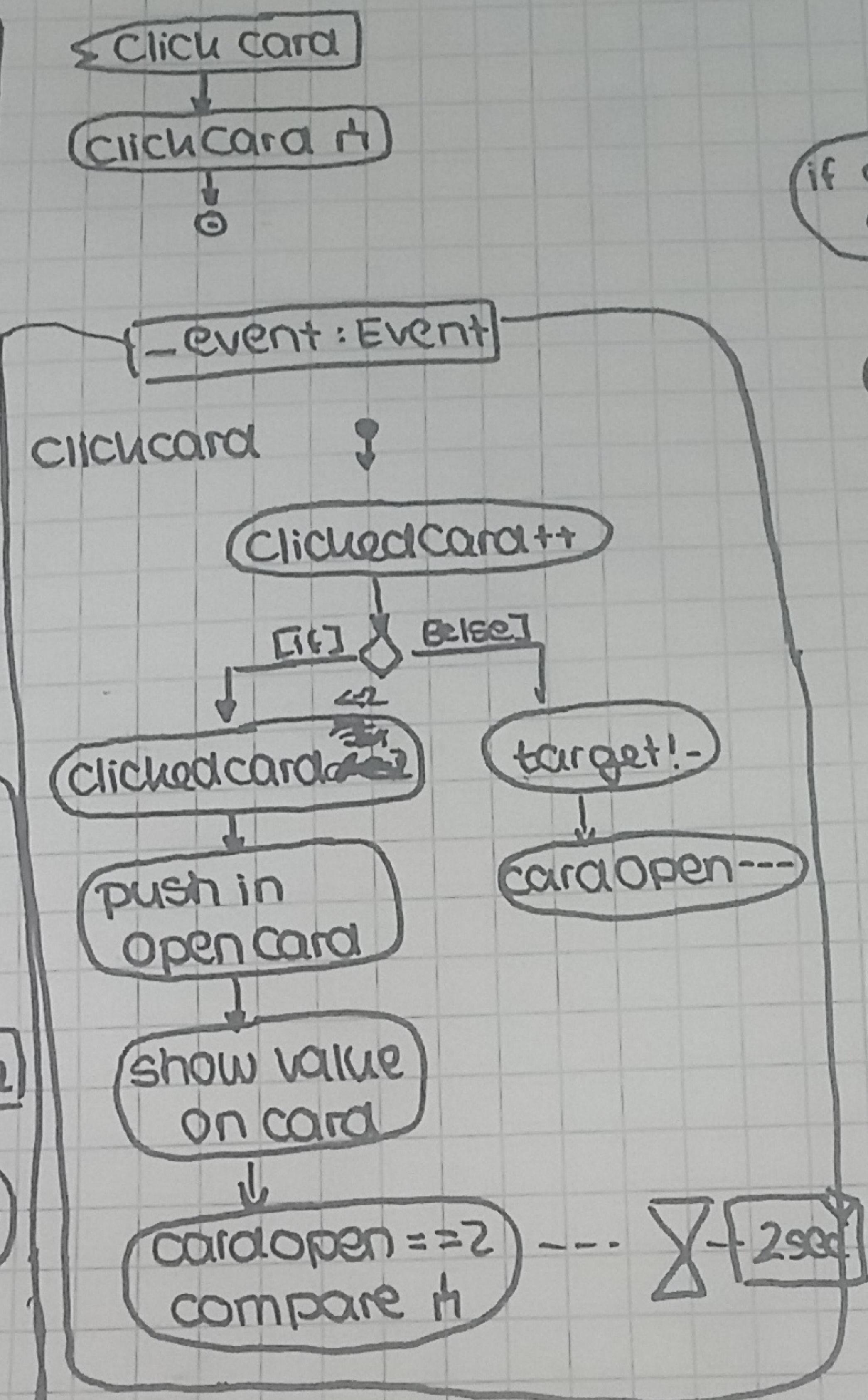
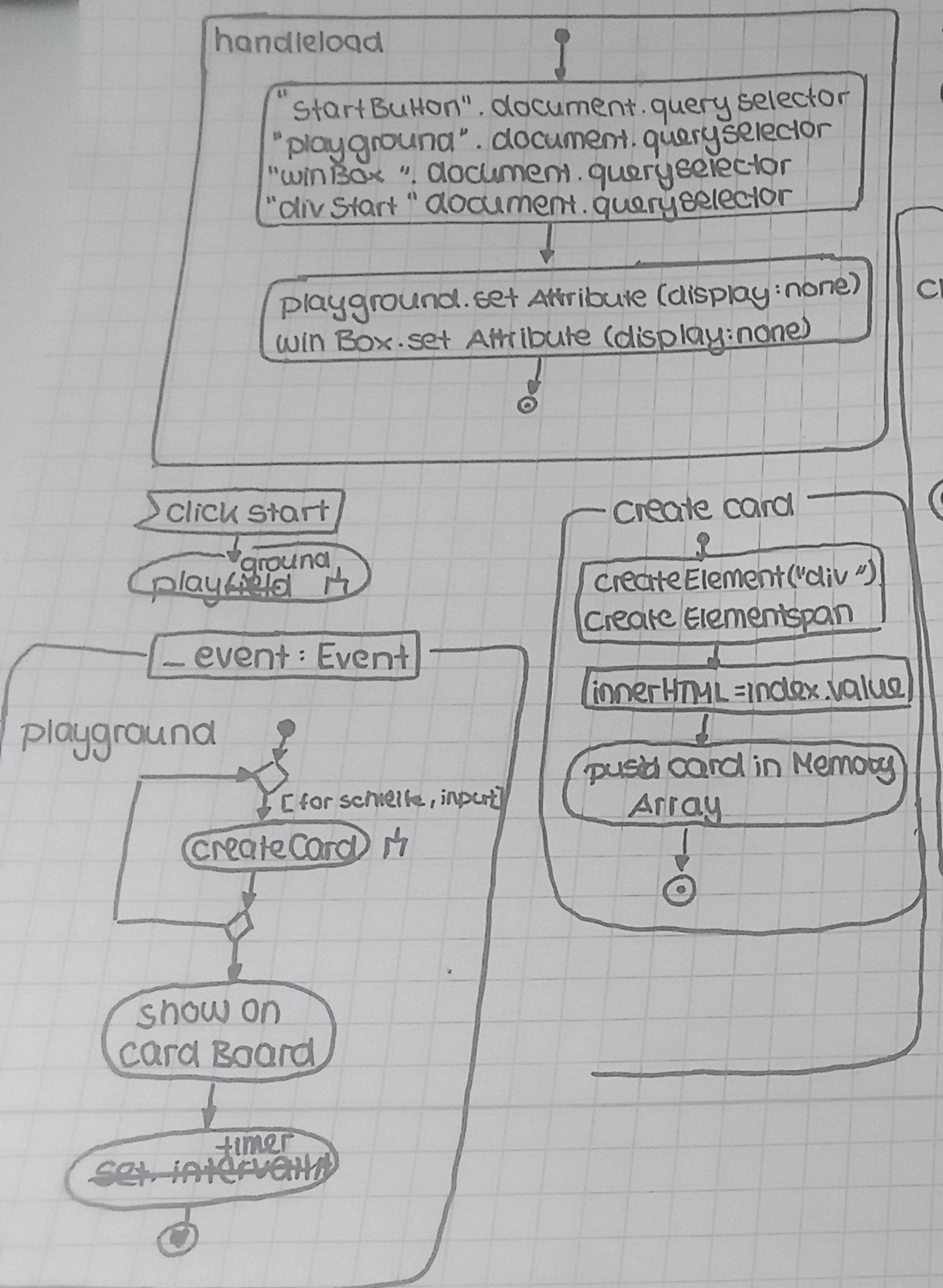
USE-Case - Diagramm




```

let clickedCard: number = 0
let openCard: number[]
let deck: number[]

```





MemoryDeck : number []
 cardOpen: number = 0
 OpenCard: number = []

usecards: number []