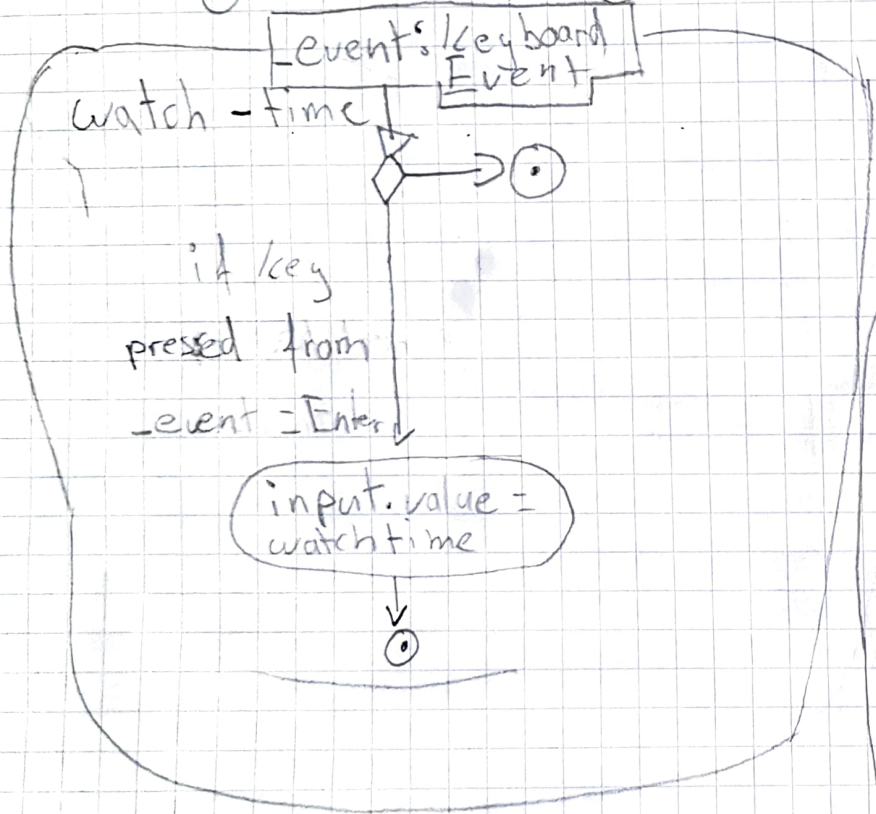
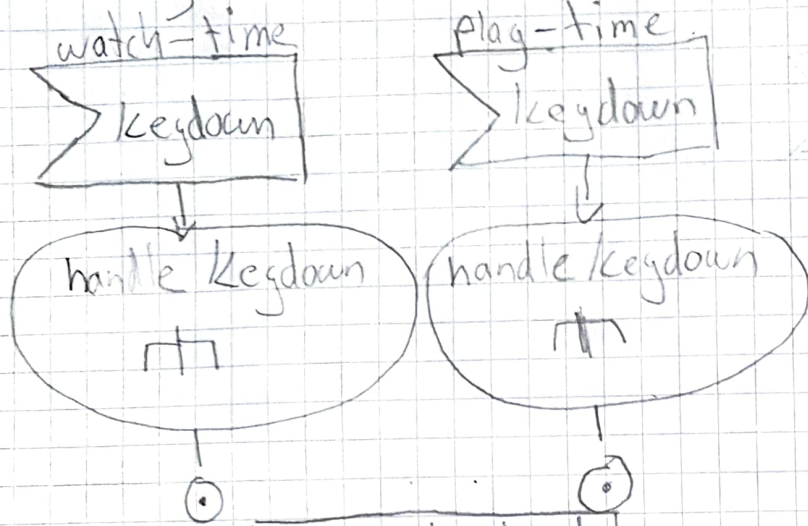
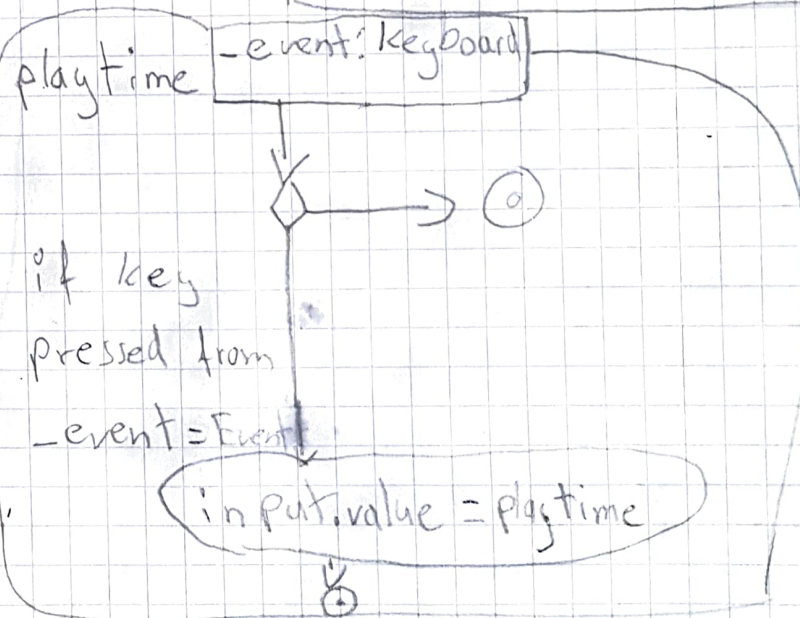
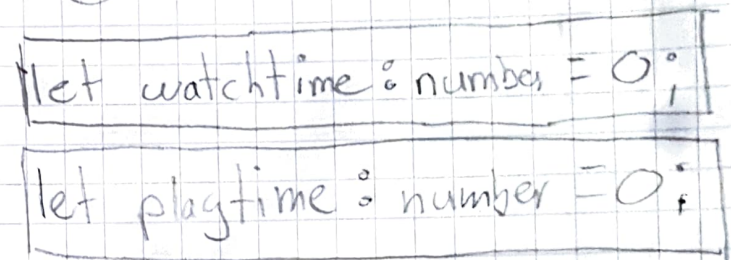
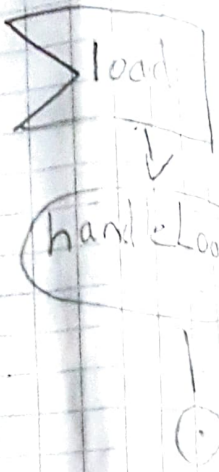
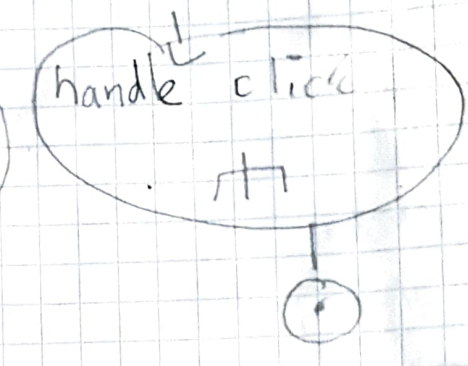
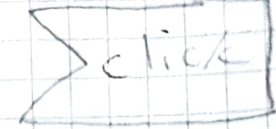
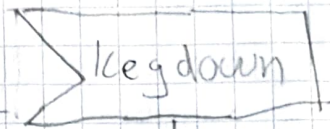


Memory: Aktivitäts-Diagramm



Sequence



Memory: Activities - Diagram

(Start)

choose sequence - event: MouseEvent

sequence = span.value

sequence Arr = sequence.split(" ", 10)



let sequence: string = ""

let sequence Arr[] = [];

let sequence Mixed[] = []

choose sequence - event: Keyboard Event

if key pressed from _event = Enter

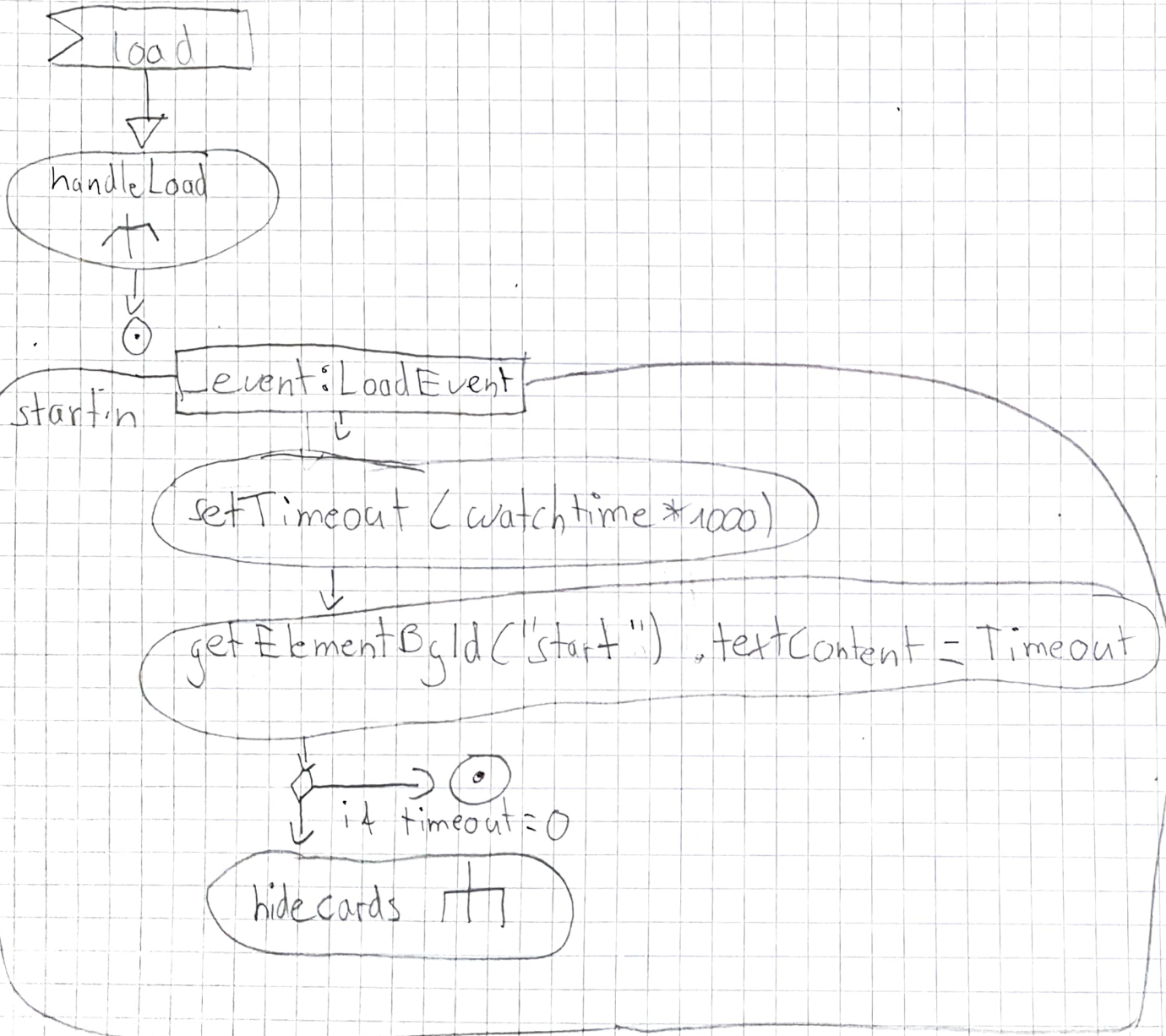
sequence = input.value

sequence Arr = sequence.split(" ", 10)

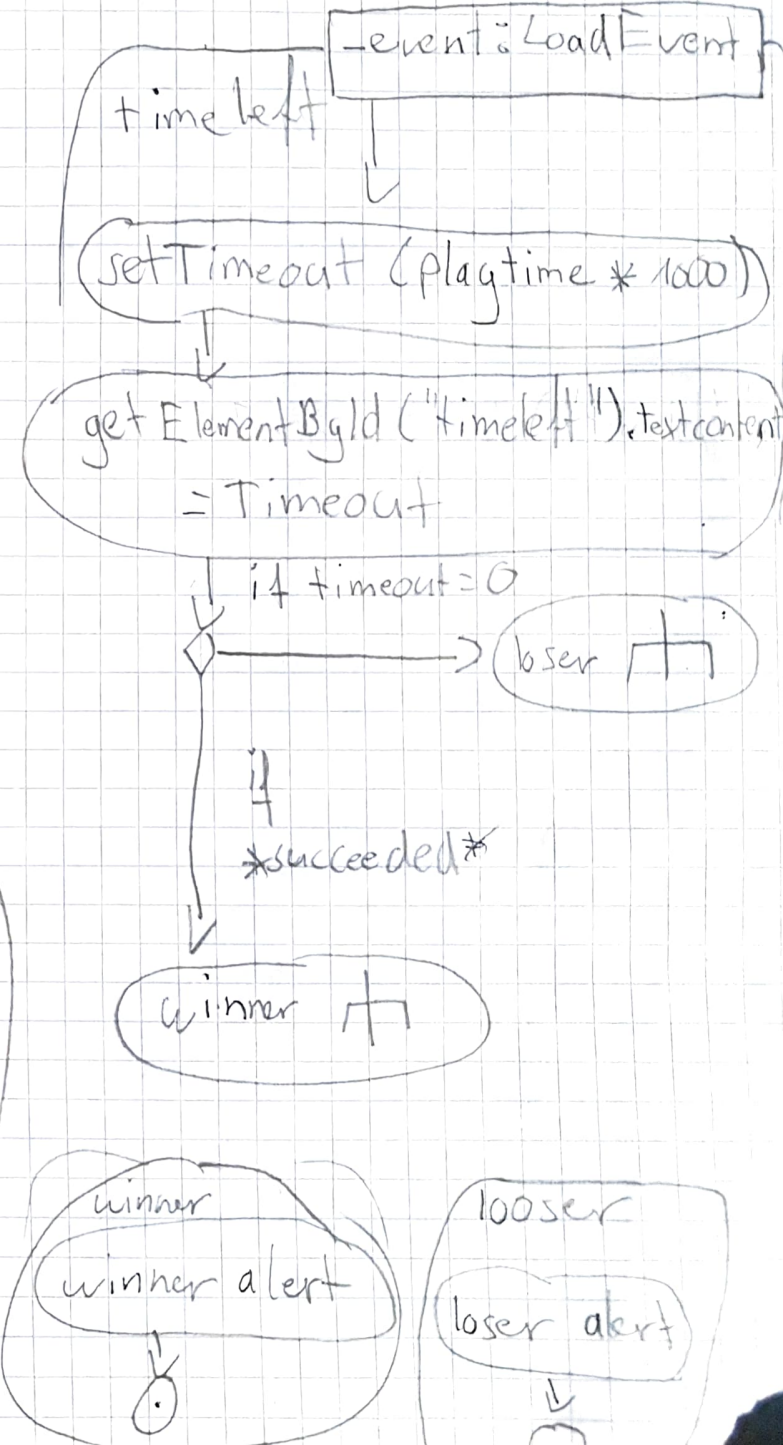


AD: game

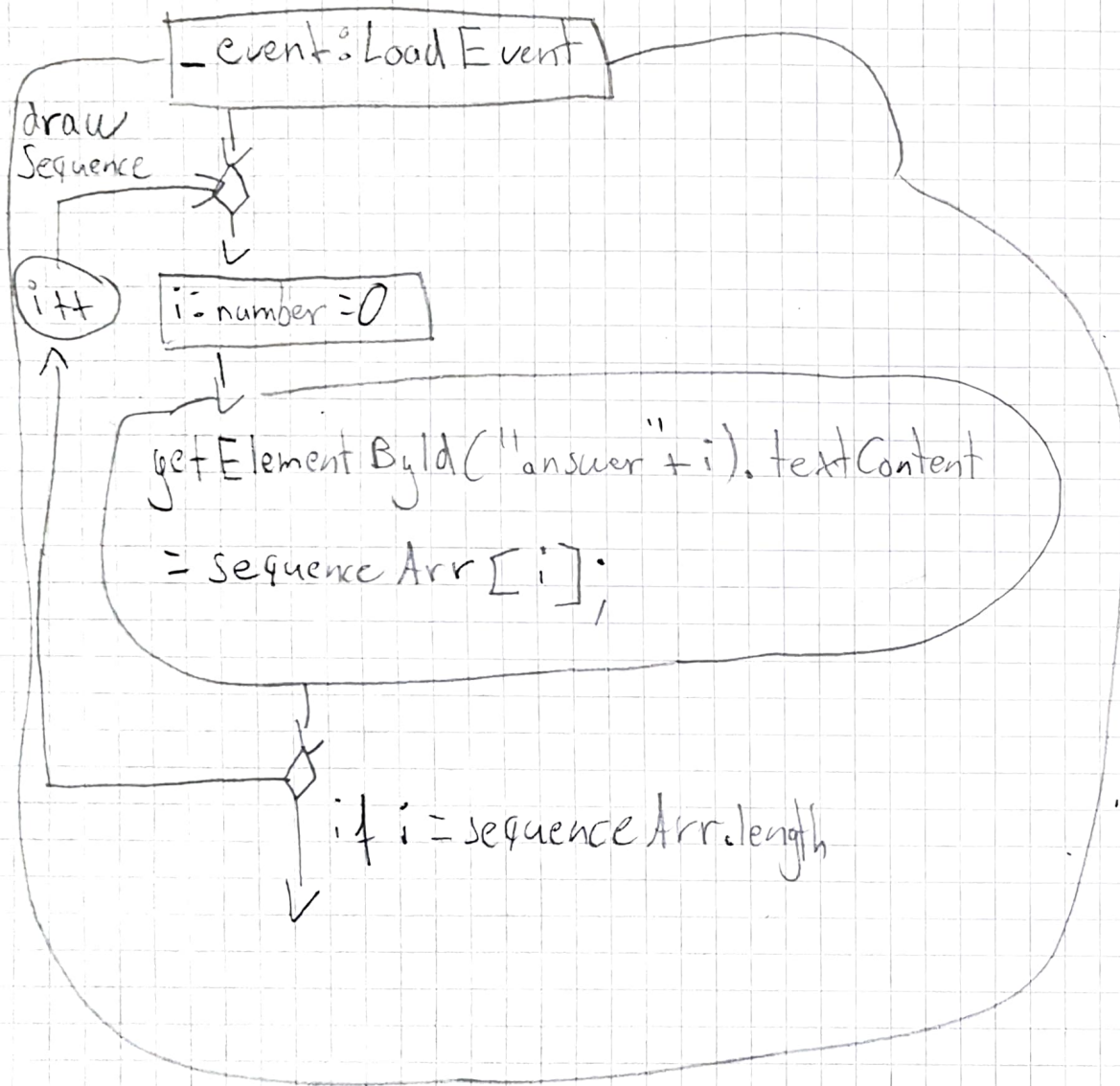
start



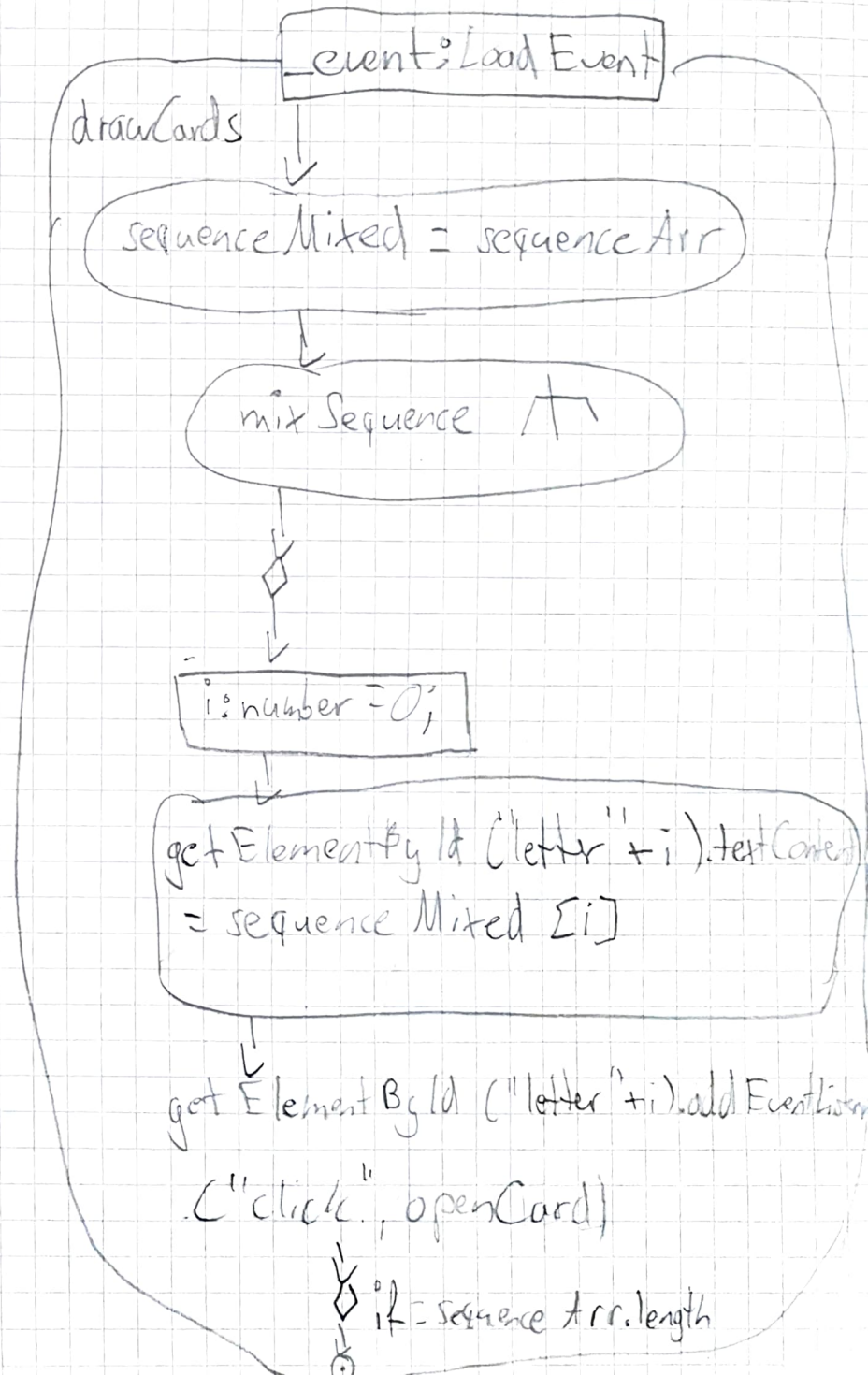
S.6.



AD : game



S.7

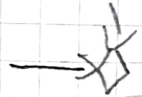


AD: Game

S.8

hidecards ↓

```
let i: number = 0;
```



```
getElementById('letter'+i).  
style = "0px";
```



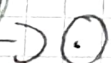
```
if i = sequenceMixed.length
```



checkLetter ↓

```
if event.target.textContent  
= sequenceArr[i]  
! = sequenceArr[i]
```

```
alert("wrong")
```



click

handleClick



event: MouseEvent

Open Card

setTimeout (3000)

for Timeout > 0

```
event.target.style = "20px"
```

```
event.target.style = "0px"
```

checkLetter

