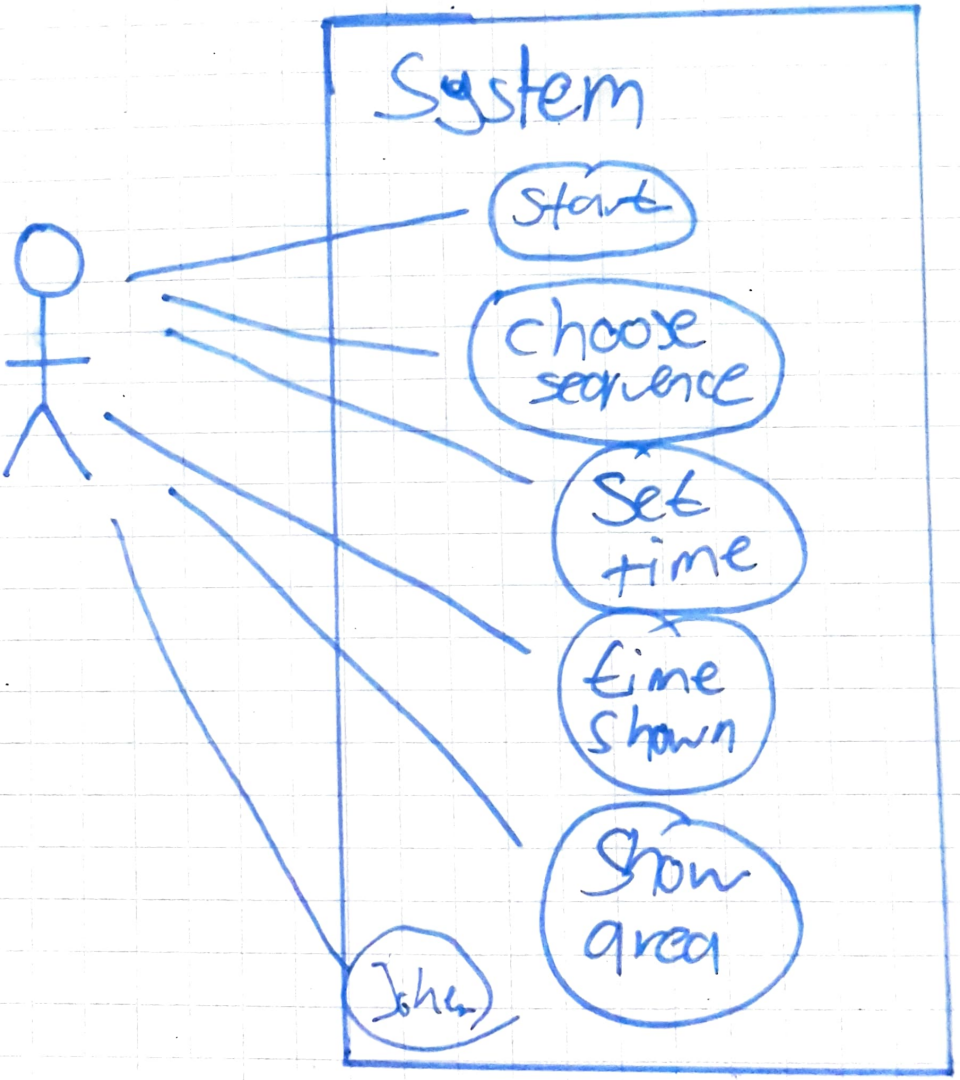
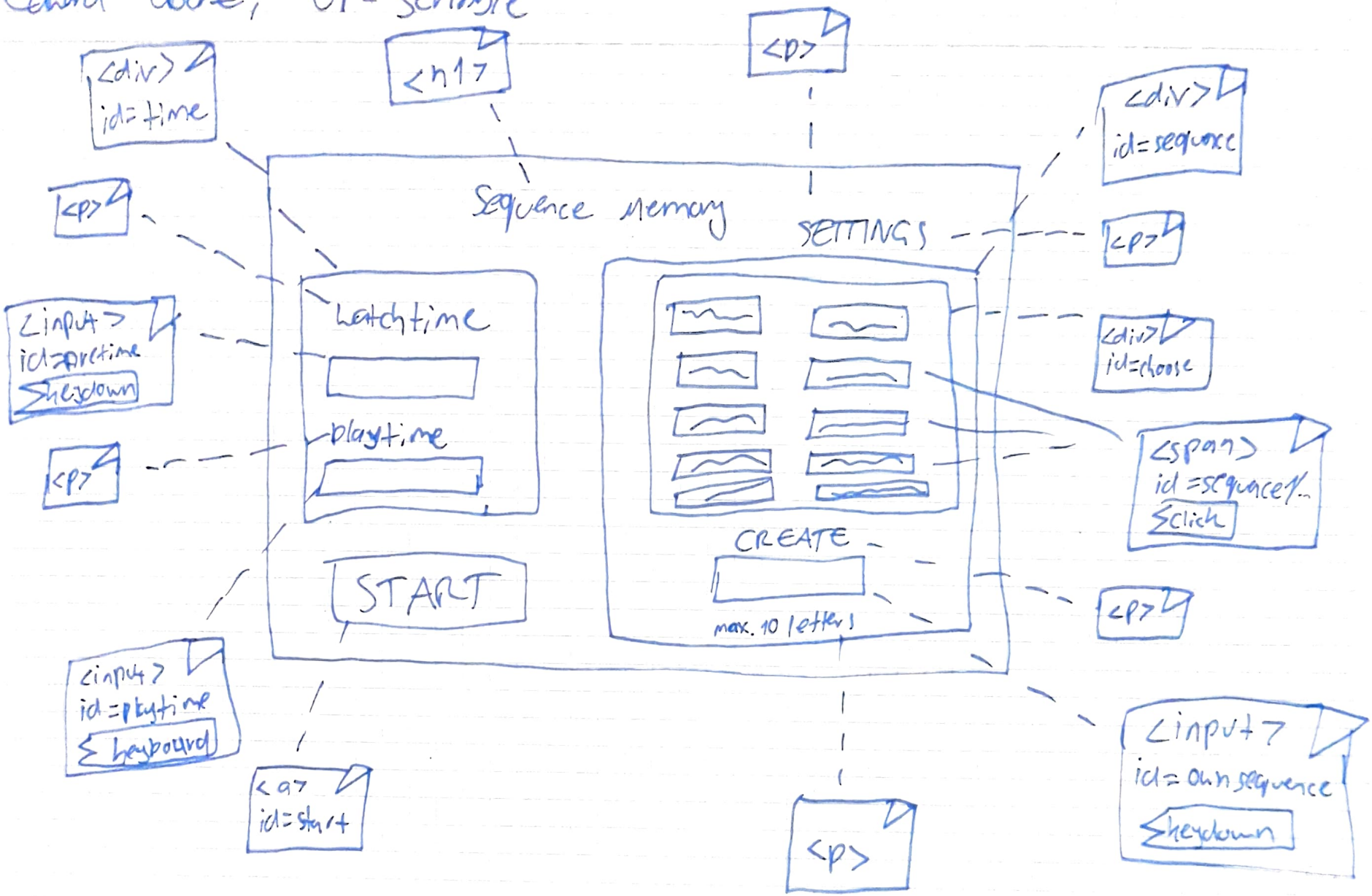
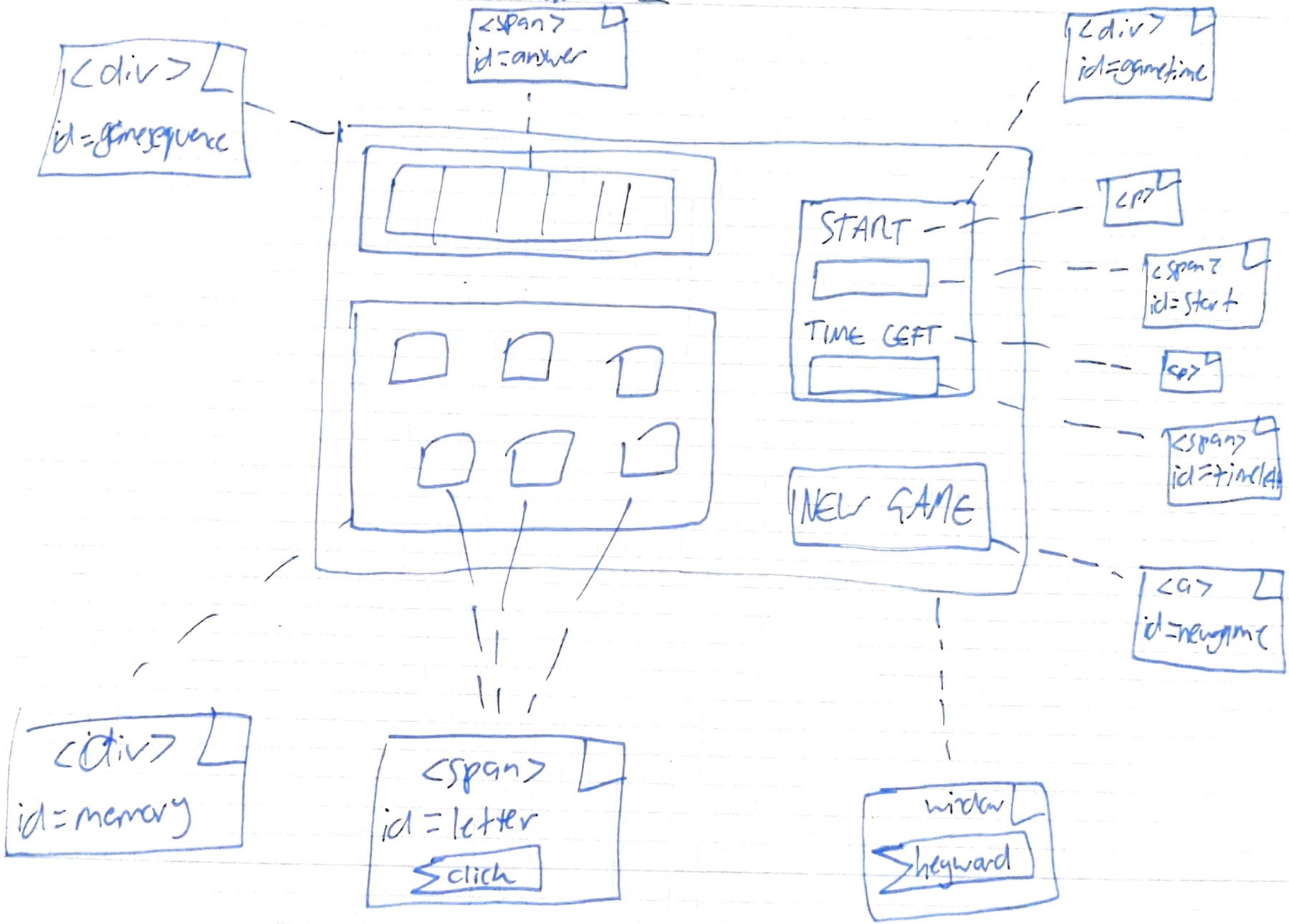
Sequenz Memory: Use-Case-Diagram

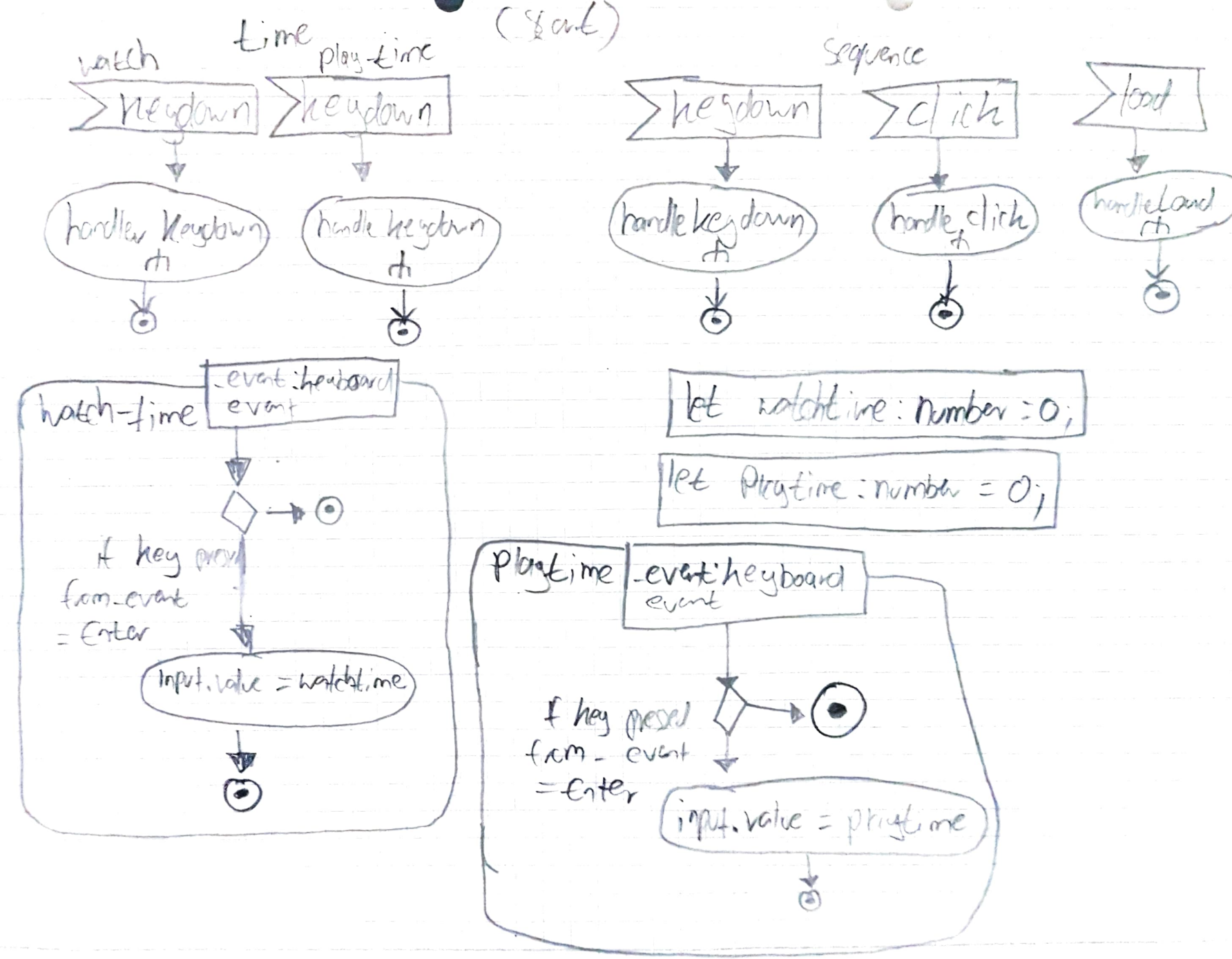


Eduard Obert, UI - Scribble

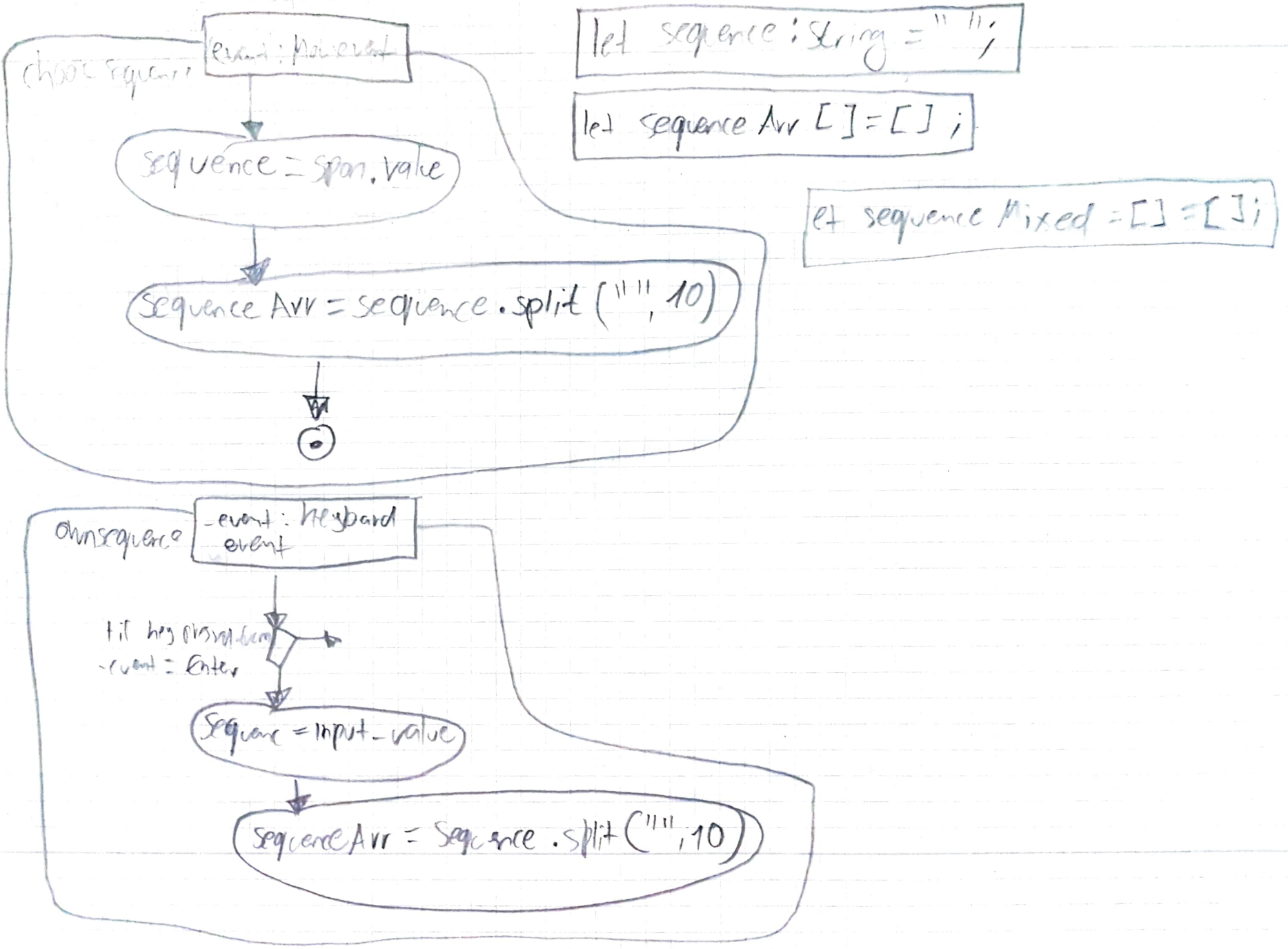


Edward Obert, UI-Scribble 2




(Start)
time
watch
play-time
keydown
keydown
handler keydown
handle keydown
sequence
keydown
click
load
handle keydown
handle click
handle load
watch-time
_event:keyboard event
if key pressed from_event = Enter
input.value = watchtime
let watchtime : number = 0;
let Playtime : number = 0;
Playtime
_event:keyboard event
if key pressed from_event = Enter
input.value = playtime

Planung: Ablaufdiagramm (Start)

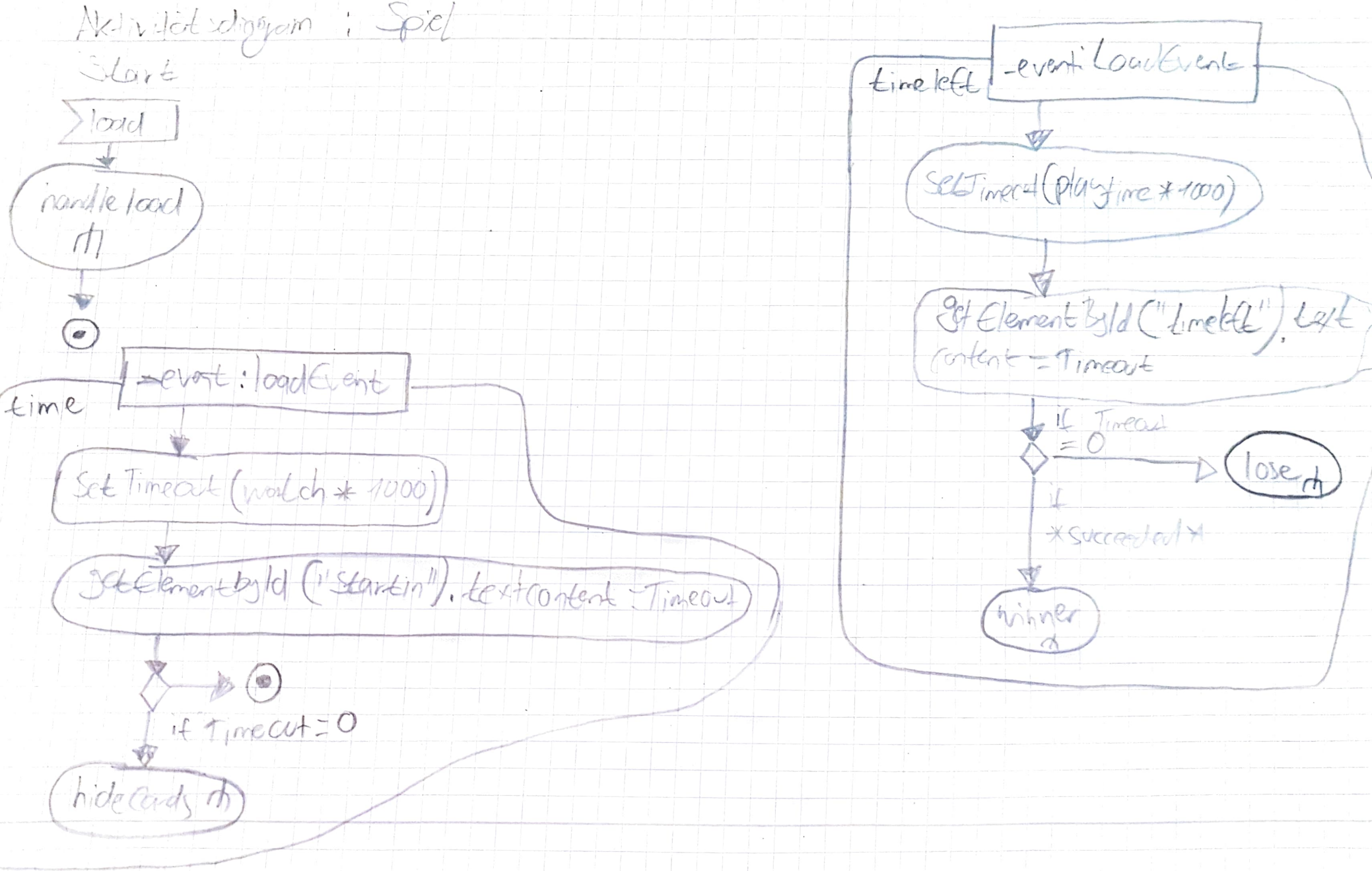



```
let sequence: String = "";
```

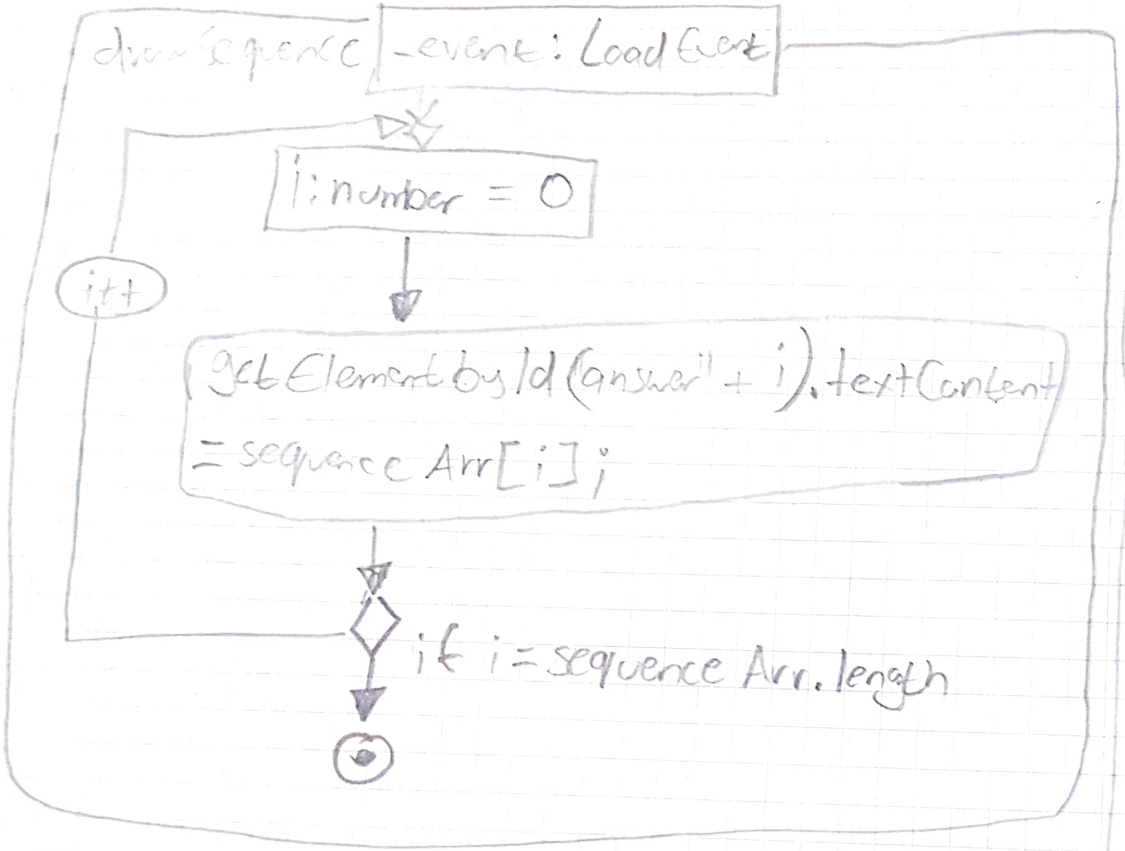
```
let sequenceArr [] = [];
```

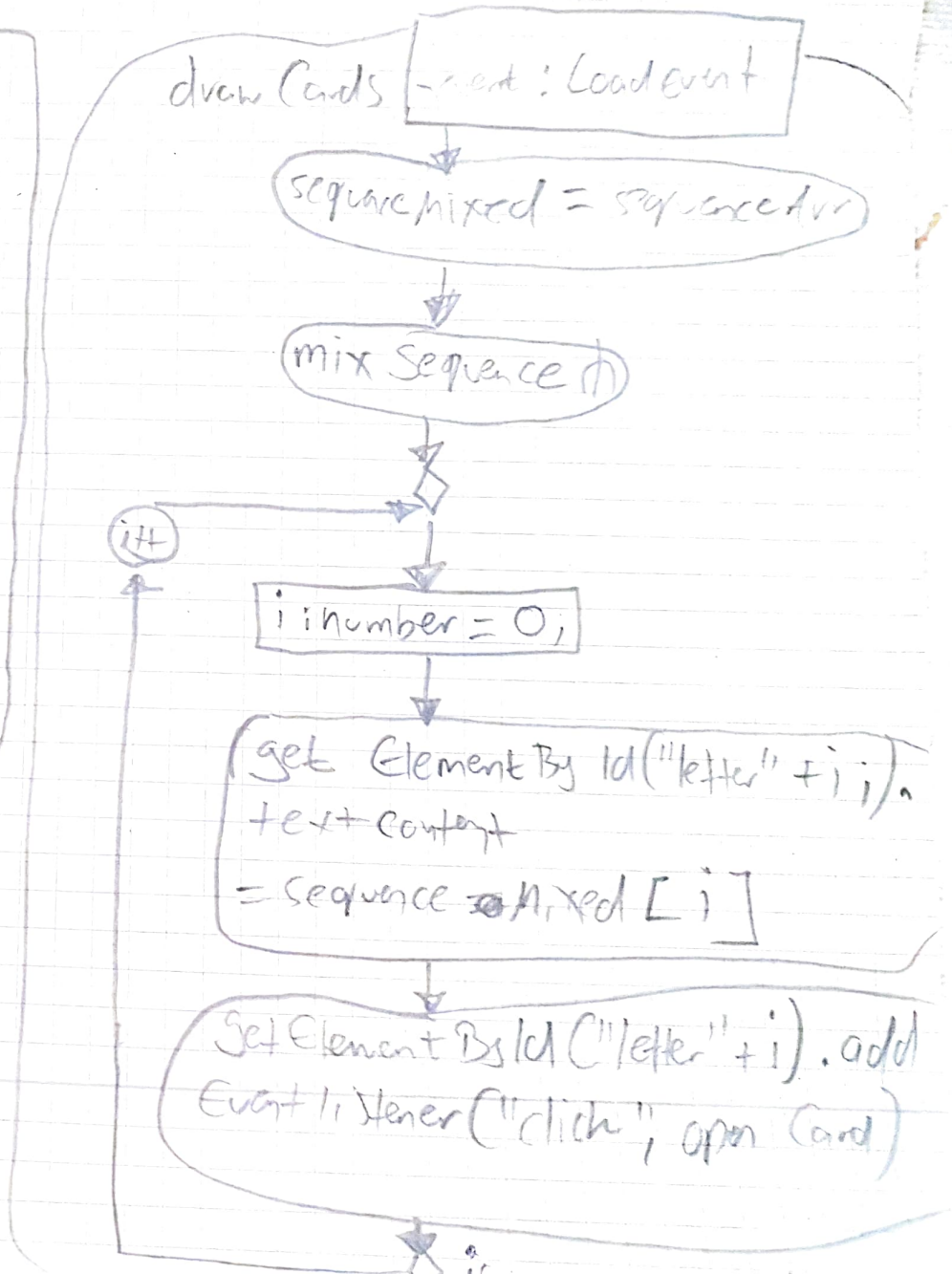
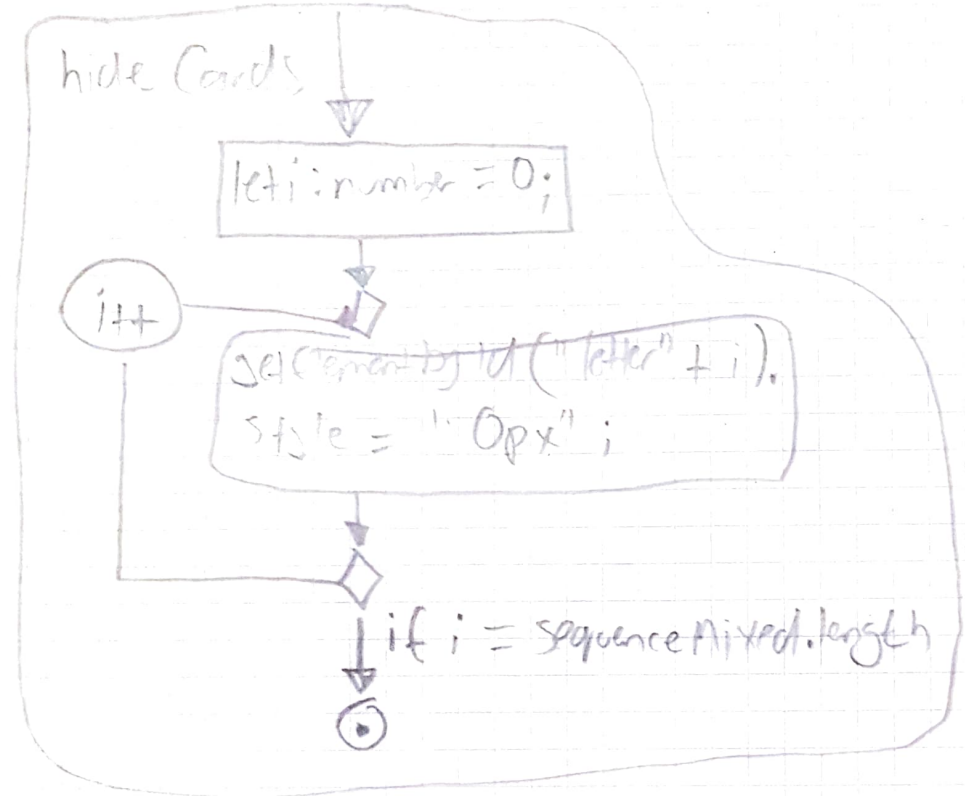
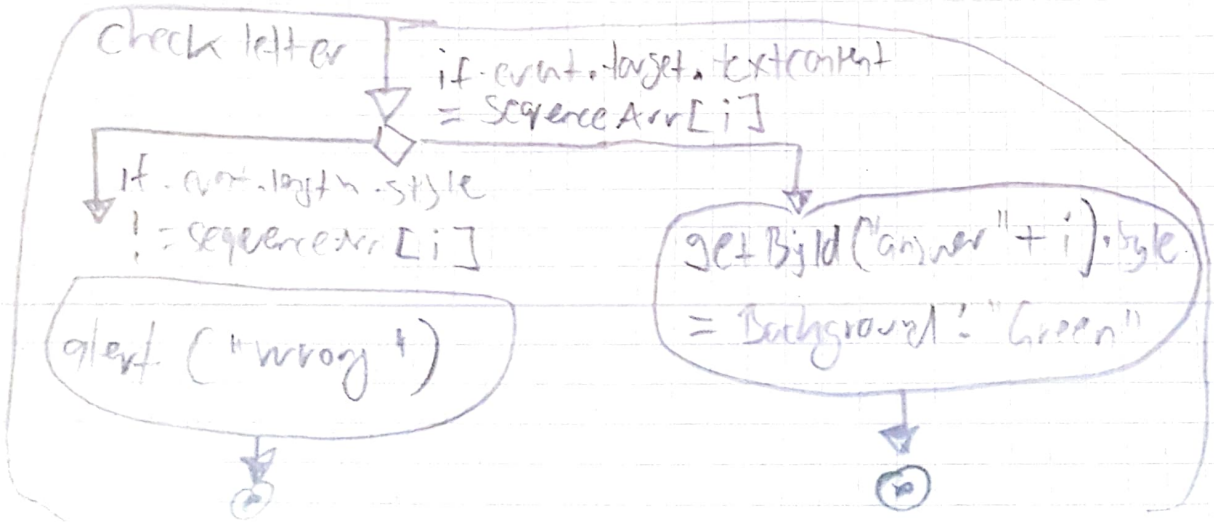
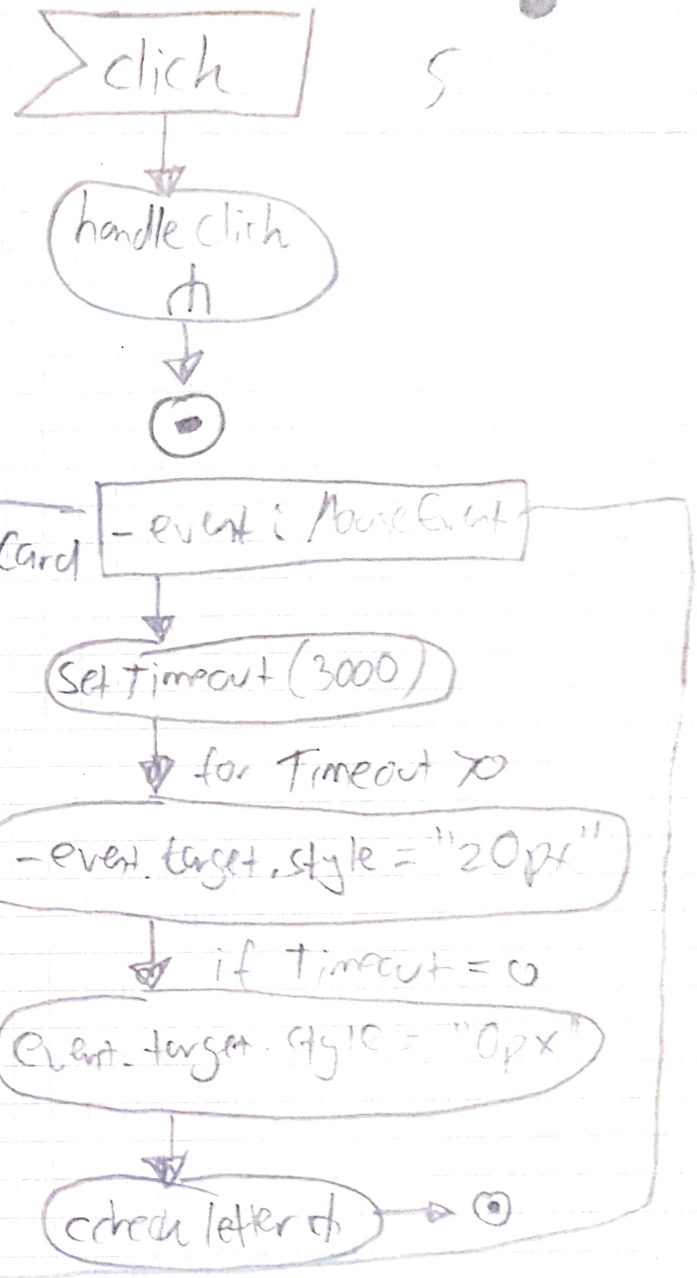
```
let sequenceMixed = [] = [];
```

Aktivitätsdiagramm : Spiel



Arbitrary diagramm : Game





Activity-Diagramm: Game