

CONGRATULATION!

again

<btn>
Σ click

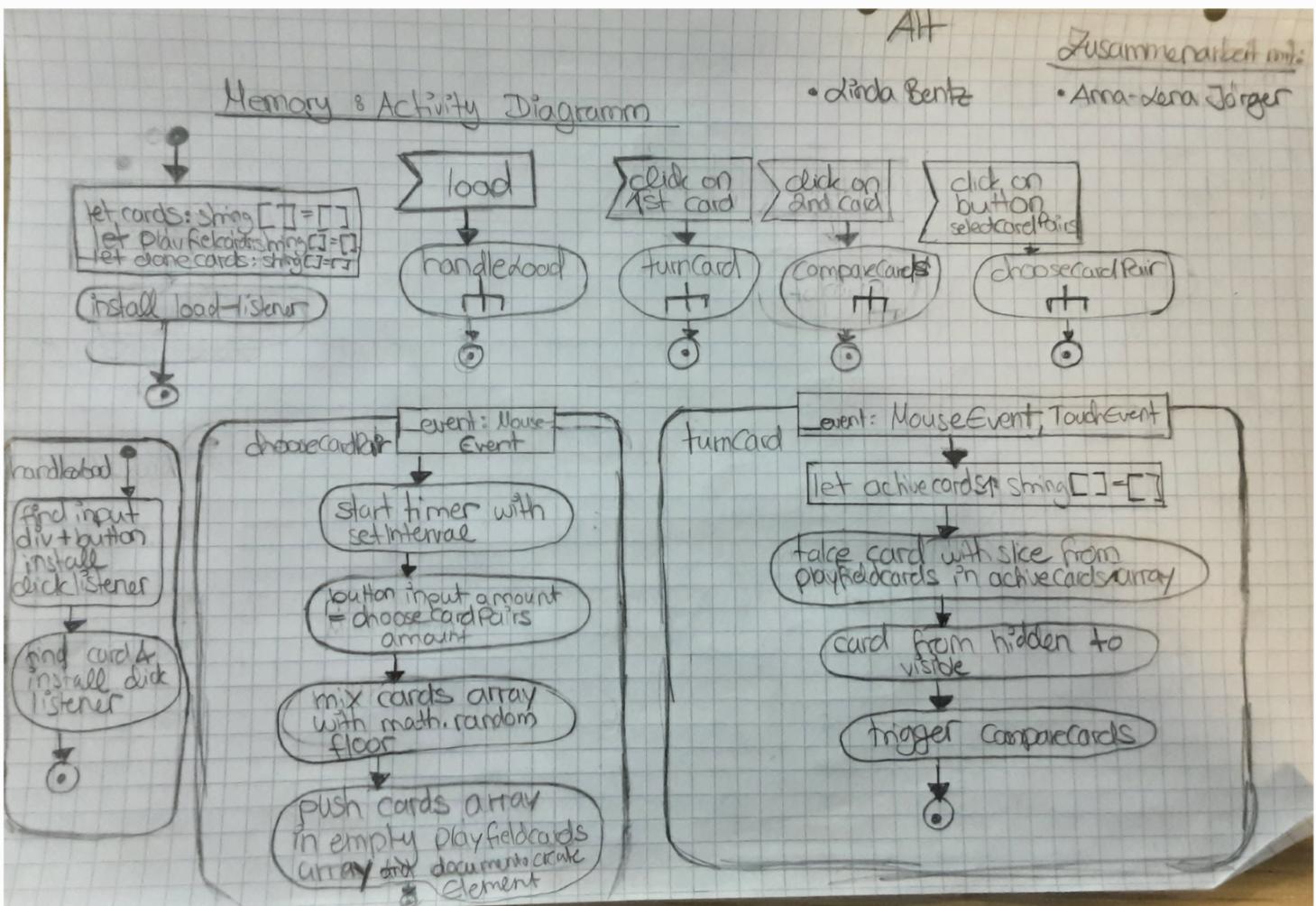
Memory & Activity Diagramm

Alt

• Linda Bentz

Zusammenarbeit mit:

• Anna-Sara Jörger



CompareCards [event: MouseEvent, TouchEvent]

let activeCards2: string[] = []

take card with slice from playfieldcards in activeCards2 Array

card from hidden to visible

activeCard1 != activeCard2
activeCards1 == activeCards2

both card will turn around

both cards will be removed with splice and push to doneCards Array

playfieldCards != 0
playfieldCards == 0

(alert("congratulation!")) and timerend

Verbessert von: Vivien Pechke

Memory: Activity Diagramm

let cards: string[] = ["1", "1", "2", ...]
let playfieldCards: string[] = []
let doneCards: string[] = []

install clickListener

Start-Install

handleLoad

find input + btn - div and install click-Listener

find card and install clickListener

load window

handleLoad

click on card 1

turnFirstCard

click on card 2

compareCards

click on btn

chooseNumber- Pairs

In Zusammenarbeit mit:

- Linda Bente
- Anna-Lena Jörger

event: PointerEvent

turnFirstCard

let activeCards: string[] = []

take card with slice from playfieldCards - Array and push it in activeCards - Array

Cards from hidden to visible with boolean. True if cards are hidden; False if they are visible.

event: PointerEvent

chooseNumberPairs

startTimer with setInterval

mix cards from Array with Math.floor and Math.random

push cards in empty playfieldCards - Array

Cards get visible with appendChild

CompareCards

- event: PointerEvent

let activeCards0: string [] = []

take card with slice from
playfieldCards and push it
in activeCards0 - Array

cards from hidden to
visible like in function
turnFirstCard

Set TimeOut (2000)

activeCards1 = activeCards2

activeCards1 == activeCards2

both cards
turn back
around
with boolean

both cards will be removed
with splice and push
to doneCards - Array

playfieldCards != 0

playfieldCards == 0

Timer ends

client ("congratulations!
Time: mm:ss
Please reload the page!")