

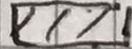
UI - Scribble

Einstellungen

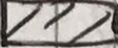
Kartengröße



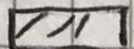
Hintergrund



Kartentrückseite



Schrift

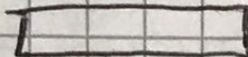


○ calibri ✕ Arial 0x12

Timer in Sekunden



Wort



Start

<legend>

<input type="range"
name="slider">

<input type="color">

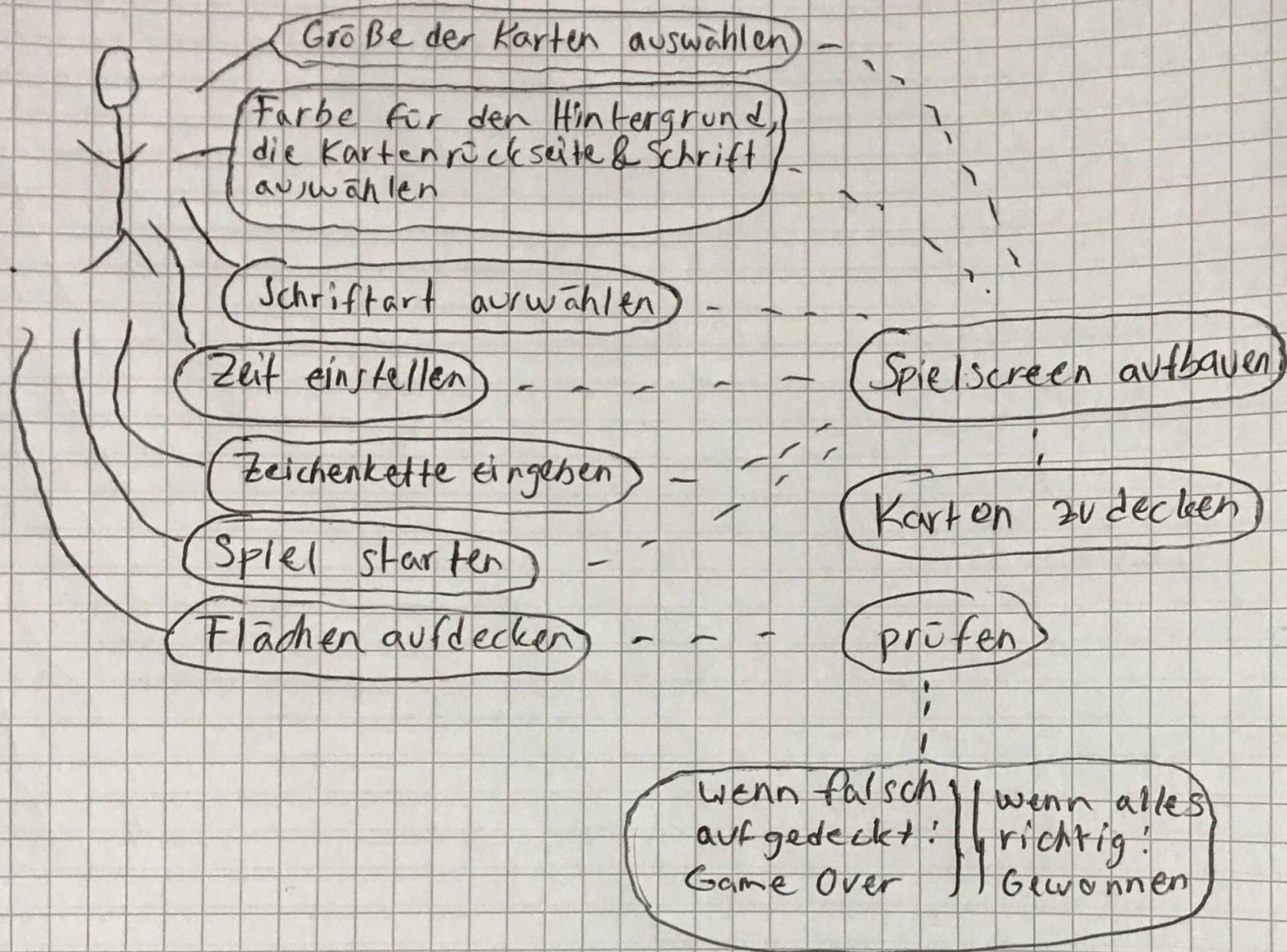
<input type="radio">

<input type="number"
name="stepper">

<input type="text">

<button>

Use-Case Diagramm

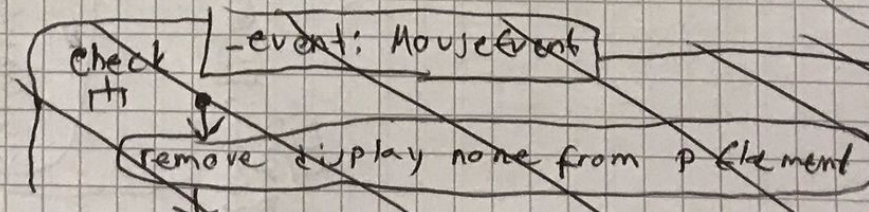
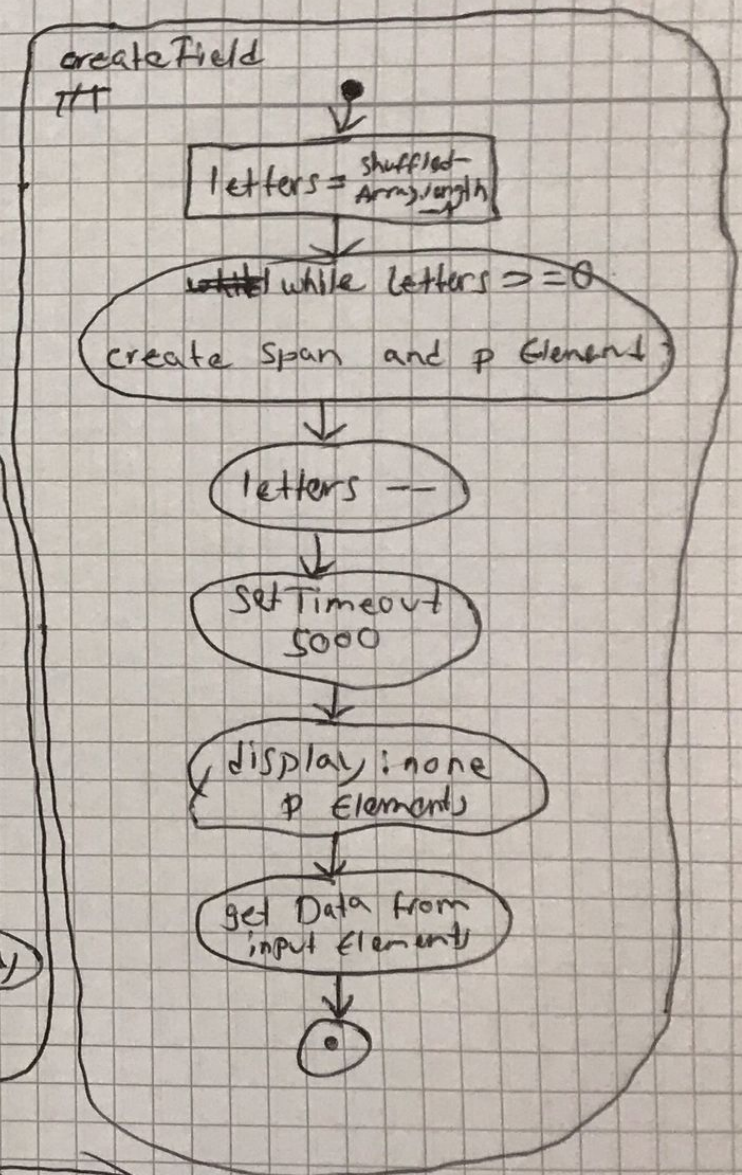
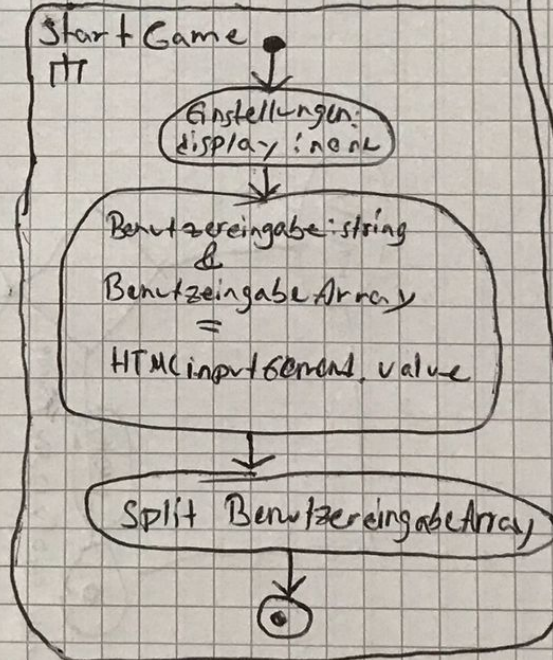
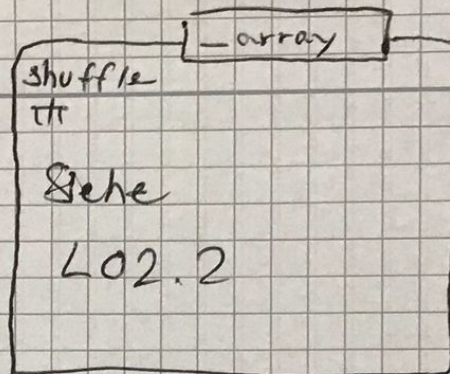
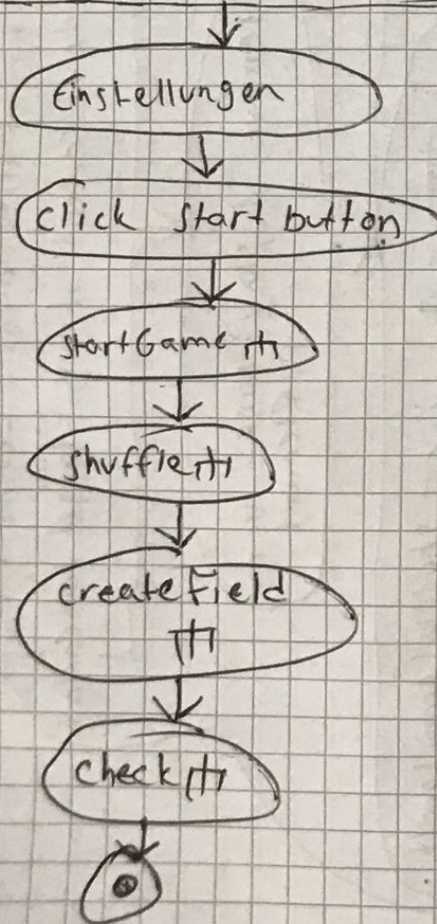


Sequentmemory : Activity Diagramm

main
Aktivität

```

let BenutzerEingabe: string
let BenutzerEingabeArray: string[]
let shuffledArray: string[]
let Karte: HTMLSpanElement
let background: string
let allInputs: NodeList of HTMLInputElement
let formData: FormData
    
```



- event: MouseEvent

check
if

```
let nutzerClickArray: string []  
let target: HTML-Element = - event.target  
let textContent: string = target.textContent
```

remove display: none
from p element

nutzerClickArray.push(textContent)

let i: number = 0

i <= shuffledArray.length

i++

benutzerEingabeArray[i] !=
nutzerClickArray[i]

Alert: Game Over

Alert: Sieg!

0