menuBox

h1

<p>

input type="*number*" id="numberOfPairs" step=10 min=10, max=50

input type="range" min="5" max="500" value="100" id="myRange"

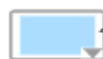# Memory

Menu

input type="color" id="backgroundColor"

input type="color" id="fontColor"

input type="color" id="cardsColor"

Number of Pairs   < 15 >

Size of Cards   5 —●———— 50

Background Color   ▢

Font Color   ▢
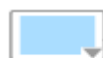
Cards Color   ▢

Pick your font   Arial ▼

Play

select Element id="selectFont"

button id="start"

Aktivitätsdiagramm Memory

(main start)

- noCards: number
- interval: number
- time: number = 0
- clickedCards: HTMLElement [] = []
- nonVisibleCards : HTMLElement [] = []
- install load listener

load window
- hndLoad

change startBox- div
- hndLoad

click on start Button
- gameStart

click on card
- clickedCard

hndLoad
- find startButton & install click-listener

gameEnd
- stop timer: clearInterval (interval)
- gameBox add class "hidden"
- endBox removed class "hidden"
- Congrats! You needed "insert timerStarts"

gameStart
_event; Click Event

- menuBox add class "hidden"
- gameBox add class "hidden"
- formData: FormData = new FormData(document.forms[0]
- numberOfPairs : number = parseInt (formData get ("numberOfPairs"
- cardsSize: number = parseInt (formData)
- backgroundColor: string = formData
- fontColor: string = formData
- cardsColor: string = formData
- fontFamily: string = formData
- set background color
- cardValues : number [] = []
- i = 1 : number
- (decision) i <=numberOfPairs → push twice "cardValues" → i++
- shuffle "cardValues"
- create cardBox from Values formData
- add click Listener clickedCards
- set Timer HTMLSpanElement
- timer.innerHTHML = Math.floor (time/60) + "min" + (time % 60) +"s"

compareCards

- (decision) if clickedCards [0].innerHTML ==clickedCards[1].innerHTML
  - → add class "hidden"
  - → add Class to "cards" "nonVisibleCards" → push clickedCards in nonVisibleCards []
- clickedCards = [ ]
- (decision) if noCards amount == nonVisibleCards.lenght → gameEnd

clickedCards
_event; Click Event

- target <HTMLElement> = <HTMLElement>_event.target
- (decision) if Array Cards <2 and target !== clickedCards → Cards [0] push target in clickedCards []
- card class add hidden
- (decision) if Array compaireCards === 2 → window.setTimeout(compareCards, 2000)