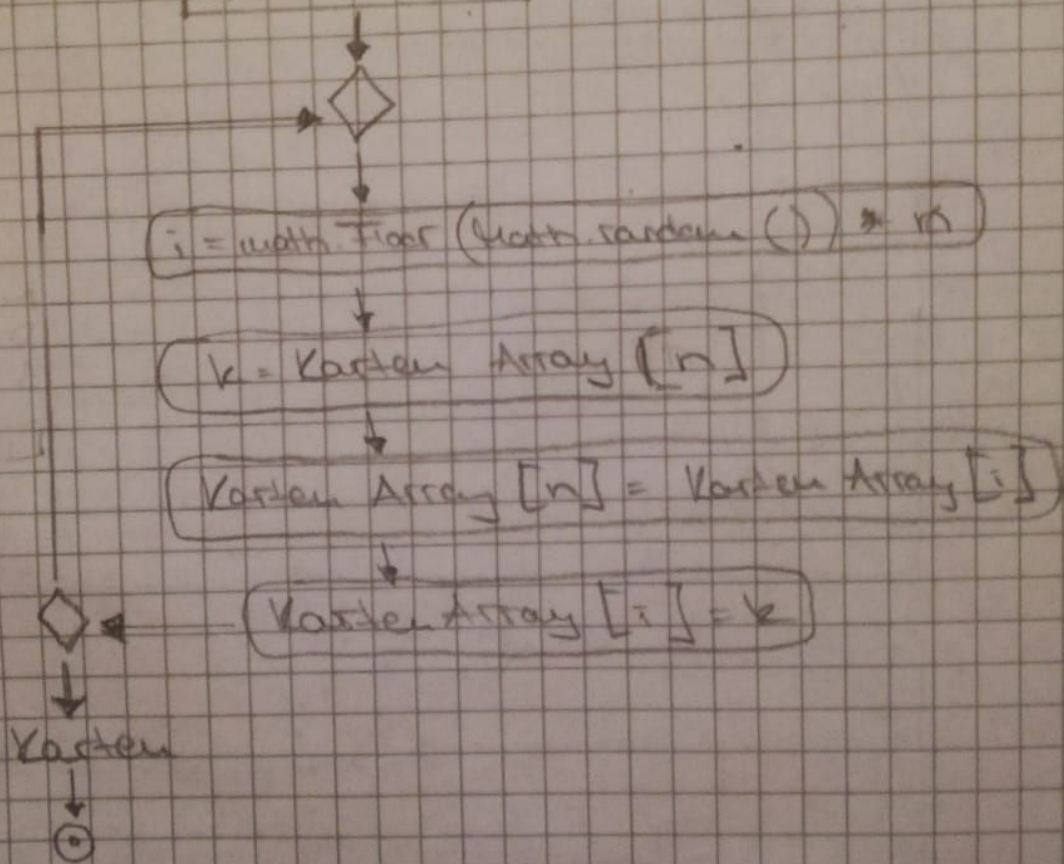
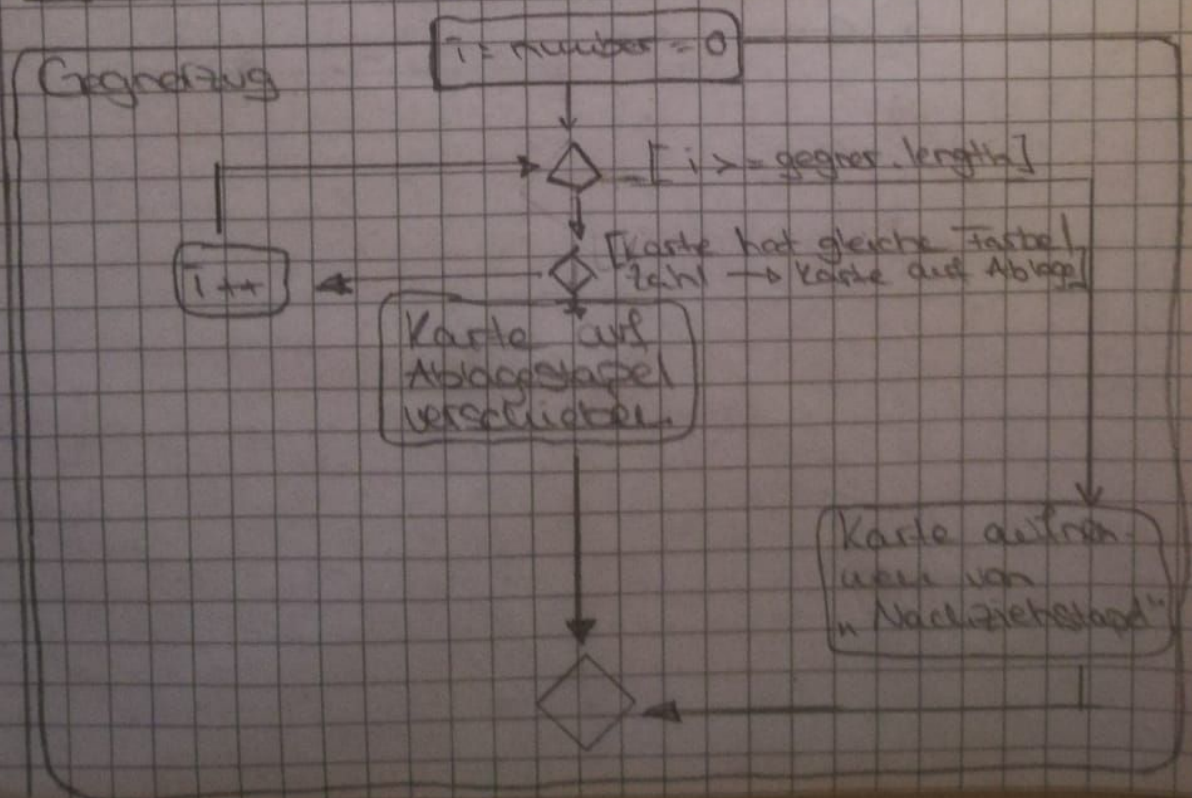
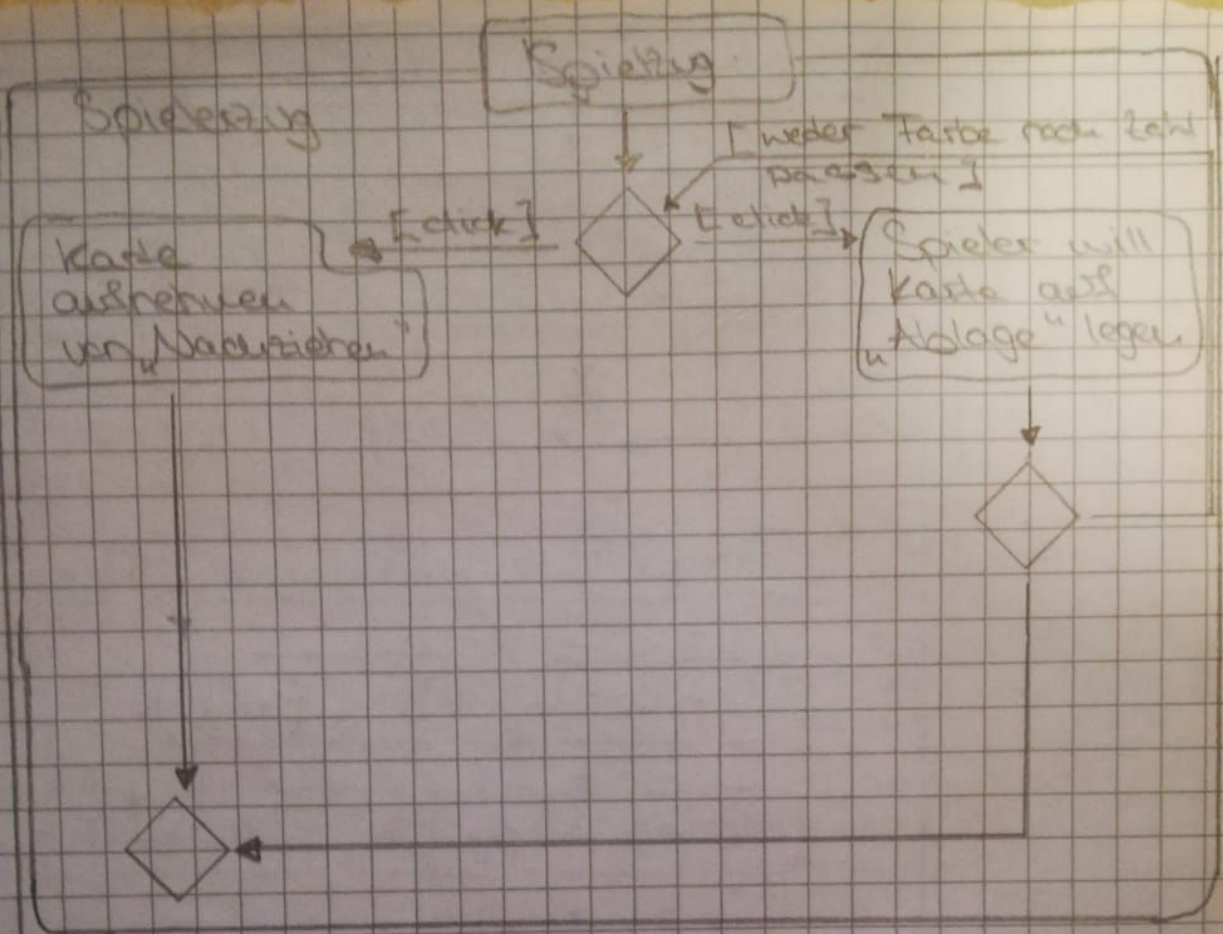


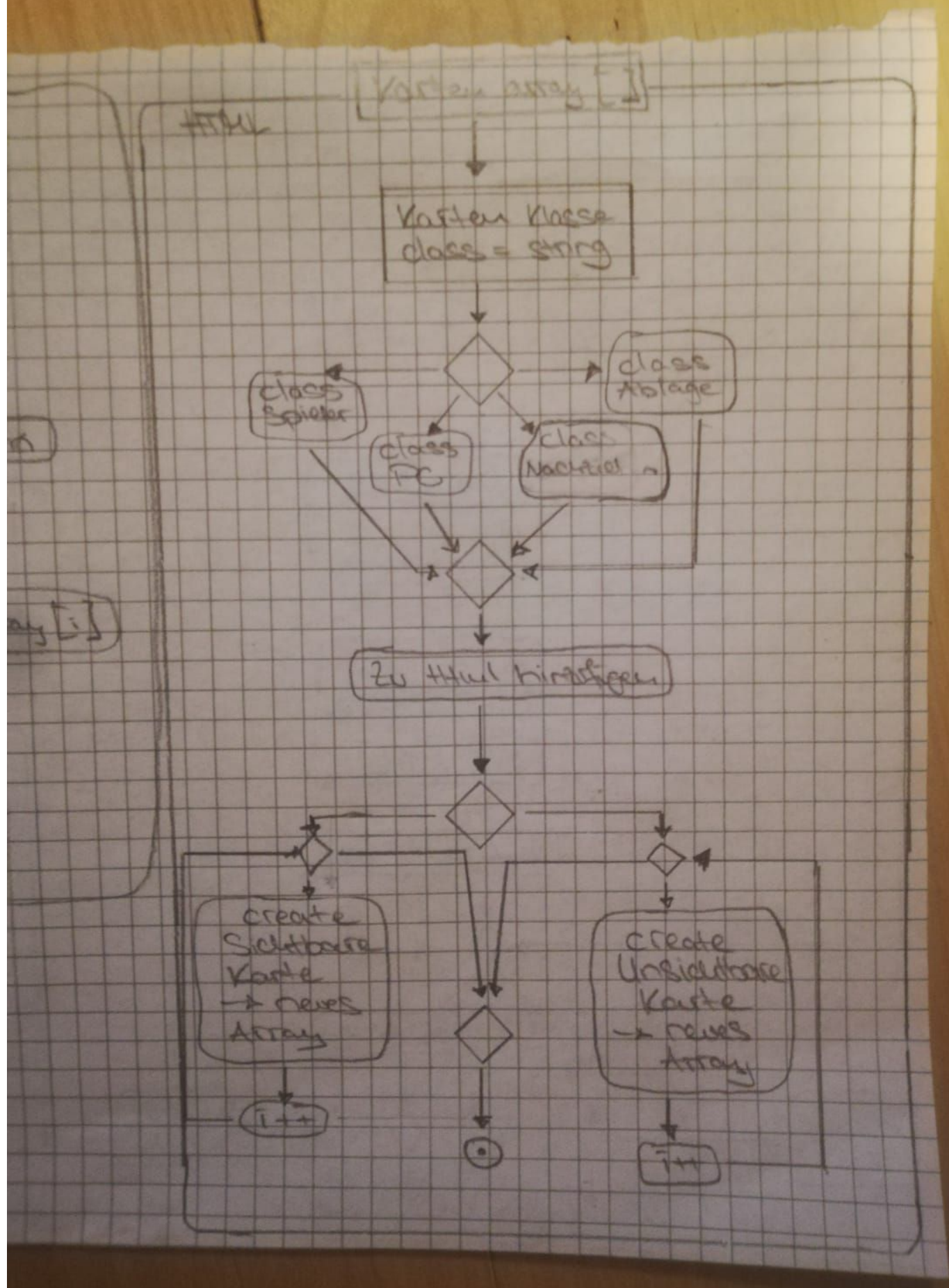
Kartenarray = Karte

mischen

n = number
k = Karte
i = number

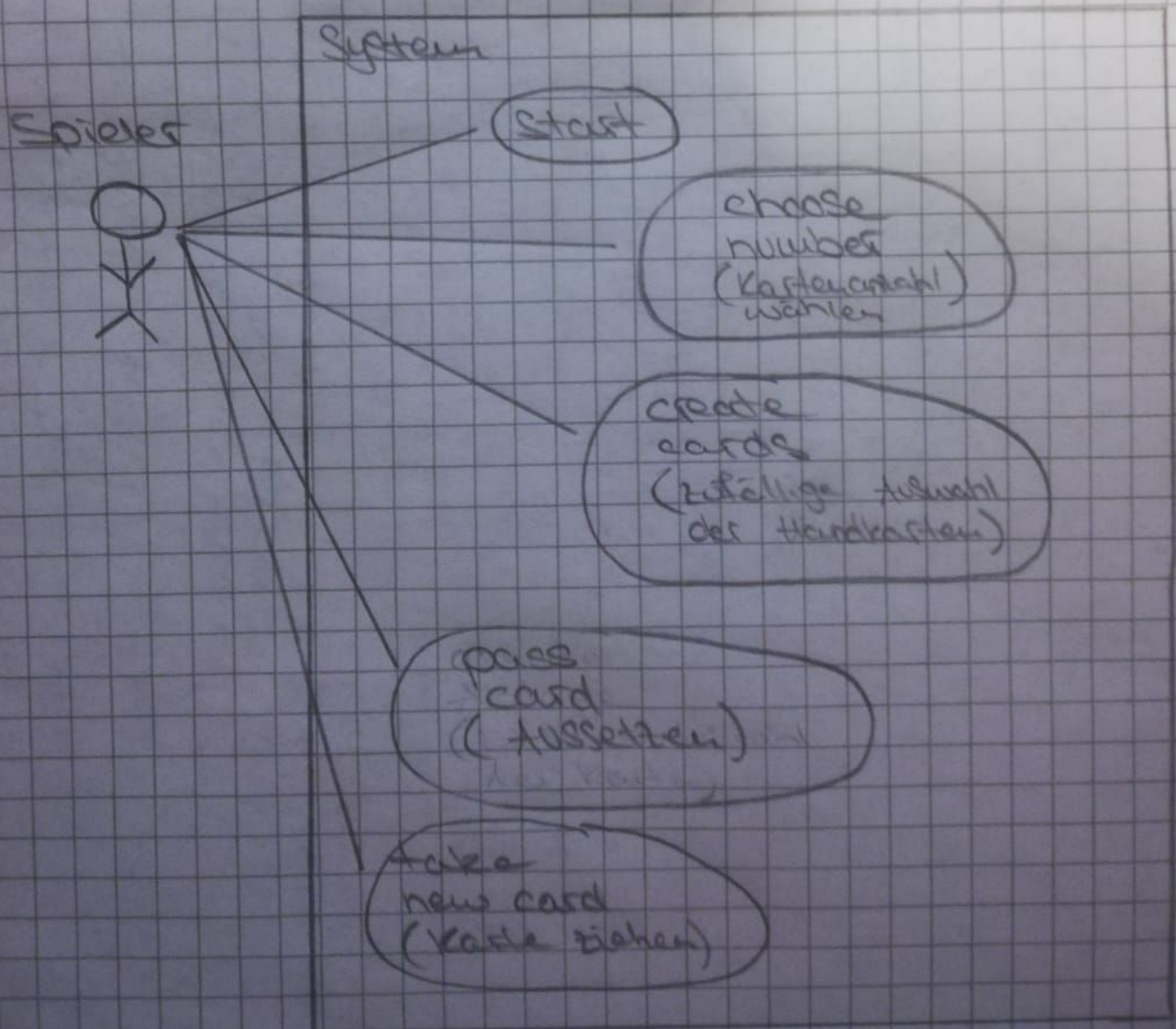






Werkzeugfall diagramm

- Jüni Uno



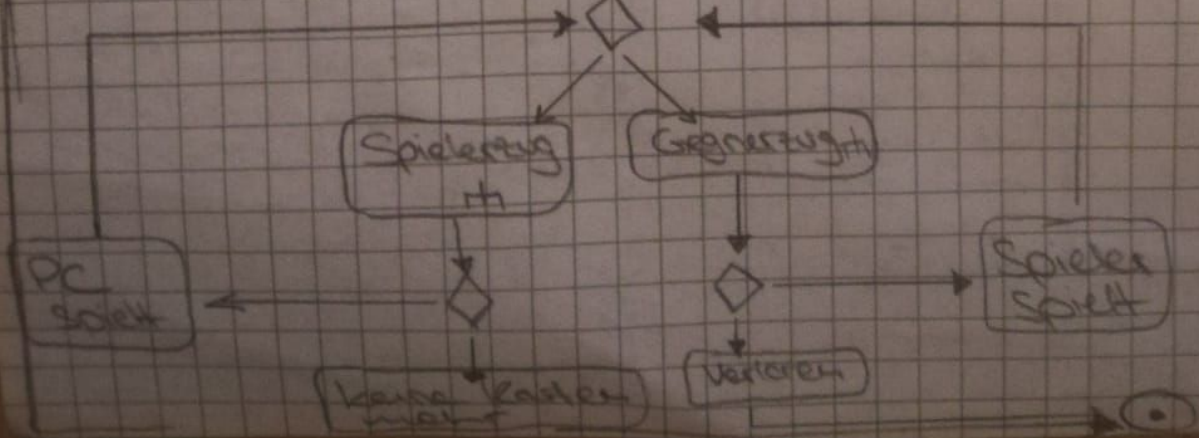
main

```
interface Karte { Farbe: string, Wert: number }  
let Nachziehern: Karte[] = []  
let Ablage: Karte[] = []  
let Gegner: Karte[] = []  
let Spieler: Karte[] = []
```

Kartenauswahl
nehmen:
prompt
Id = Anzahl

Karten laden:
Ablage, Hand 2
Nachziehern laden
Id = Ablage
Id = Nachziehern

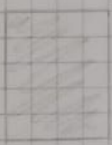
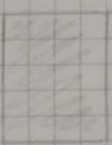
Spielzug: "Spieler"



<h1>

<prompt>

Wähle die Mini-Map-Kartenansicht



<div>
id =
Ablegen

Ableg-
Gruppe

Nach-
zieh-
Gruppe

<div>
id =
Nachziehen

1
1

2
2

3
3

4
4

<div>
class = Player
id = 1000000