HTML = Kartendeck + Ablegekarten (id's)
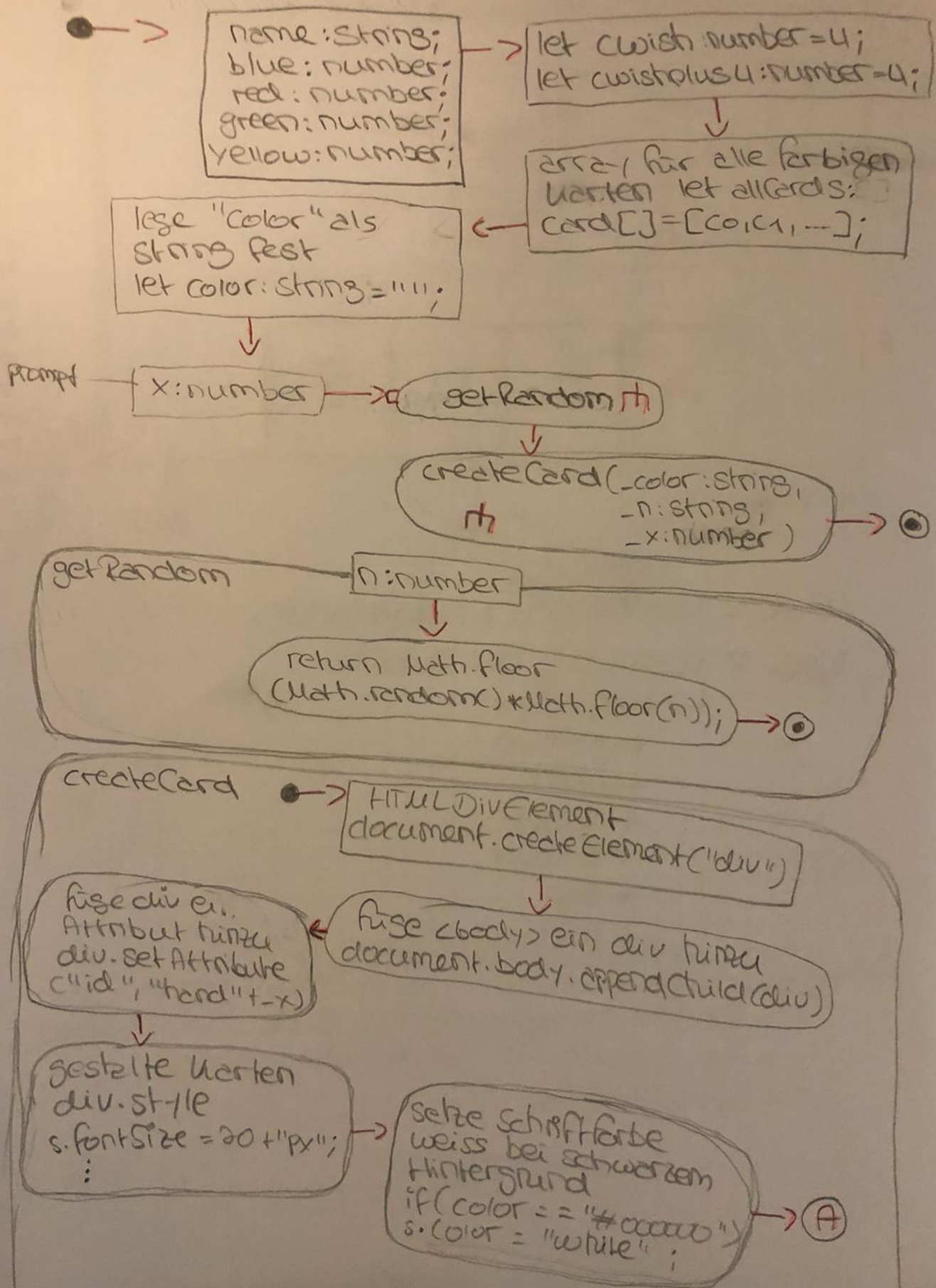
CSS = Position der Bereiche
   ↳ + bg-color
      + position
      + width
      + height
      + border
      + top
      + left ...

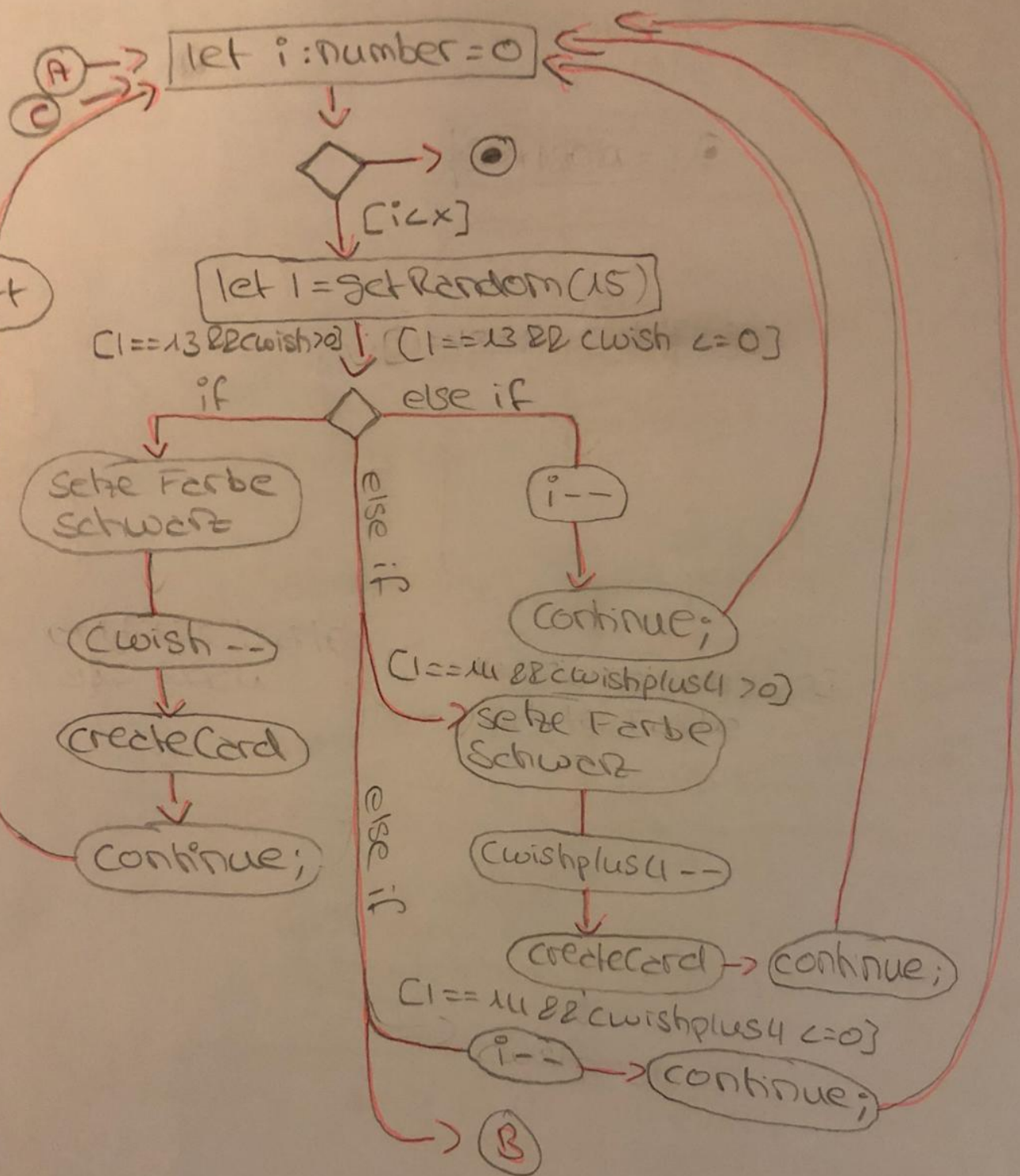ts =   • Interface Karten + array
       • prompt-Ausgabe + meth.random + meth.floor
       • function createCard für Deck, Ablege + Hand,
       • for-Schleife für Zufallsausgabe + array.splice
       • switch-case

Neues Auktivitätsdiagramm A2 - UNO   25.10.18

```
name: string;
blue: number;
red: number;
green: number;
yellow: number;
```

→

```
let cwish: number = 4;
let cwishplus4: number = 4;
```

↓

```
array für alle farbigen
karten  let allCards:
card[] = [c0, c1, ...];
```

←

```
lege "color" als
string fest
let color: string = "";
```

↓

prompt — | x: number | → getRandom rh

↓

```
createCard (_color: string,
    rh    _n: string,
          _x: number )  → ◉
```

getRandom — | n: number |

↓

```
return Math.floor
(Math.random() * Math.floor(n));  → ◉
```

createCard ● →
```
HTML DivElement
document.createElement('div')
```

↓

```
füge <body> ein div hinzu
document.body.appendChild(div)
```

←

```
füge div ei..
Attribut hinzu
div.setAttribute
("id", "hand" +_x)
```

↓

```
gestalte karten
div.style
s.fontSize = 20 + "px";
:
```

→

```
setze Schriftfarbe
weiss bei schwarzem
Hintergrund
if (color == "#000000")
s.color = "white";  → Ⓐ
```

```
A ──>  let i:number = 0
C ──>

i++        ◇ ──>  ⊙
             │
           [i<x]
             │
           let l = getRandom(15)

[l==13 && cwish>0]    [l==13 && cwish <=0]
       if        ◇      else if
                            │
  ┌─────────┐   else if    i--
  │ Setze Farbe │              │
  │ Schwarz   │           Continue;
  └─────────┘
       │        [l==14 && cwishplus4 >0)
   cwish --        Setze Farbe
       │           Schwarz
   createCard         │
       │          cwishplus4 --
   Continue;           │
                  createCard ──> continue;

          else if
          [l==14 && cwishplus4 <=0]
                  i--  ──> continue;
          ──> B
```

B → ◇ —else→ [let y: number = getRandom(4)]

switch(y) ↓

◇

case 0
(Color = "#ff3333";)
↓ [allCards[i].red > 0]
(CreateCard)
↓
(allCards[i].red --)
↓
(Continue;)

case 1
(Color = "#47d147")
↓ [allCards[i].green > 0]
(CreateCard)
↓
(allCards[i].green --)
↓
(Continue;)

else
↓
(i--)
↓
(continue;)

case 2
(color = "...")
↓ [...blue > 0]
(CreateCard)
↓
(allCards[i].blue --)
↓
(Continue;)

case 3
(color = "...")
↓ [...yellow]
(CreateCard)
↓
(.. yellow --)
↓
(continue;)

→ (C) ←

zum Anfang der Schleife!