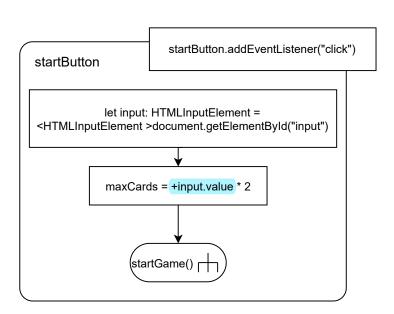
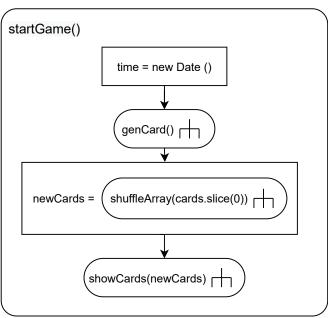
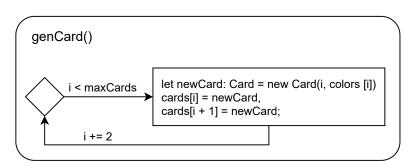
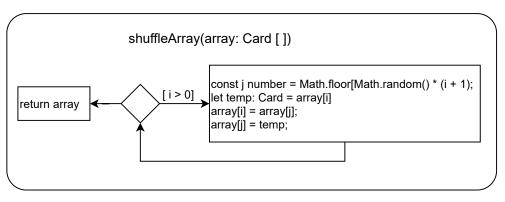
ACTIVITY-DIAGRAM click on startButton let time: Date; startButton() let colors: string[]; let cards: Card[] = []; let maxCards: number; let newCards: Card []; class for cards-obects class Card { click on divKarte pair: number; color: string; constructor(_pair: number, _color: string;) { this.pair = _pair; this.color = _color; turnAround(i)









divKarte.addEventListener("click") showCards(cardsForDis: Card[]) let spielfeld: HTMLDivElement = <HTMLInputElement >document.getElementByld("input") let row: number = 0; let posInRow: number = 0; [i < cardsForDis.length] let divKarte: HTMLDivElement = document.createElement("div") divKarte.setAttribute("class", "cards"); divKarte.setAttribute("id", "id_"); adding card styles turnAround(i) [(i % 10 == 0 && i !=0)] row++; posInRow = 0; style the cards with row and poslnRow spielfeld.appendChild(divKarte)

let turnedCards: number = 0; let oldCard: Card; let oldCardDiv: HTMLDivElement; let oldID: number;

