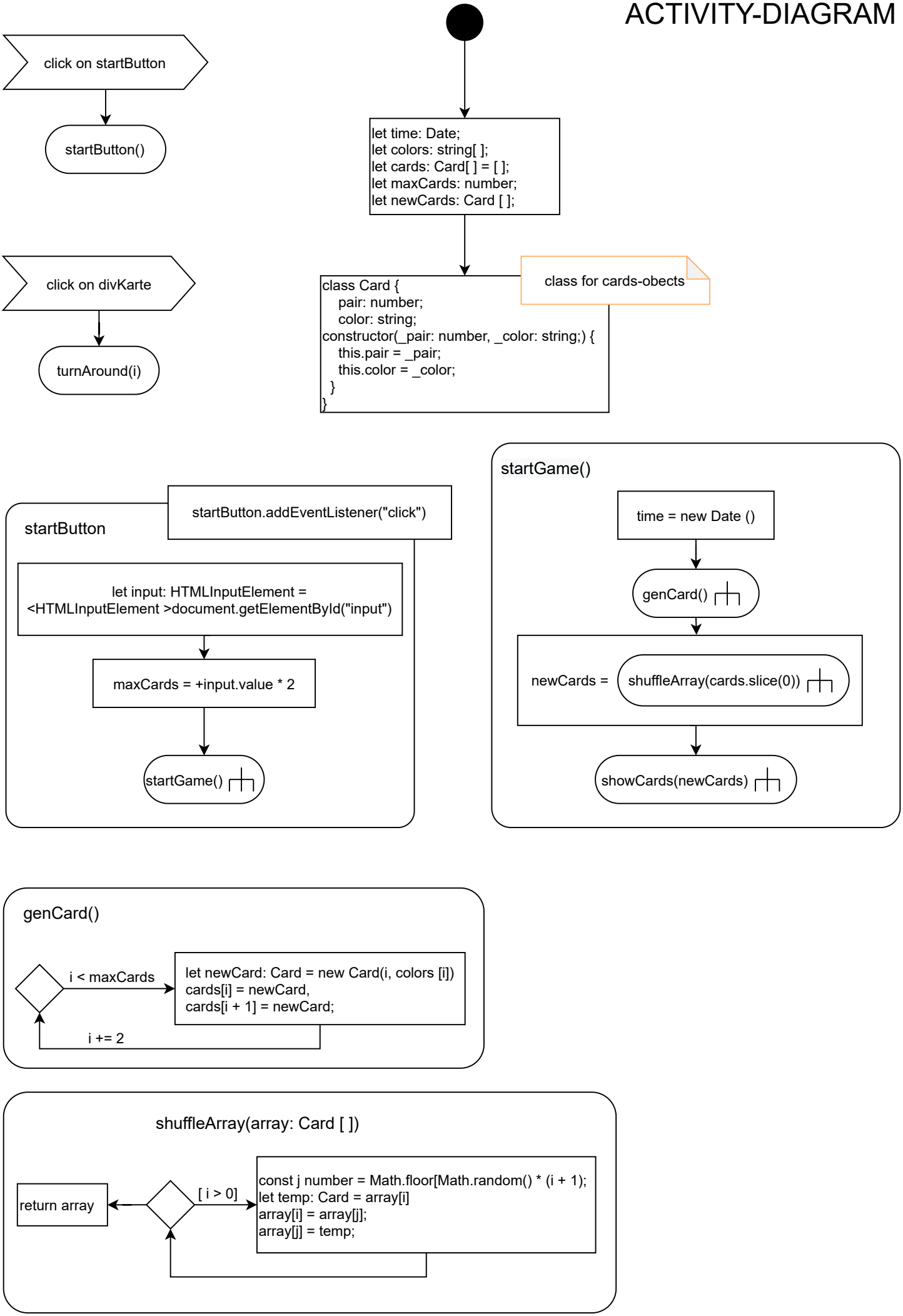
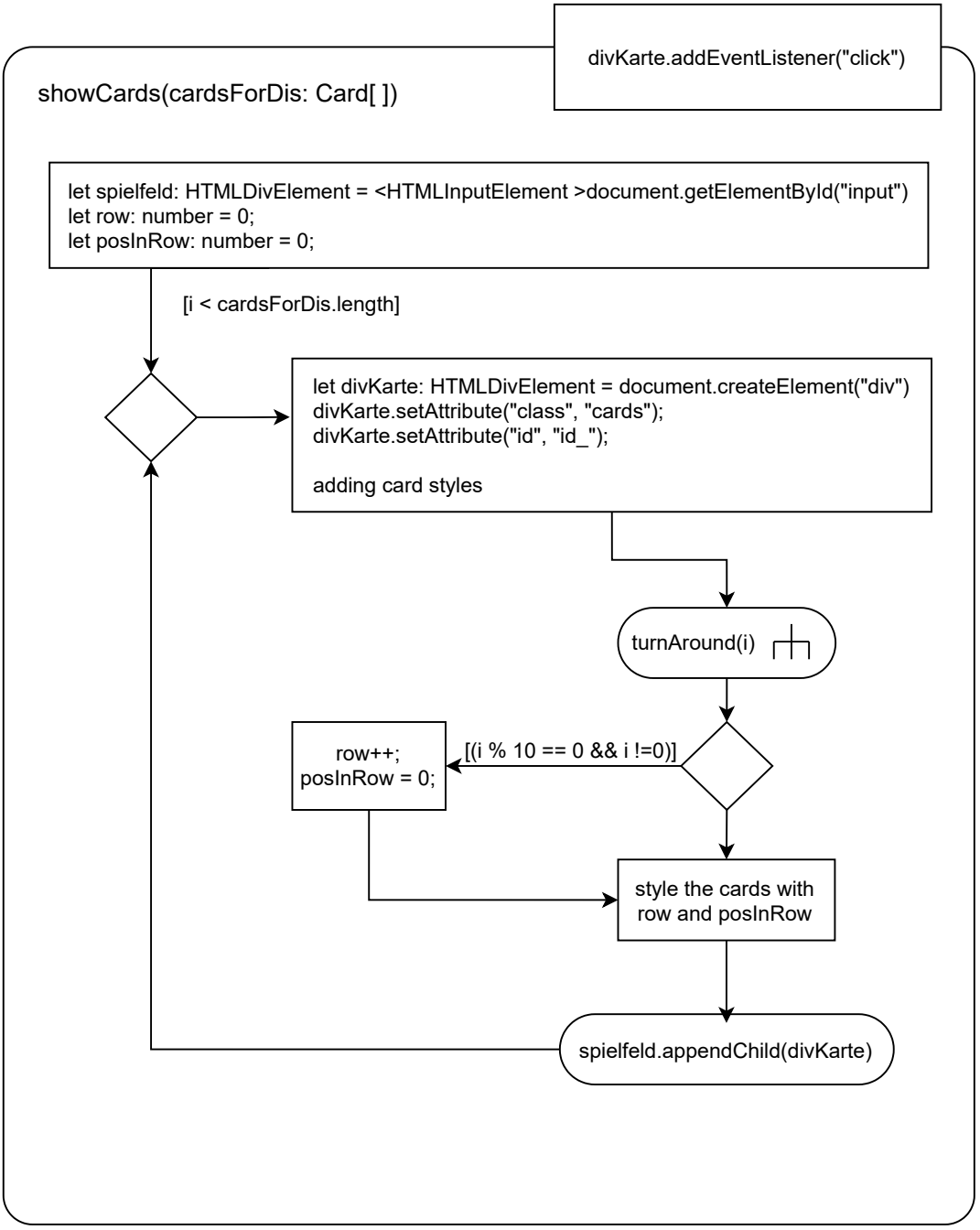
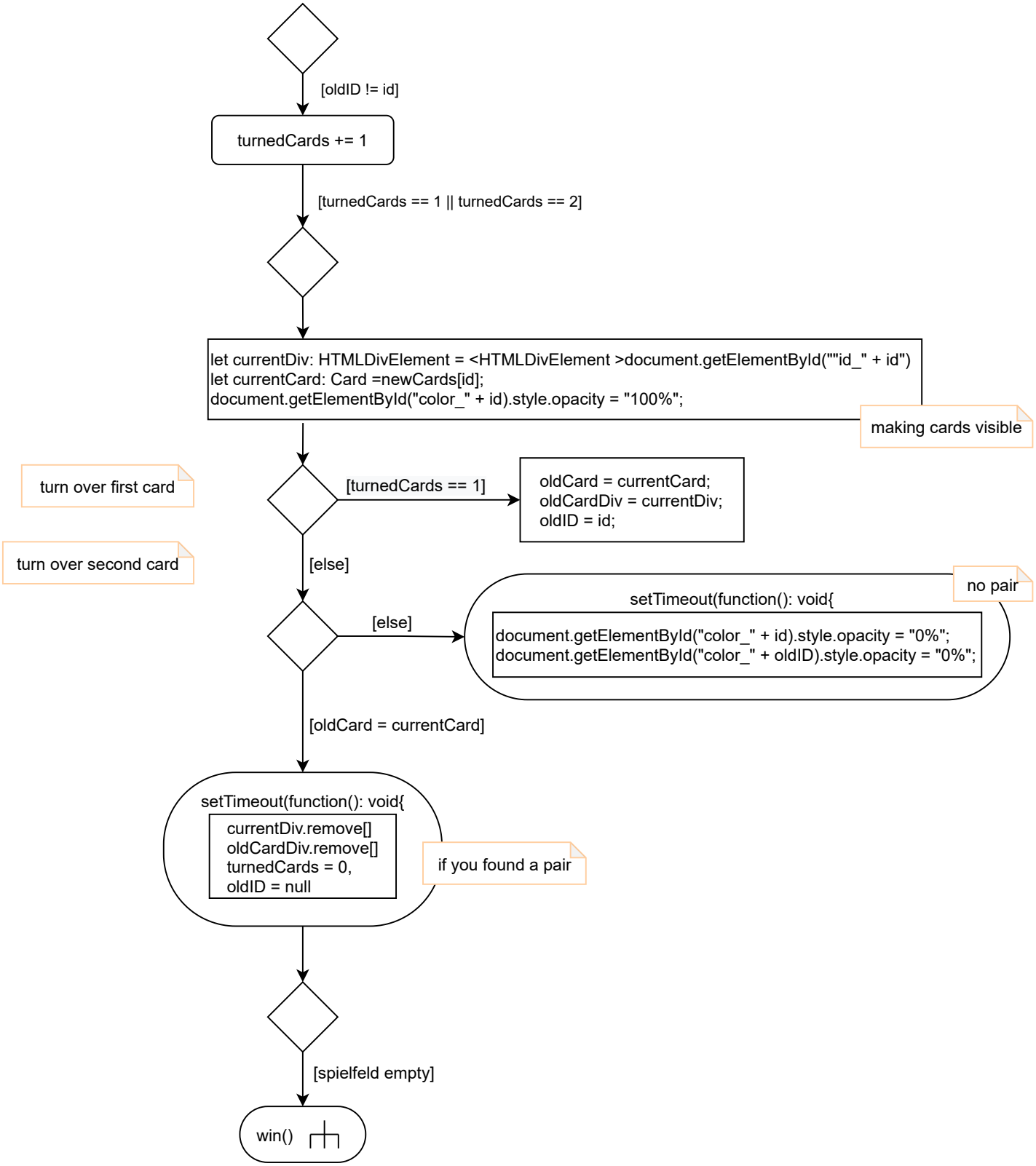
ACTIVITY-DIAGRAM

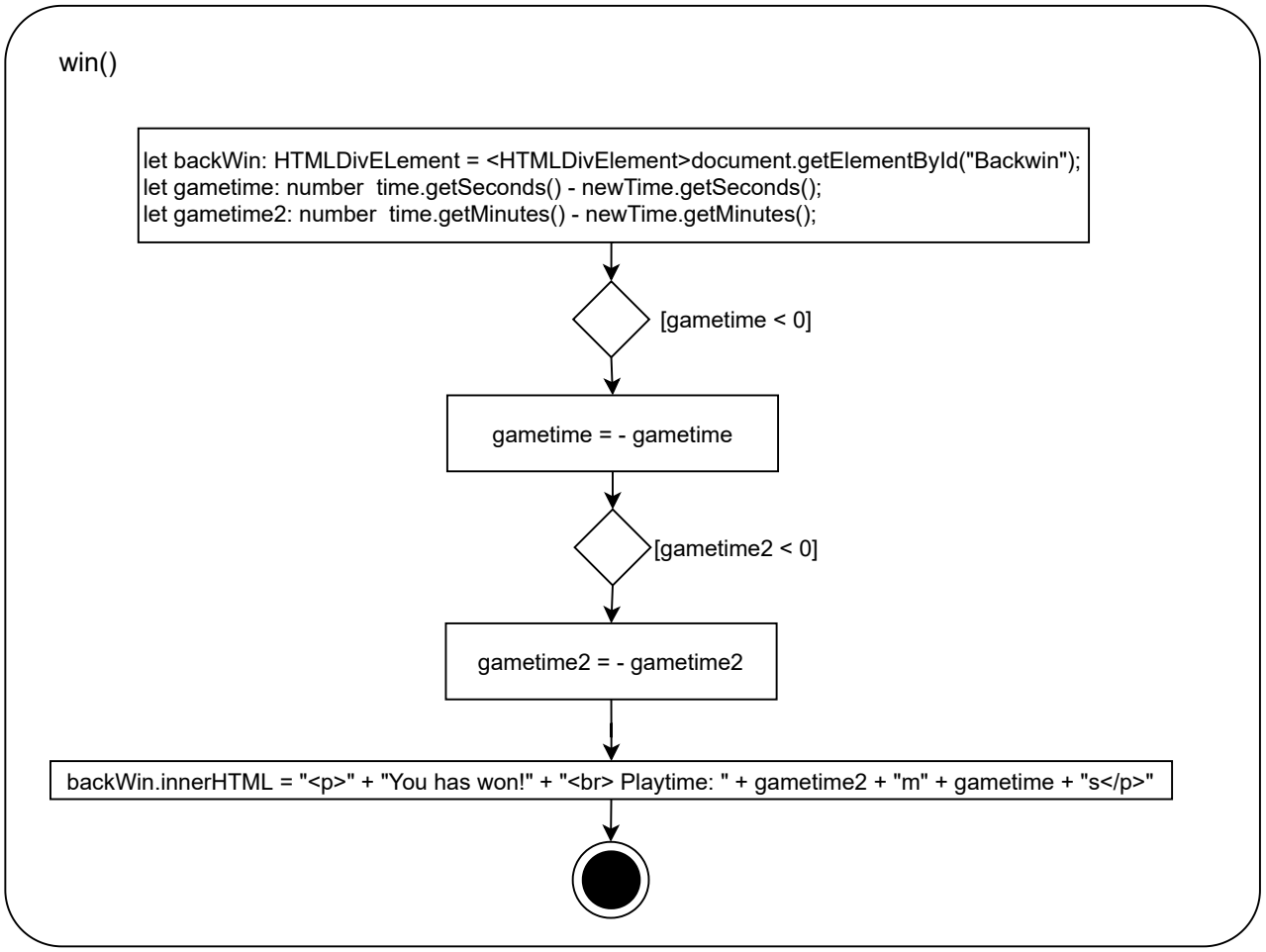



divKarte.addEventListener("click")
showCards(cardsForDis: Card[ ])
let spielfeld: HTMLDivElement = <HTMLInputElement >document.getElementById("input")
let row: number = 0;
let posInRow: number = 0;
[i < cardsForDis.length]
let divKarte: HTMLDivElement = document.createElement("div")
divKarte.setAttribute("class",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

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

turnAround(id: number)




win()
let backWin: HTMLDivELement = <HTMLDivElement>document.getElementById("Backwin");
let gametime: number time.getSeconds() - newTime.getSeconds();
let gametime2: number time.getMinutes() - newTime.getMinutes();
[gametime < 0]
gametime = - gametime
[gametime2 < 0]
gametime2 = - gametime2
backWin.innerHTML = " " + "You has won!" + "
 Playtime: " + gametime2 + "m" + gametime + "s "