

Memory Settings Game: Activity Diagram

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let cards:string[] = ["1","2",...]
let cardArray:HTMLInputElement[] = []
let playfieldCards:number
let cardsOpen:number=0
let cardsOpenArray:HTMLInputElement[] = []
let doneCards:HTMLInputElement[] = []

```

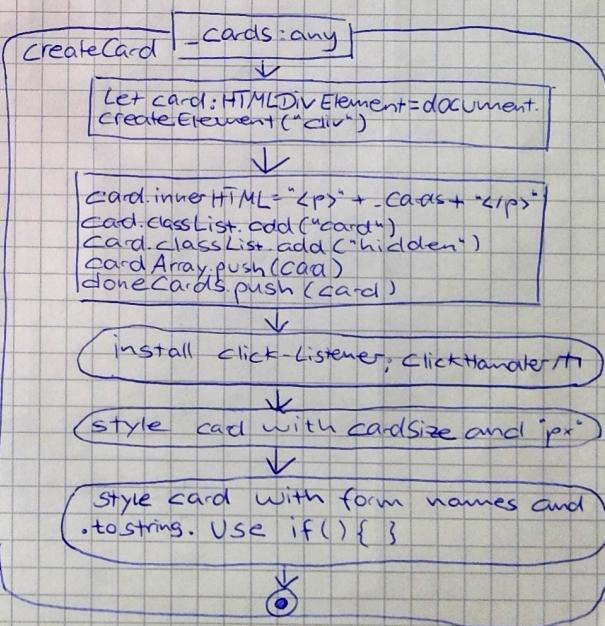
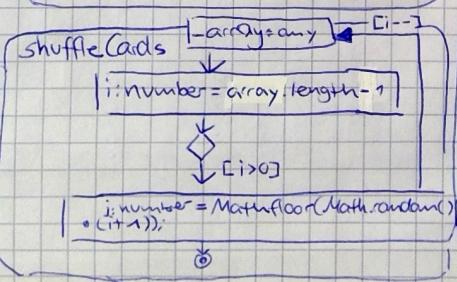
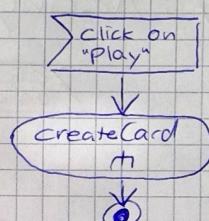
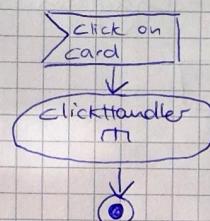
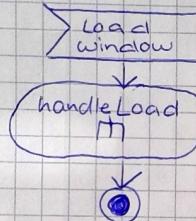
```

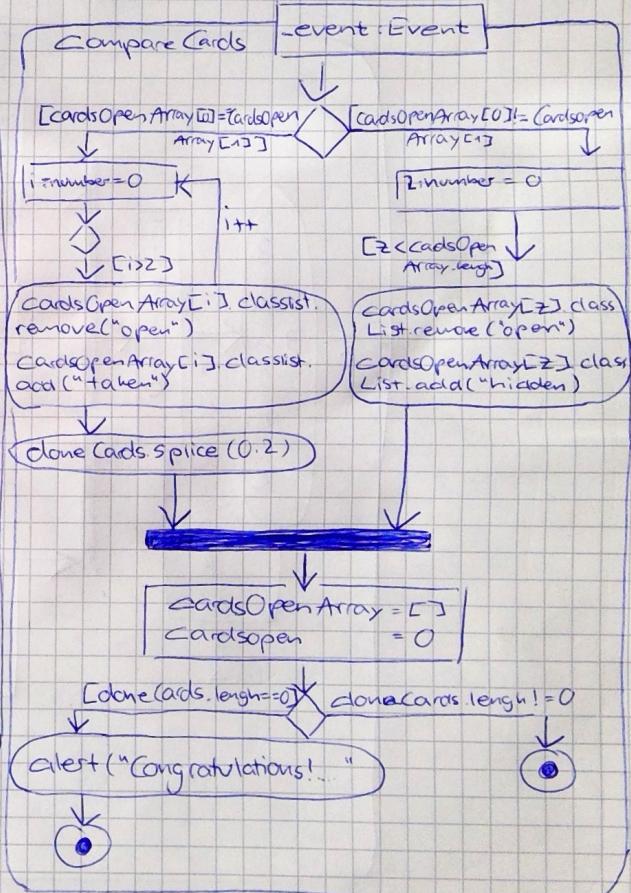
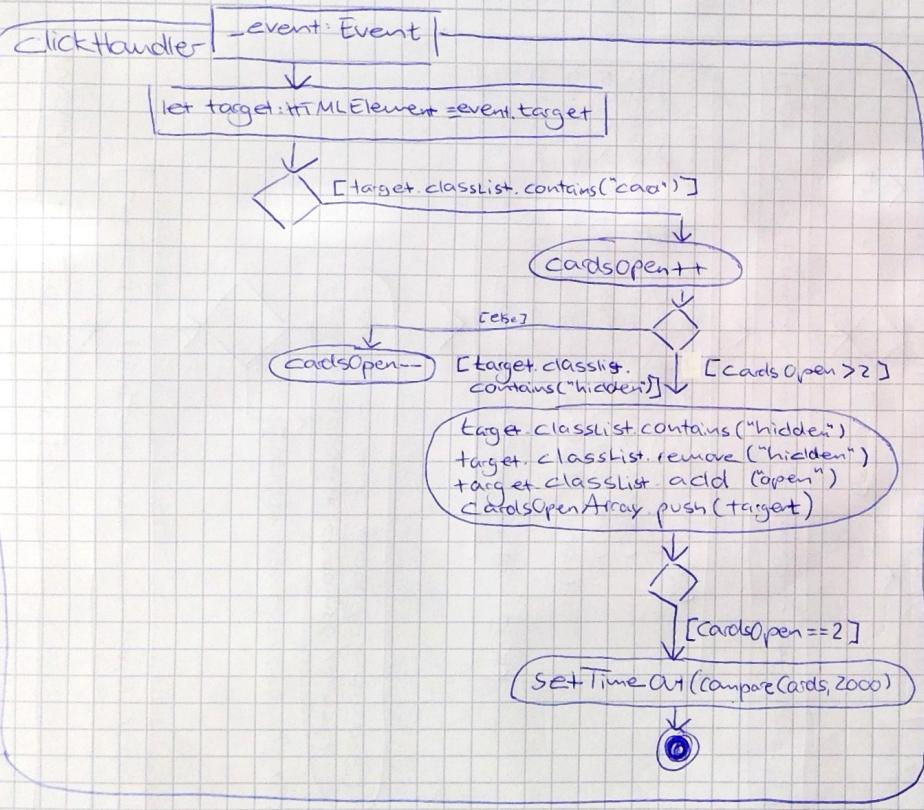
let formData:FormData
let cardSize:number;
let bgColor:FormDateEntryValue
let cardColor:FormDateEntryValue
let fontColor:FormDateEntryValue
let fontFamily:FormDateEntryValue

```

install Load-Listener

Start Install

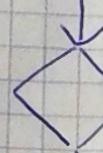




Main

| event :Event |

| Let fieldset:HTMLElement = document.querySelector(".form")



[fieldset.classList.contains("visible")]

fieldset.classList.remove("visible")
fieldset.classList.add("-is-hidden")



formData = new FormData(document, forms[0])
console.log(formData)

cardSize = Number(formData.get("Slider"))

bgColor = formData.get("BGColor")

cardColor = formData.get("BSColor")

fontColor = formData.get("FCColor")

fontFamily = formData.get("Radiogroup")



| Let pairs:FormDataEntryValue = formData.get("Stepper") |

[pairs]

[!pairs]



playfield(cards = Number(pairs))

| playfield(cards = 5) |



| let i:number=0 |



[i < playfield(cards)]

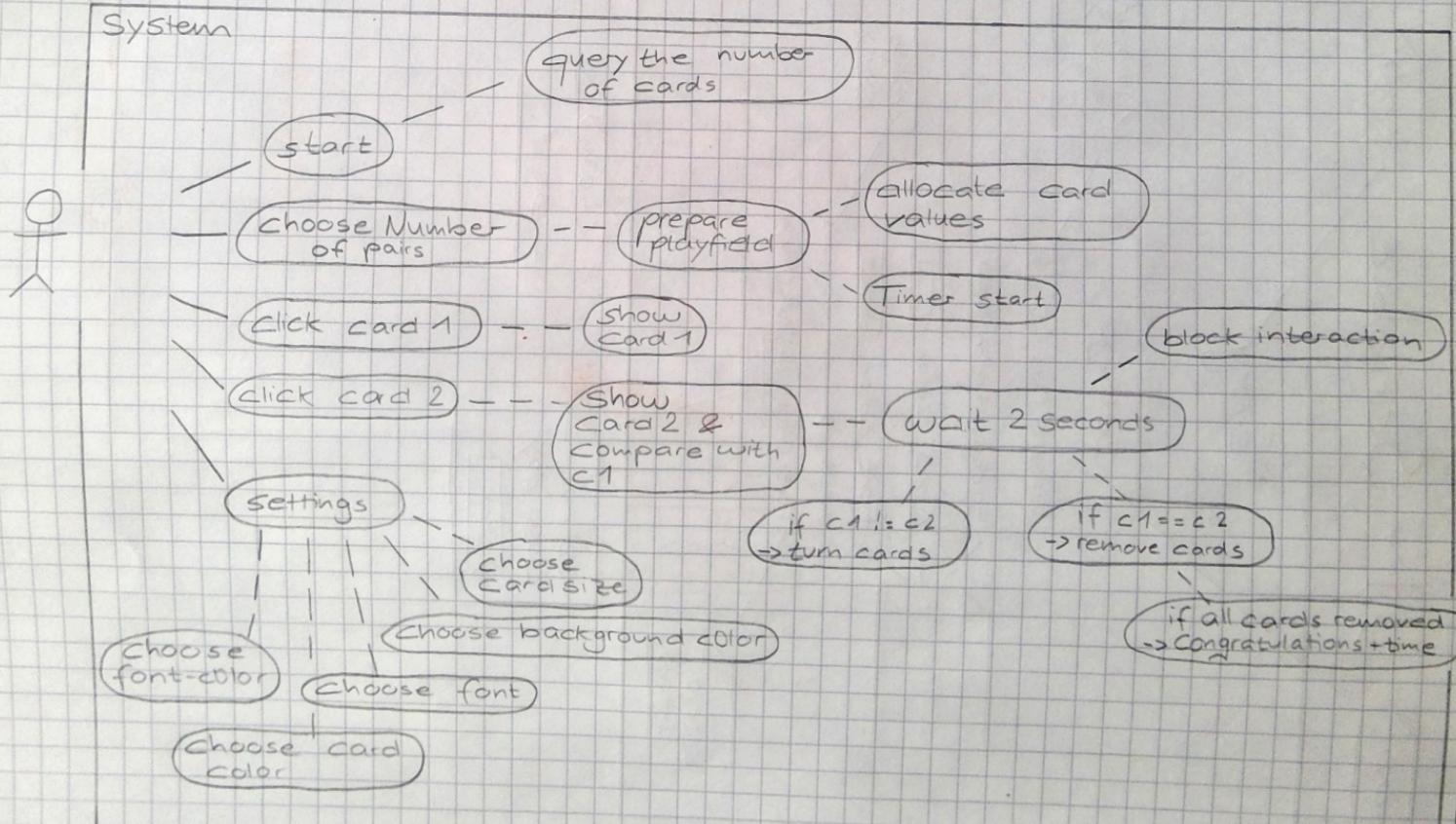
i+=1

CreateCard(cards[i])

+



Use-Case-Diagram



<h2>

UI - Scribble

<h1>

Memory

Settings

Number of Pairs

5

<number
stepper>

<color input>

Background color

-- Card color

Font color

small cards

big cards

<range
input>

Font: Arial, Times New R, Helvetica

PLAY

<radio
button>

<btn>

Class="play"

>click

<form>

Class="form"