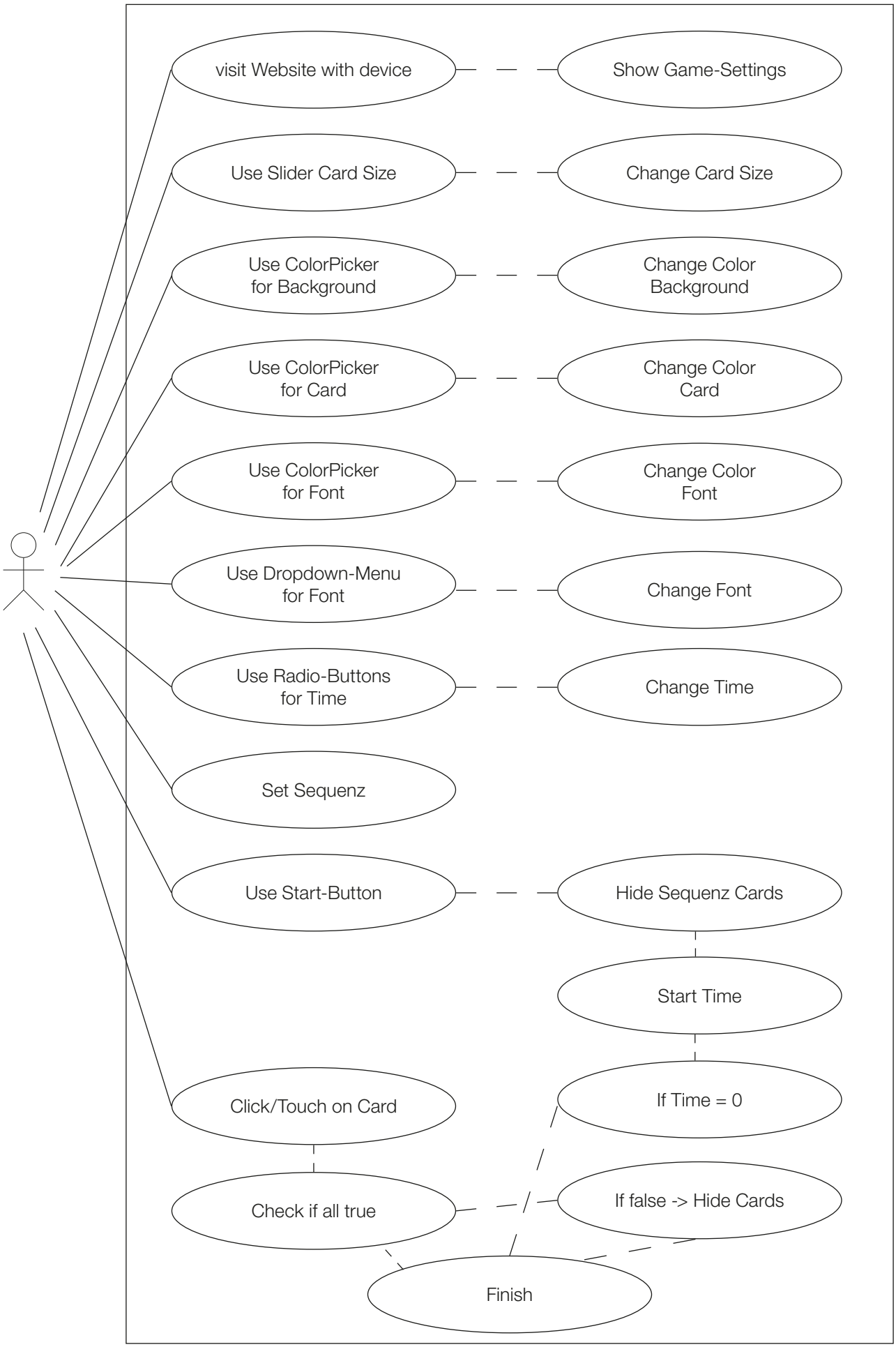
Use - Case - Diagramm

Sequenzmemory



<<header>>

<<h1>> # SEQUENZ-MEMORY

<<body>>

< >

Game-Settings <<h2>>

<<Slider>>

<<ColorPicker>> <<ColorPicker>> <<ColorPicker>>

Verdana <<Dropdown-Menü>>

Time 5 secs / letter Time 4 secs / letter Time 3 secs / letter <<Radio-Buttons>>

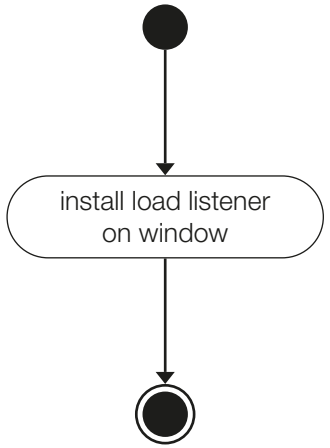
Sequenz <<Input-Field>>

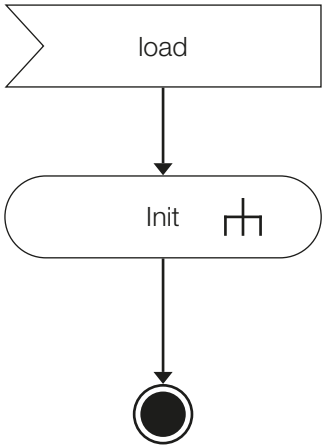
<<Button>>

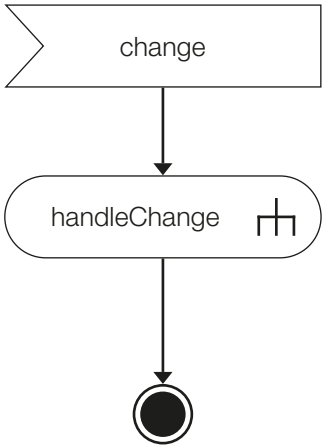
Start

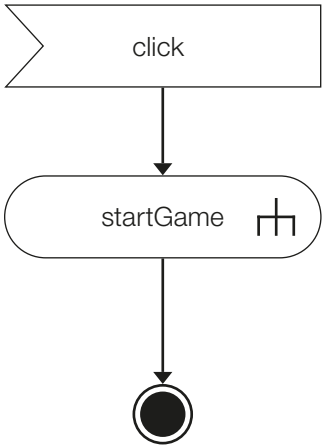
< >

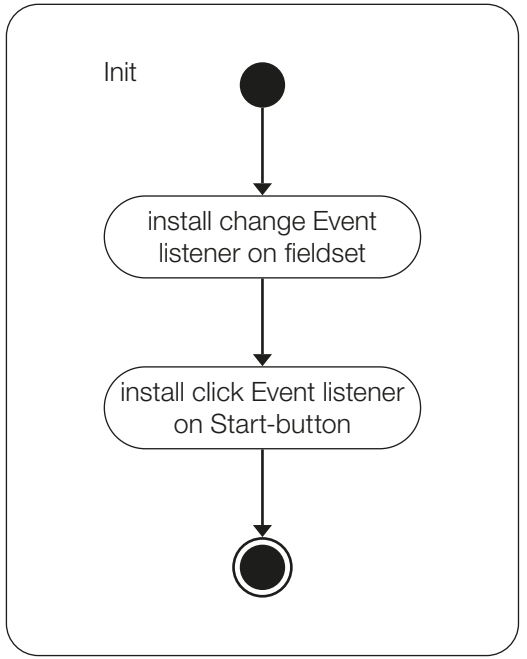
A

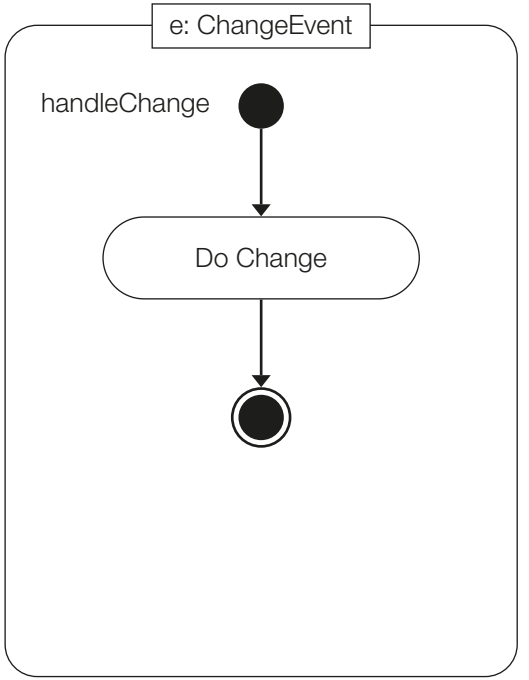

install load listener
on window

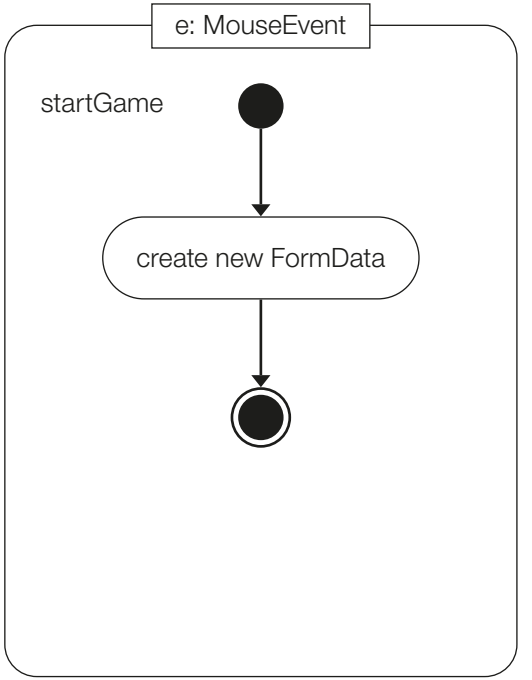

load
Init


change
handleChange


click
startGame


Init
install change Event
listener on fieldset
install click Event listener
on Start-button


e: ChangeEvent
handleChange
Do Change


e: MouseEvent
startGame
create new FormData