

ERGÄNZUNG! Ergänzungen 2.0!

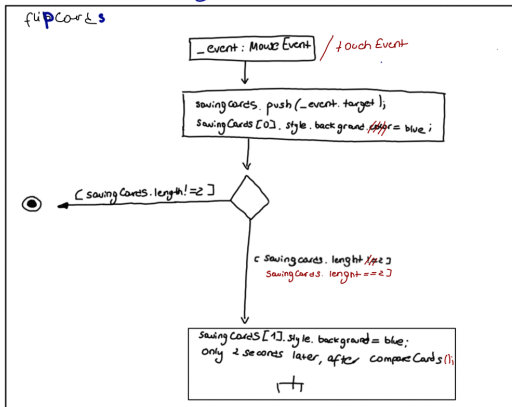
Aktivitätsdiagramm

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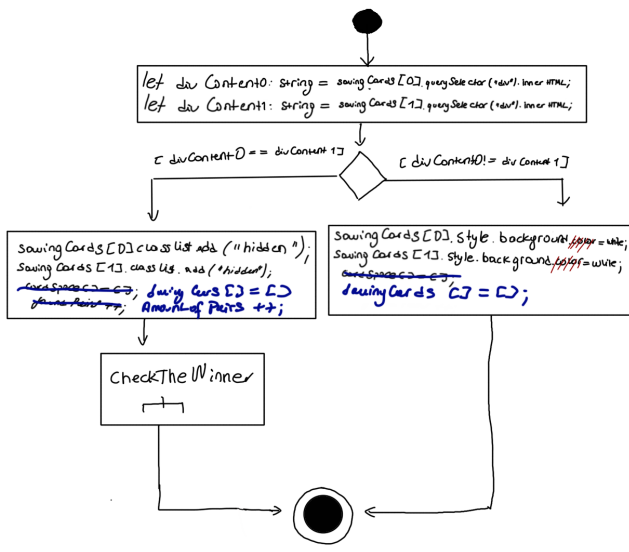
let foundPairs: number;
let amountOfPairs: number = 0;
let allCards: string[] = ["9", "10", "J", "Q", "K", "A"];
let cardsArray: string[] = [];
let cardSpace: string = document.querySelector("#pairsForMemory");
let savingCards: string[] = [];
let HTMLElement = C;
let startButton: HTMLElement;
let form: HTMLForm;
let properties: string[] = [];
let seconds: number = 0;
let minutes: number = 0;
let hours: number = 0;
let timer: HTMLForm;
let timerElement: HTMLForm;
let timerElement: HTMLForm;
let timerElement: HTMLForm;

```

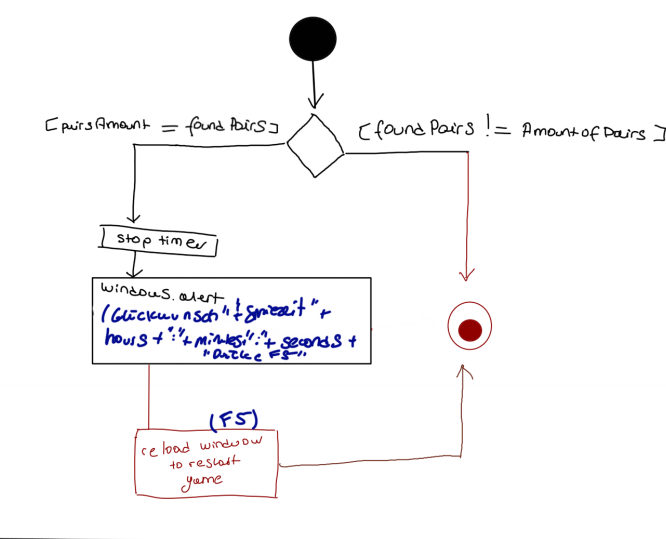
install Load - timer



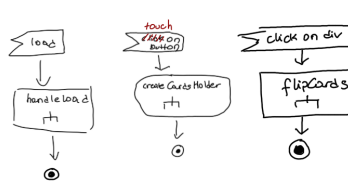
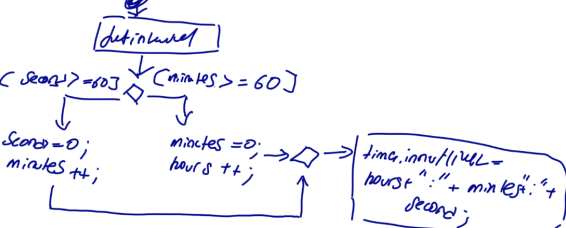
Compare Cards



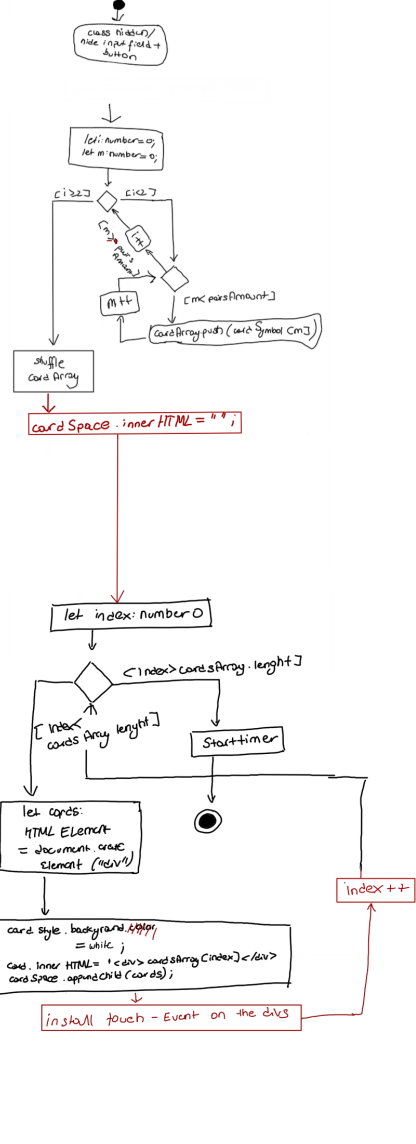
CheckTheWinner



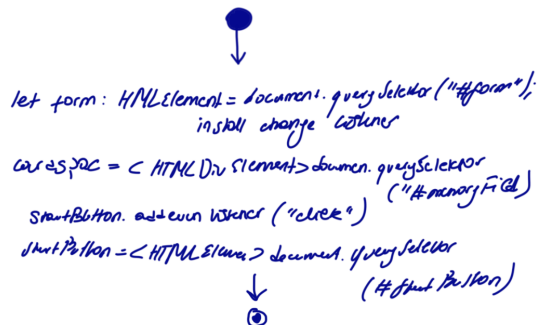
Start Timer



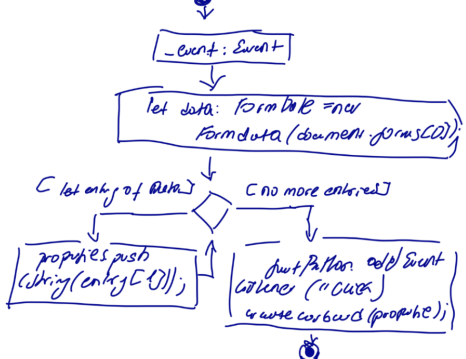
create Cardboard



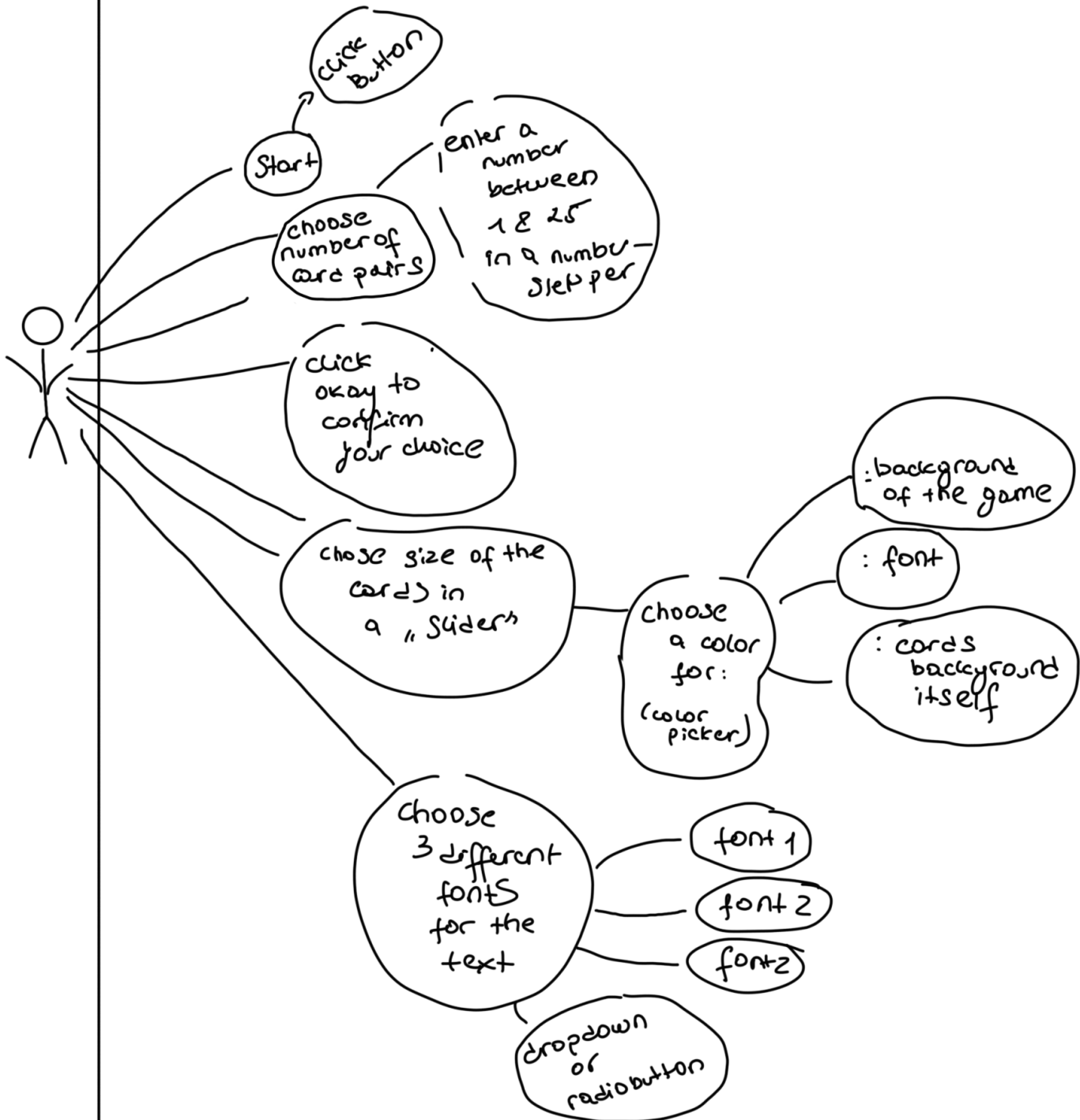
handle Load



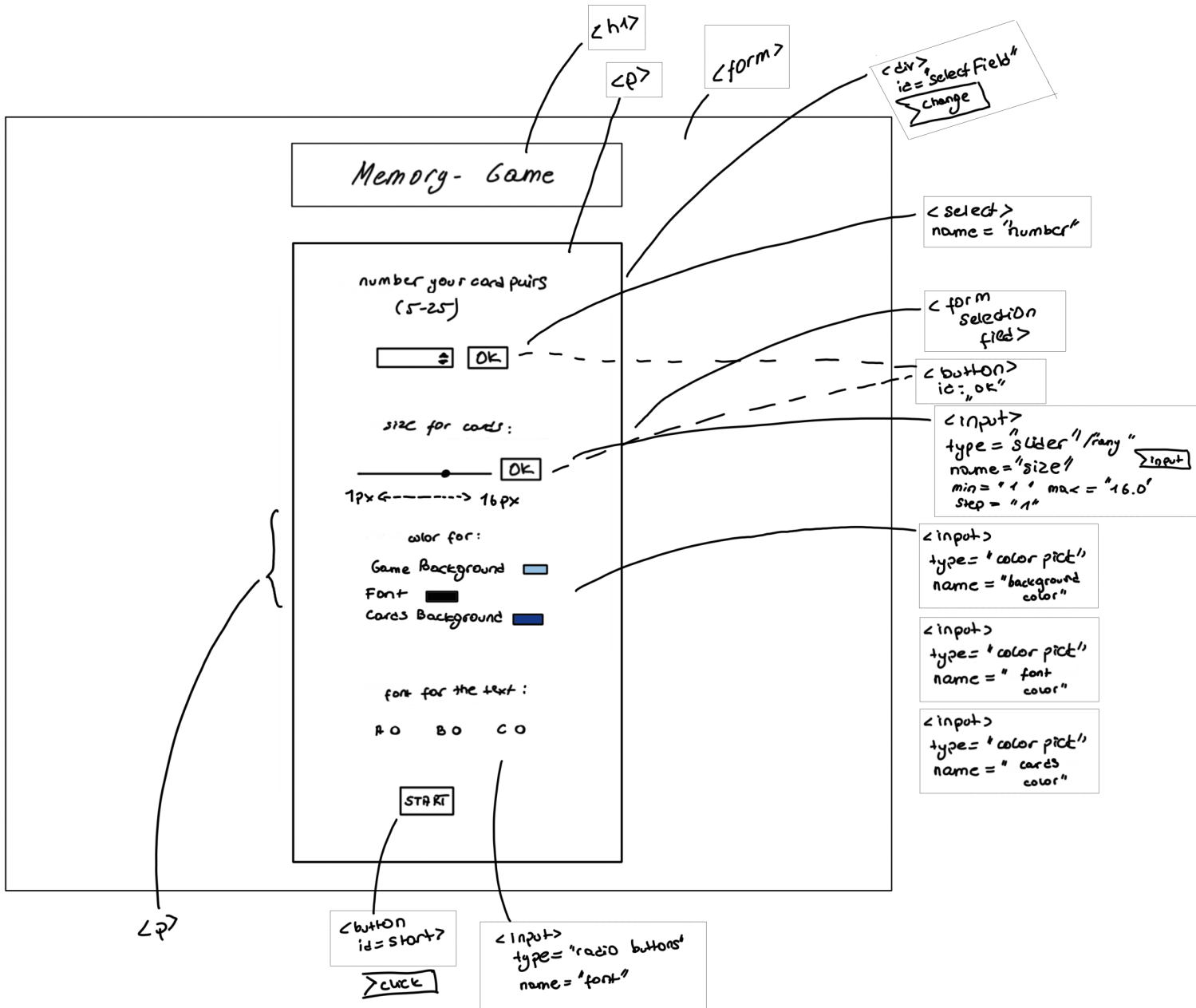
handle Change



Use-case - Diagram

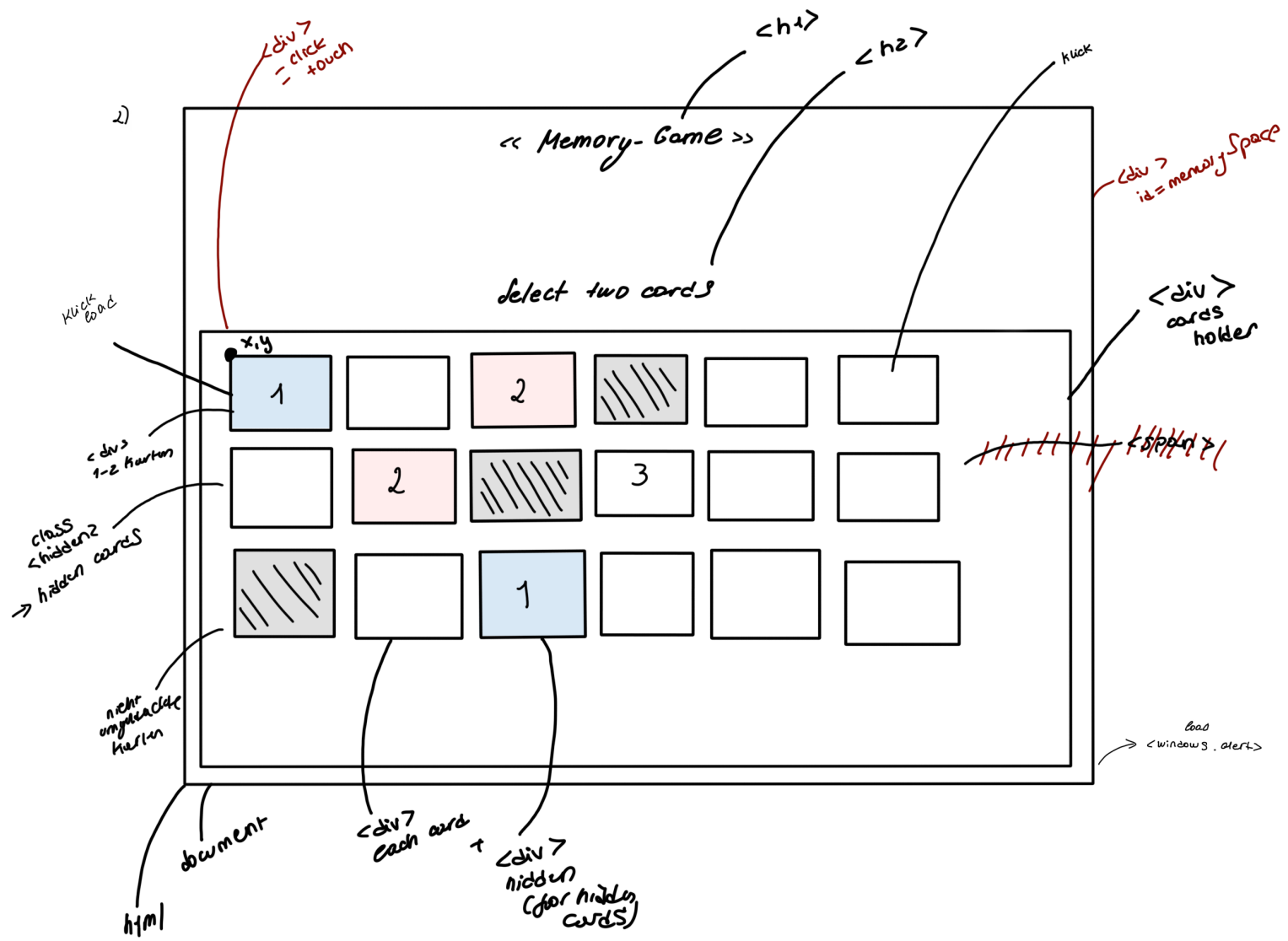


UI- Scribble



User Interface

2)



Windows Alert
DIV

Congratulations,!!
you've won..

Timer: 00:00

start
new
Game

OK

<div>

<Button>

<click even>

prompt
(windows. prompt)