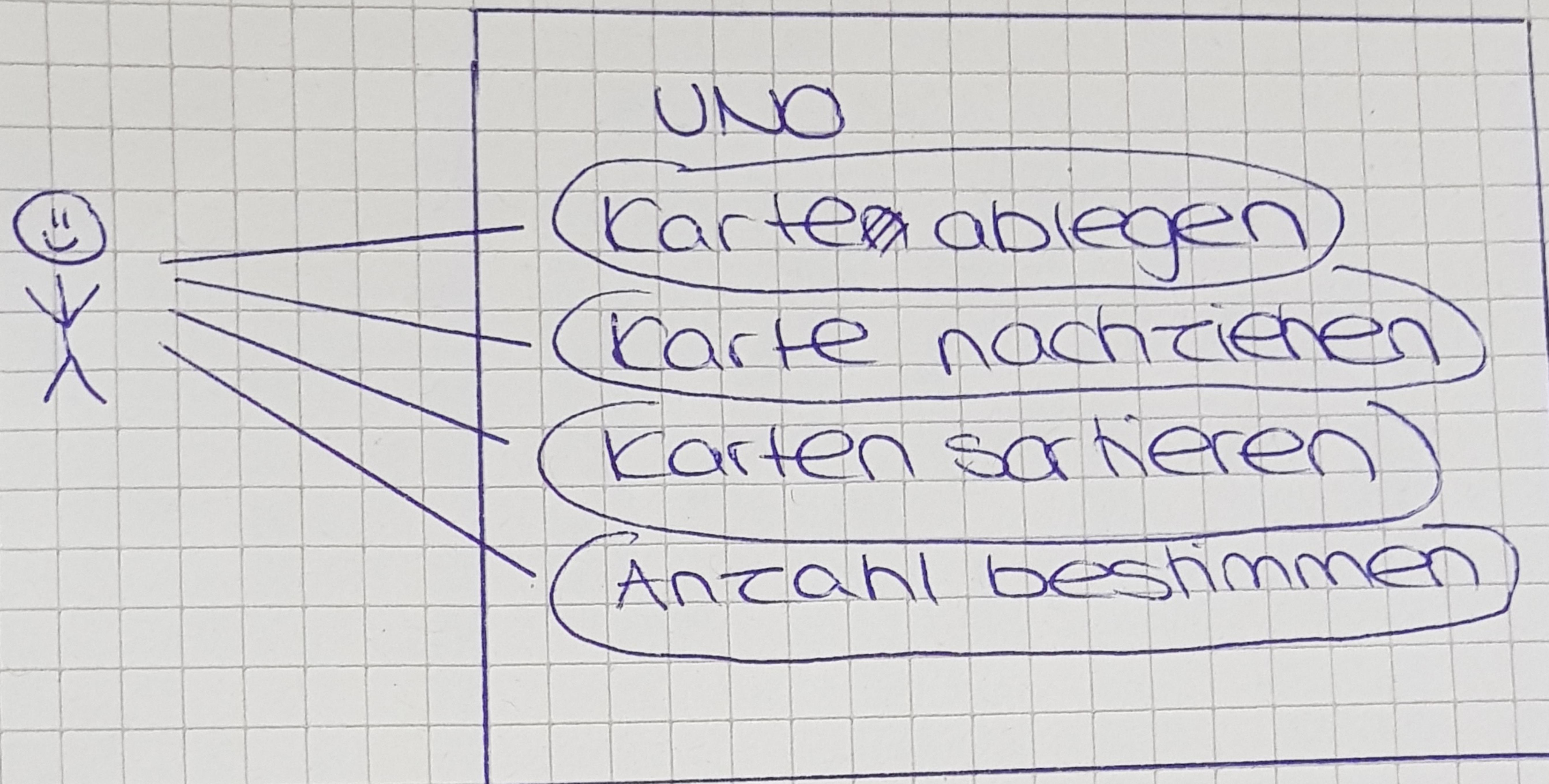
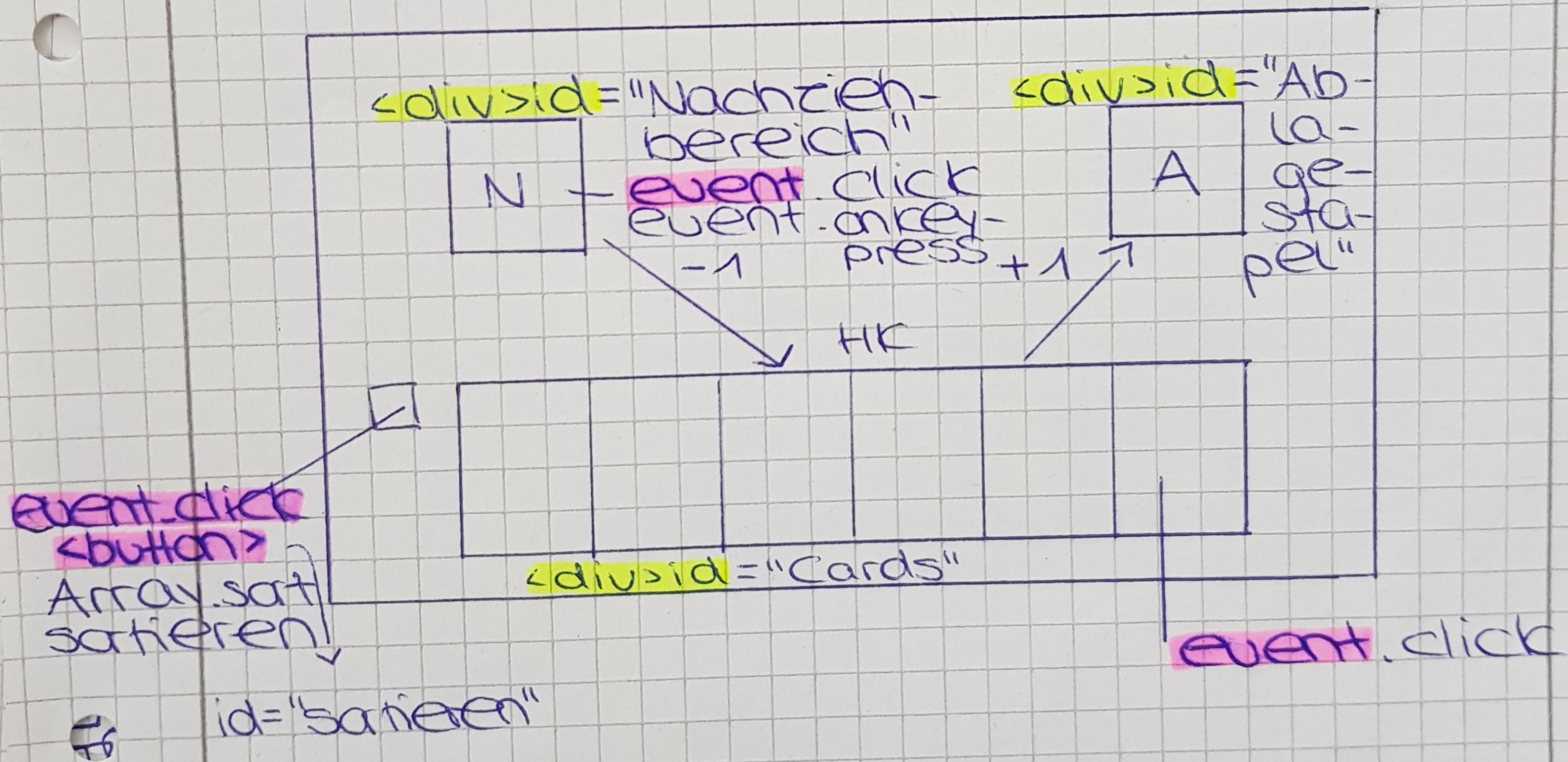



Anwendungsfall / Use case



Interaktionsmöglichkeiten / HTML





The above diagram illustrates the state transitions for a card game. The 'playCard' state (top) and 'takeCard' state (bottom) are triggered by 'dict' or 'press' events. The 'playCard' state leads to 'target', 'forget', or 'cardToPlay'. The 'cardToPlay' state leads back to 'playCard' or to actions like generating a random card, pushing it into hand cards, or choosing a card from hand cards. The 'takeCard' state leads to 'forget', 'takeCard' (self-loop), or 'cardToTake'. The 'cardToTake' state leads back to 'takeCard' or to actions like pushing a card into pileage, choosing a card from cards, or returning pandcards.

