

interface Card
color: string
value: string

eventListener
installieren

alle Karten
generieren

Eingabe für
gewünschte
Anzahl

zufällige Karten
generieren

playCard()

sortCard()

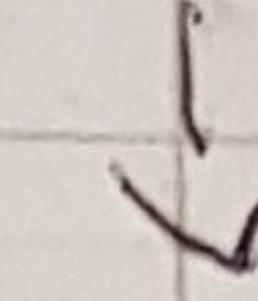
takeCard()

displayCards()

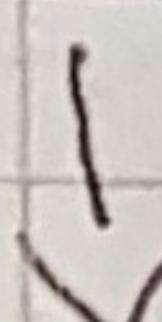
displayCards()



document.getElementById("Cards").innerHTML = ""



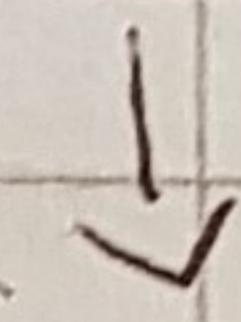
h : number = 0



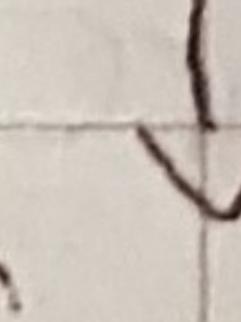
if - o

[h < handcards.length]

div in HTML erstellen

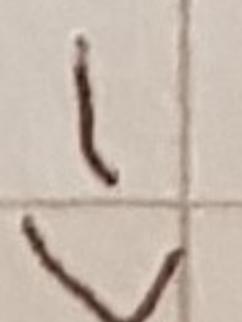


Knoten hinzufügen

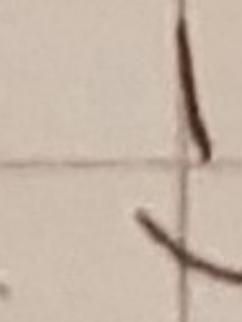


Werte für Handkarten in div reinschreiben

h++



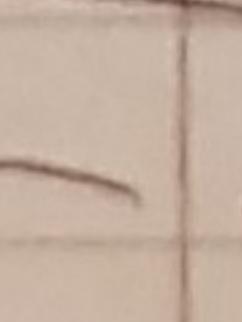
CSS-Klasse div hinzufügen



zufällige Farben

klassen hinzufügen

handcards[h].color



Event Listener
installieren auf div

nachz.

✓dict -> [target] -> displayCards() -> @

✓cancelPress -> [target] -> displayCards() -> @

sort.

✓clickButton -> [target] -> sortCards()

sortCards() -> cardStoSort

randoms
colorSort

return
randoms

ableg.

✓dict -> gewante Karte -> indexTouchIndex
index wird
Von able Index

-> pushIndex() -> aus handcards()

-> Speichern() -> taschen

-> displayCards()