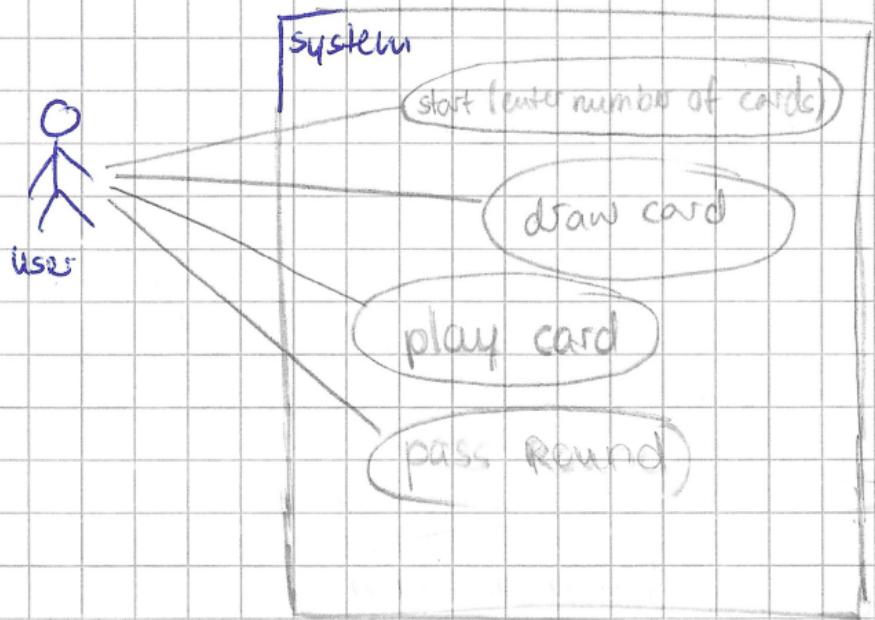
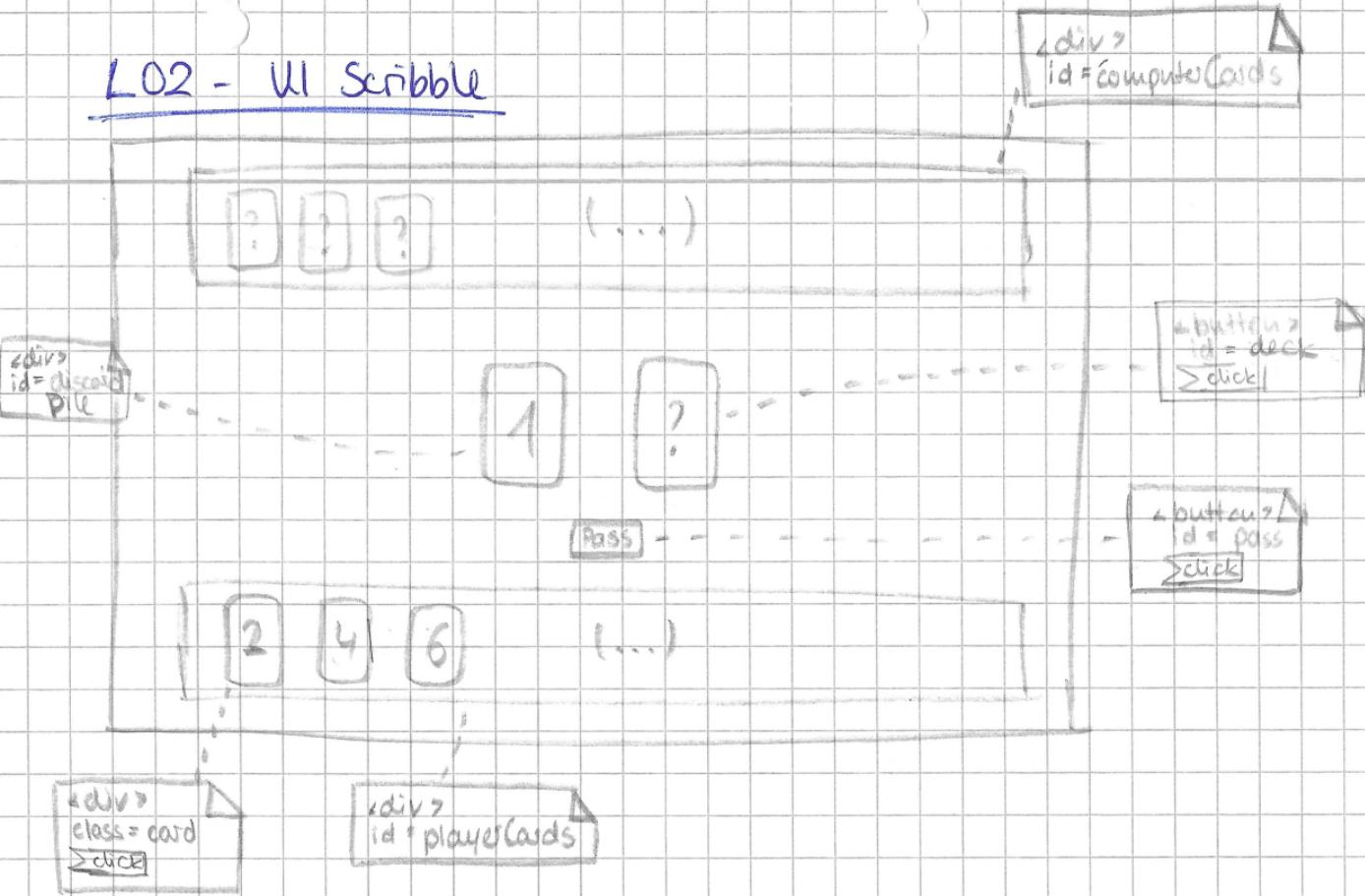


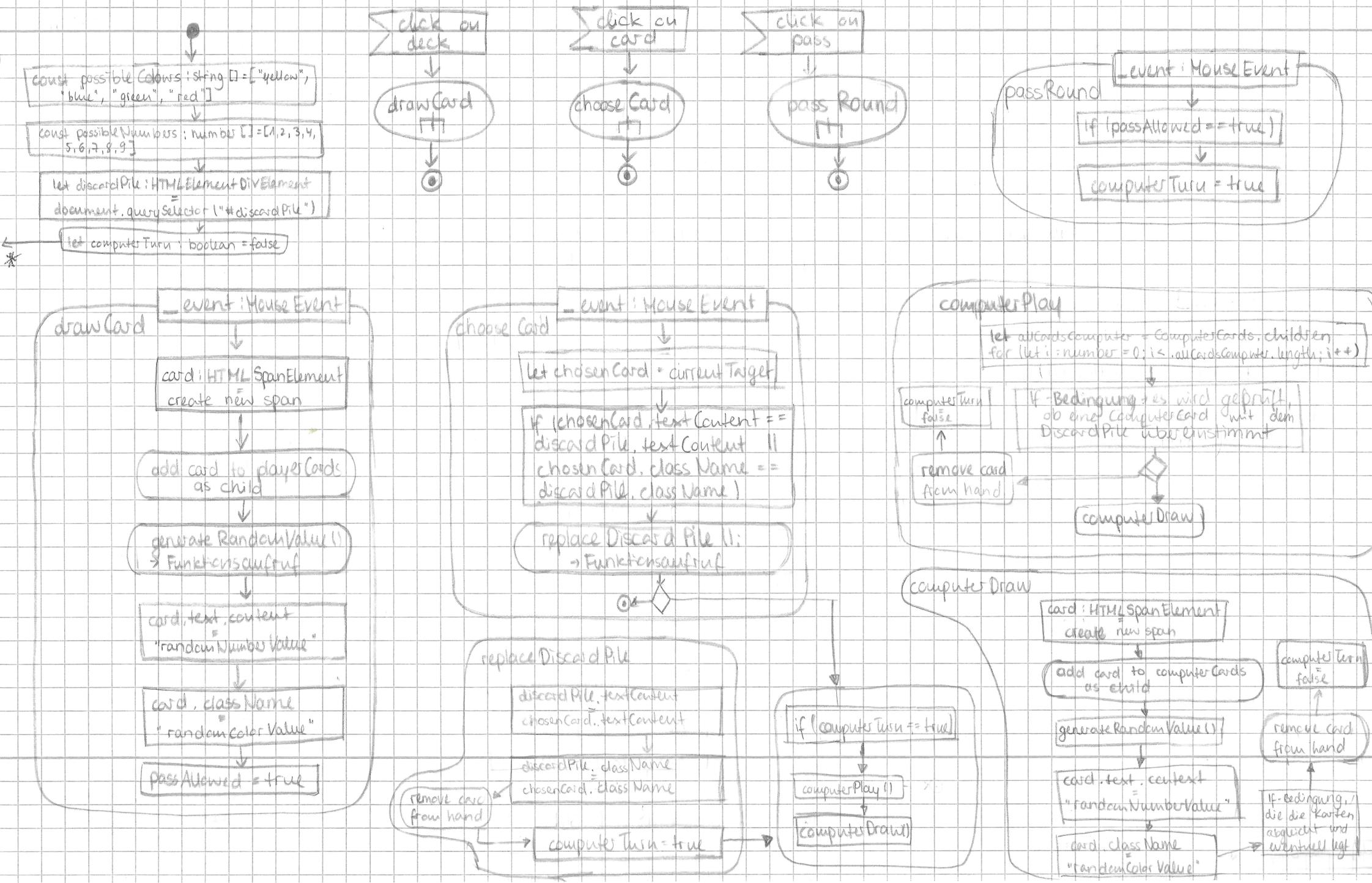
L02 - Anwendungsfalldiagramm)



L02 - UI Scribble



L02. Aktivitätsdiagramm



let chosenCard

let passAllowed : boolean

=
false

main

Prompt Nachfrage, nach der Anzahl der Karten

parseInt (<string> userPrompt))

for -Schleife, die anhand cardNumber läuft

create random Values()

discardPile . textContent

= random Number Value

discardPile . className

= random Color Value