L03 User Interface MemoryGame Zload Start of the Game /2 M2 9 Memory Game ---<form> clobel > G 7(2h2>) id=form / change customize your cardscinput> bype="range" rame="size" ~input7 Pairs (5-25) type="number" name="pairs" clabel> D -Size for="size" 2h1> 3) End of the game cinput> type="color" name="bg" window.alert clabel> · Background color /zinput> type="color" Memory Game Llabel > for="fontcolor" Cardcolor name="fontalor" cinput> √Font 0 O O Helvelica Times New Roman (Start type="color" name="cardcolor" 49394 THE GAME IS OVER! coutton > C /Zinput> type="radio" id ="start" YOU PLAYED name = "font" 01:365 OK 2) During the game (2n1=) Memory Game Zdiv > C id="memoryArea" 5 carapairs Click > touch Let cards number [] = []

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