L02_MiniUno

L02_ MiniUno

Use-Case-Diagram

System
- start
- cardAmount
- drawCard
- playCard
- pass

User

Computer

GameStart

Wie viele Karten?

| |

<prompt>
id="cardamount"

LD2_MiniUno : UI - Scribble

<div>
id="comcard"
color: string
digit: number

UNO   UNO   UNO   UNO

<div>
≥click

Card
Stack

Draw
Card

<div>
≥click

<div>
color: string
digit: number

PASS

3   4   2   7

<div>
id:"playercard"
color: string
digit: number
≥click

Activity Diagram:

Start

<prompt>
cardAmount:number

let color: string [] = [blue, red, yellow, green]
turn: boolean = true
let digit: number [] = [1,2,3,4,5,6,7,8,9]

createCards

myCards: string [] []
comCards: string [] = []

if turn==true   if turn==true
playCard   drawCard

turn==false   if turn==true

myCards   myCards
cardAmount   cardAmount
==0   >0

pass

playcard

myCards >0   mycards==0

comDraw   complay

complay   pass   concards ==0

concards=>0

comcards   comcards > 0
>0

playCard

Flow 1 (top left)

```
click on
pass
    │
    ▼
turn = false
```

```
comdraw
    │
    ▼
comcards.length++
    │
    ▼
turn = true
    │
    ▼
   ( ☺ )
```

Flow 2 (top right)

```
complay
    │
    ▼
if color == comcard [ ]
|| if digit == comcard [ ]
    │
    ▼
==   ◇   != ── window.alert
    │
    ▼
appendchild
    │
    ▼
removechild
comcards
    │
    ▼
turn = true
    │
    ▼
comcards.length --
```

Flow 3 (bottom)

```
Keyboard
an prompt
    │
    ▼
cardAmount : number
    │
    ▼
cardAmount == myCards.length
cardAmount == comcards
```

```
create Cards
    │
    ▼
create <div>
    │
    ▼
appendchild
    │
    ▼
createcolor [ color [ Mathfloor (
  Math.random() ) x cards Amount ]
create cards . push( create color )
    │
    ▼
create digit [ digit [ " ]
    │
    ▼
div. style
w: 50px
H: 50px
```

```
click on
card
    │
    ▼
if color == myCard[ ]
|| if if digit = myCard [ ]
    │
    ▼
==   ◇   != ── window.alert
    │
    ▼
appendchild
    │
    ▼
removechild
Mycards
    │
    ▼
cardAmount --
    │
    ▼
   ( ☺ )
```

```
drawcard   event : click Event
                │
                ▼
            new Card
              ( + )
    │
    ▼
new Card
    │
    ▼
my cards.length ++
    │
    ▼
   ( ☺ )
```

```
pass   event : click Event
    │
    ▼
create <div>
    │
    ▼
appendchild
    │
    ▼
turn == false
    │
    ▼
   ( ☺ )
```