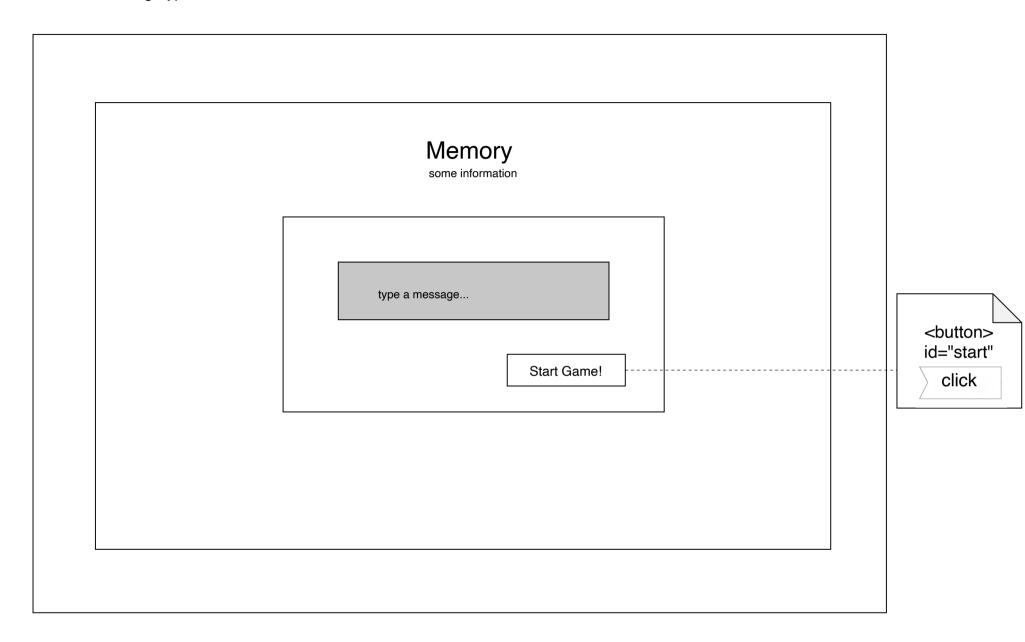
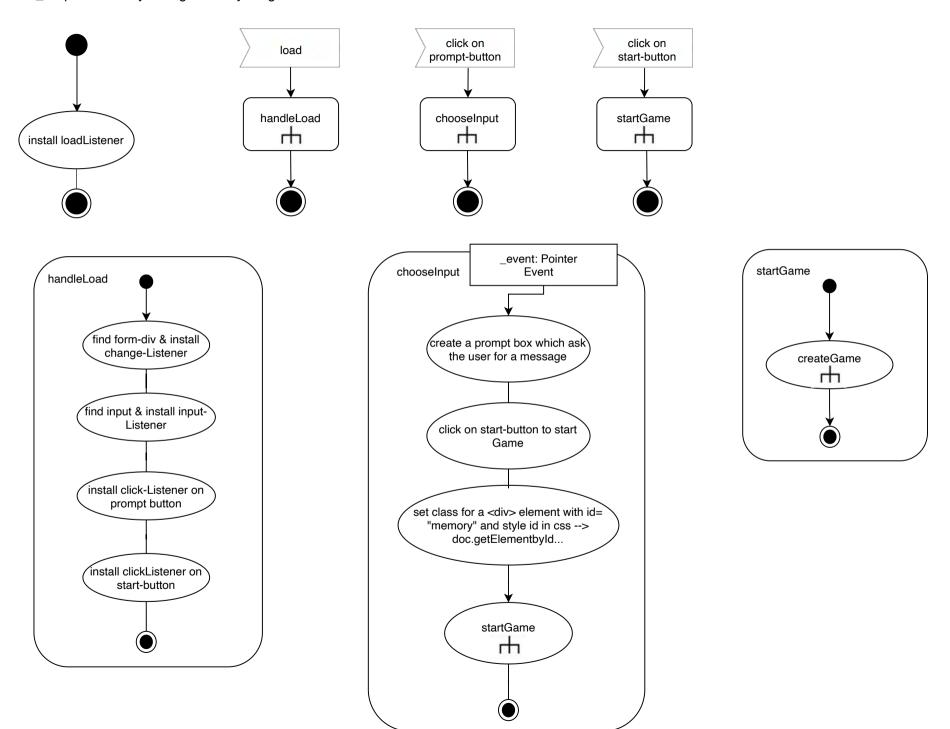


after clicking "typ here":





## event: Pointer Event clickCard L02.2\_Sequenzmemory: Activity Diagram turn choosenCard and show letter click on click on load button Card install eventListener on the Span-Element startTimer handleLoad clickCard chooseInput let chooselnout: string [] ++++let input: string [] checkCards install loadListener event: Pointer createCard chooseInput Event place Cards on field and show shuffledCards with input data= getDataFromForm("startGame") create a prompt box which ask the user for a message handleLoad createCards: let content: string[] let symbol: string[] let color: string[] startTimer for 3 sec., when time is up. let cardNumber: number turn over Cards --> setTimeout install clickListener on set class for a <div> element with id= "memory" and style id in css --> button doc.getElementbyld... make an Array out of String --> const myArray= input.split(""); createGame Shuffle Array with +Math.random()-0,5 clickCard $\Box$ create Cards(HTMLElements) and assign them a value. --> create Span-Element + set class Name + add id="memory" to doc. as child + add selectedInput[I] as innerHTML and also as a value or class for comparison

