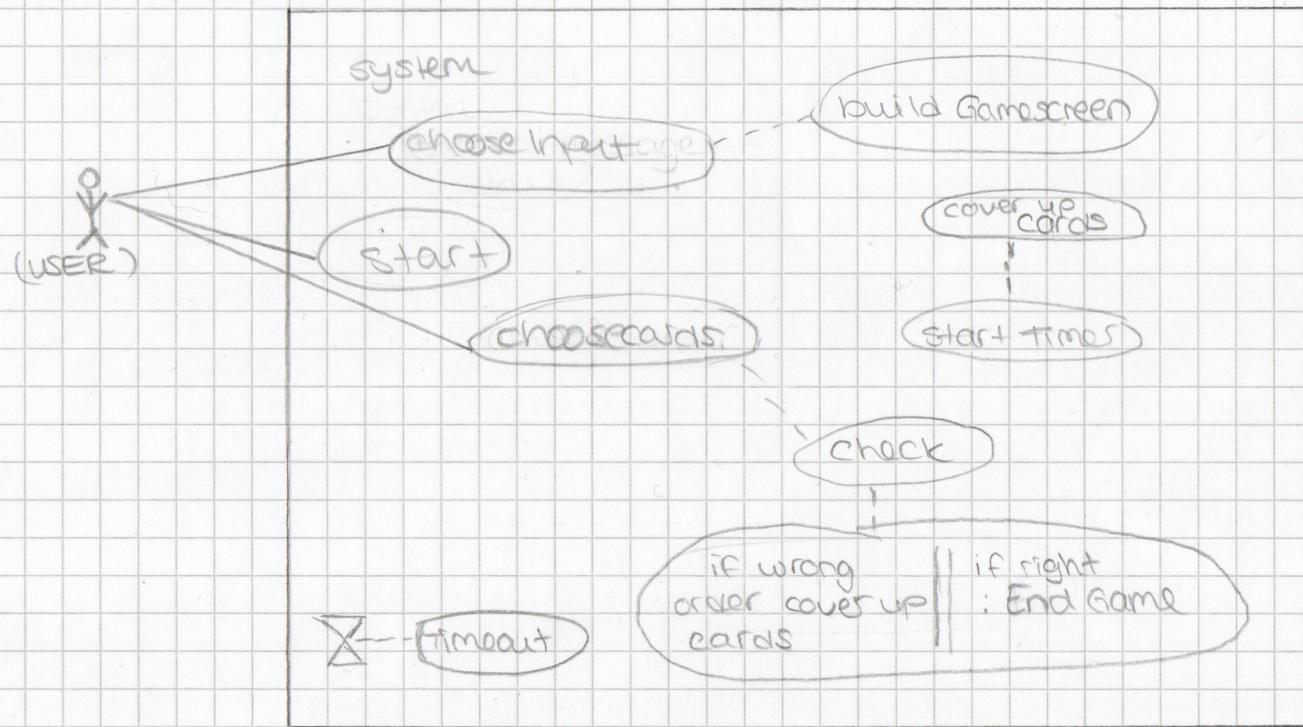
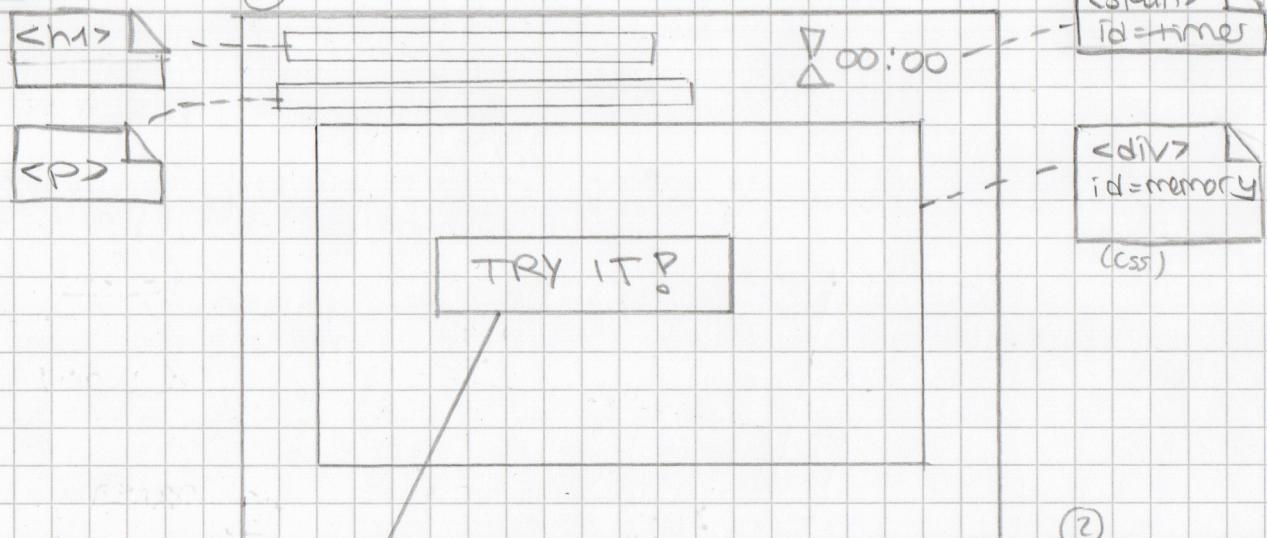


L02.2 - Sequenzmemory : USE-CASE - Diagramm



Q2.2 - sequenzmemory, ui-scribble

①



②

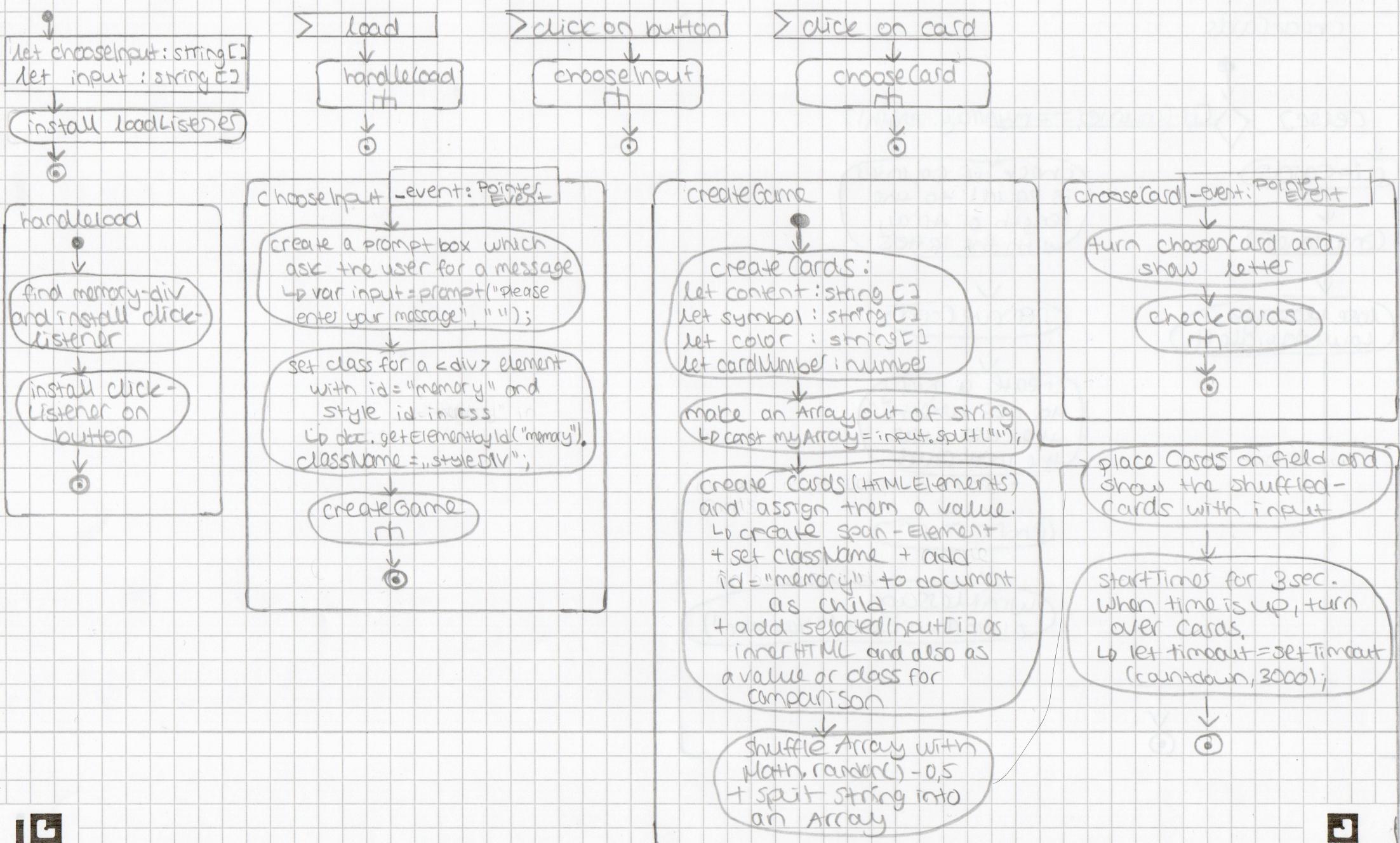
``
`> click
(prompt)`

"YOU WON!"

00:00

``
`> click`

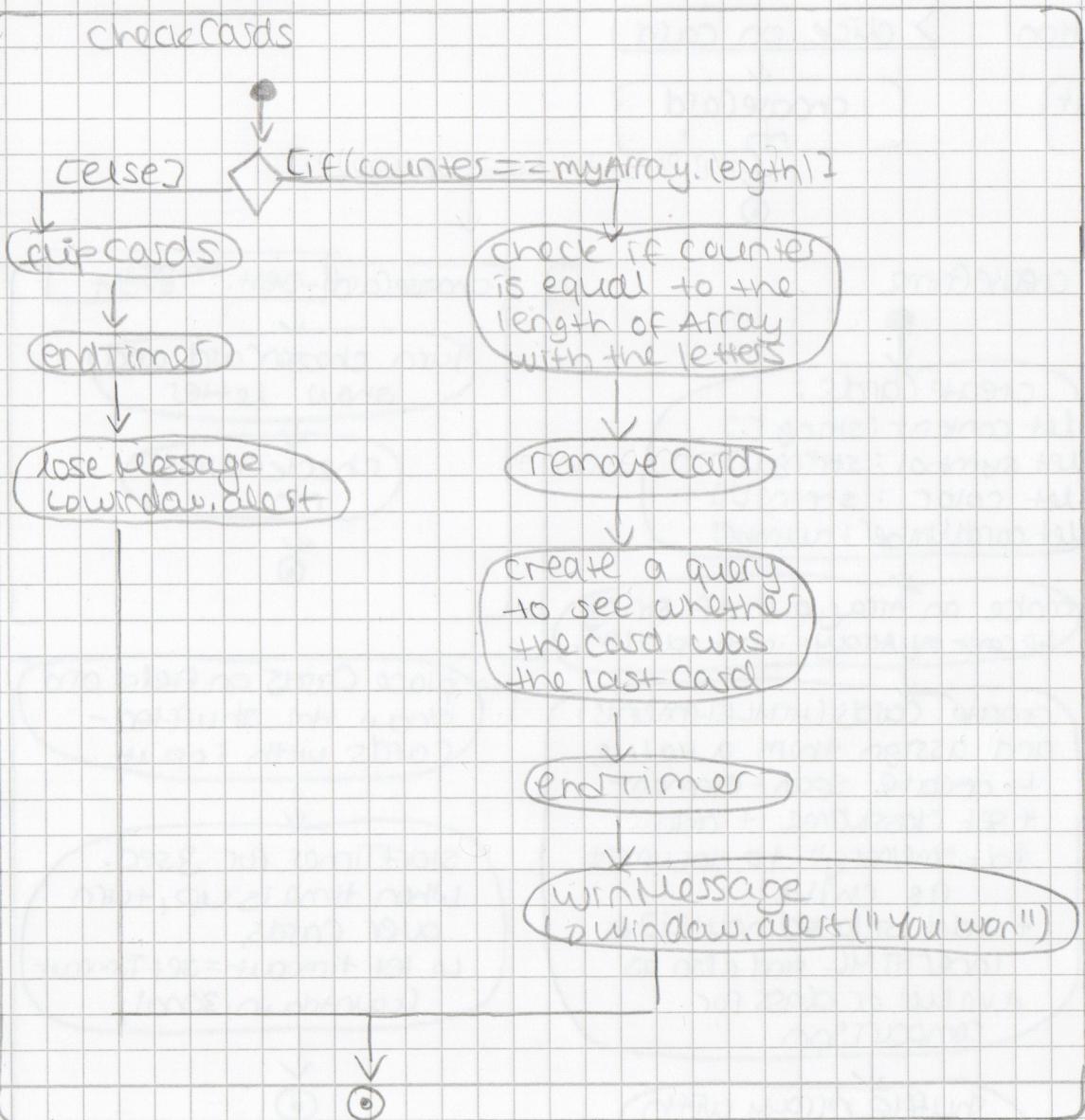
L02.2 sequenzMemory : Activity Diagram



F

G I

checkCards



F

G I