Memory Match

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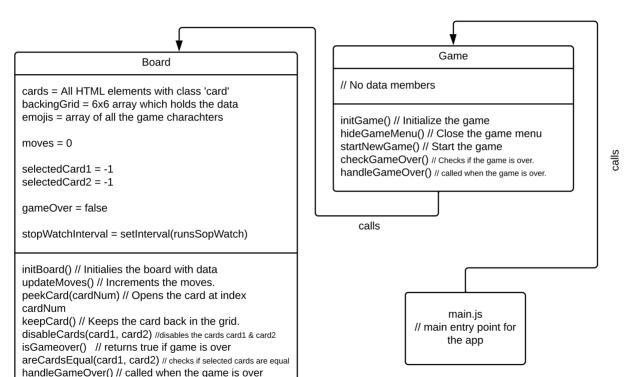
checkGameEnd() // checks if the game is over onCardsTouched() // called when a card is touched

calls

currentTime

minutes = 0
seconds= 0
stopwatchElement = document.getElbyId()

increment()
displayTime()



Description

This blank UML template can help you:

- Access shapes to create UML activity, sequence, state machine, or use case diagrams
- Describe the boundary, structure, and behavior of a system and its objects
- Create a UML diagram starting from a blank canvas

Add content to customize this blank canvas to your use case.

Tutorials

(Hold Shift + ₩ or Ctrl, then click)

Watch Lucidchart basic tutorials

