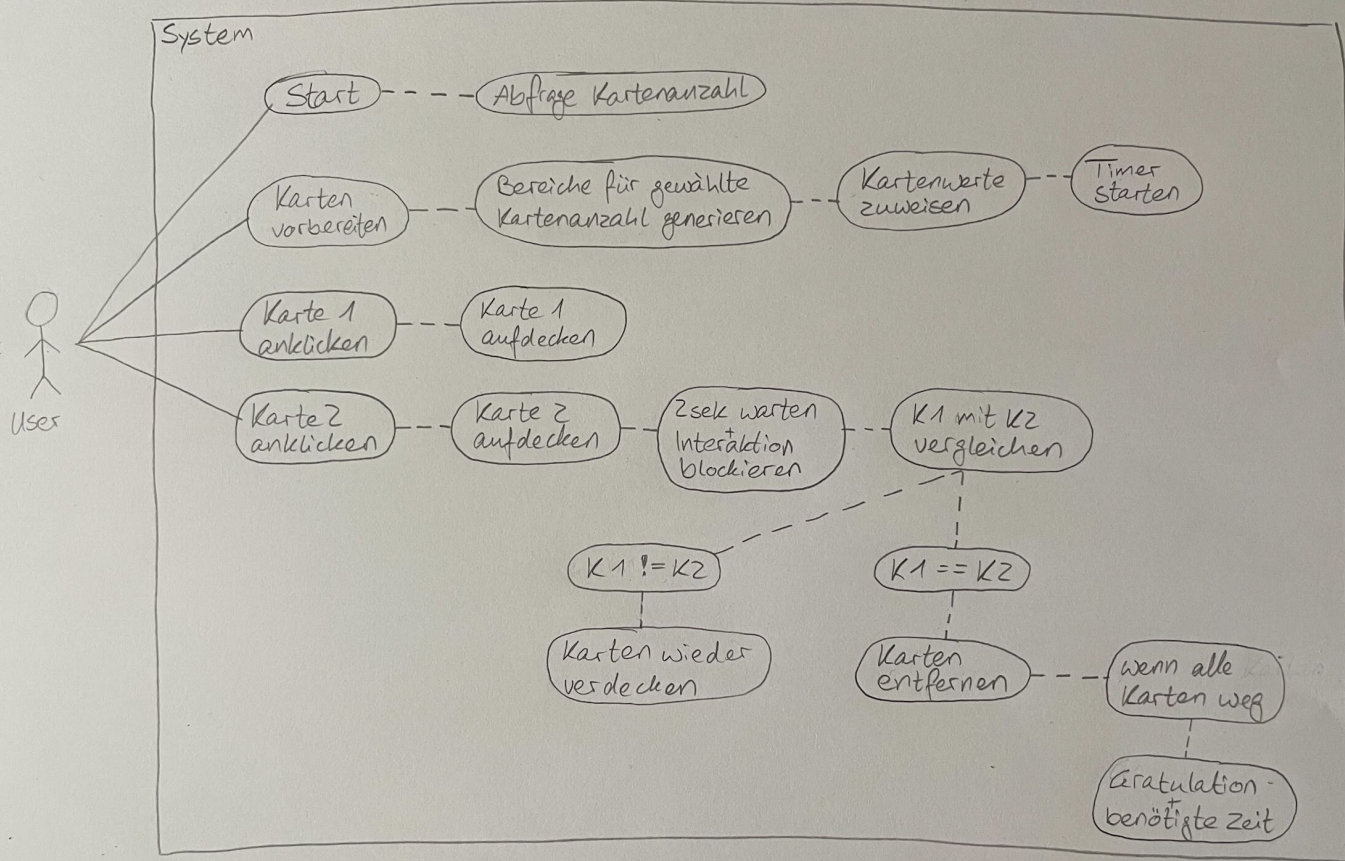
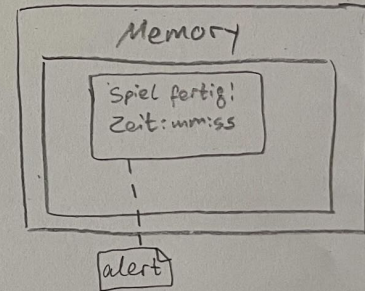
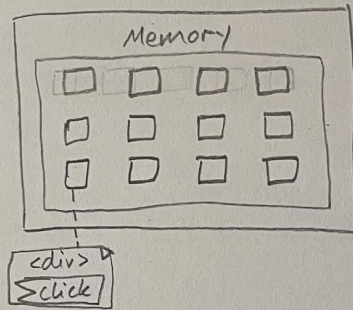
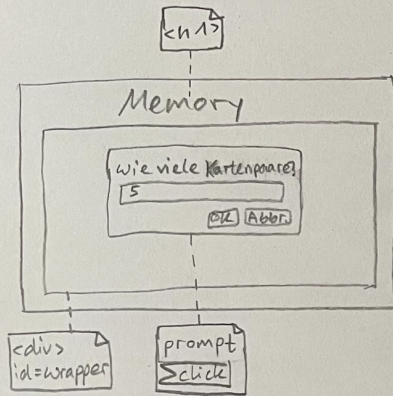


# LO2.2 Memory Anwendungsfalldiagramm



## L 02.2 Memory UI-Skizze



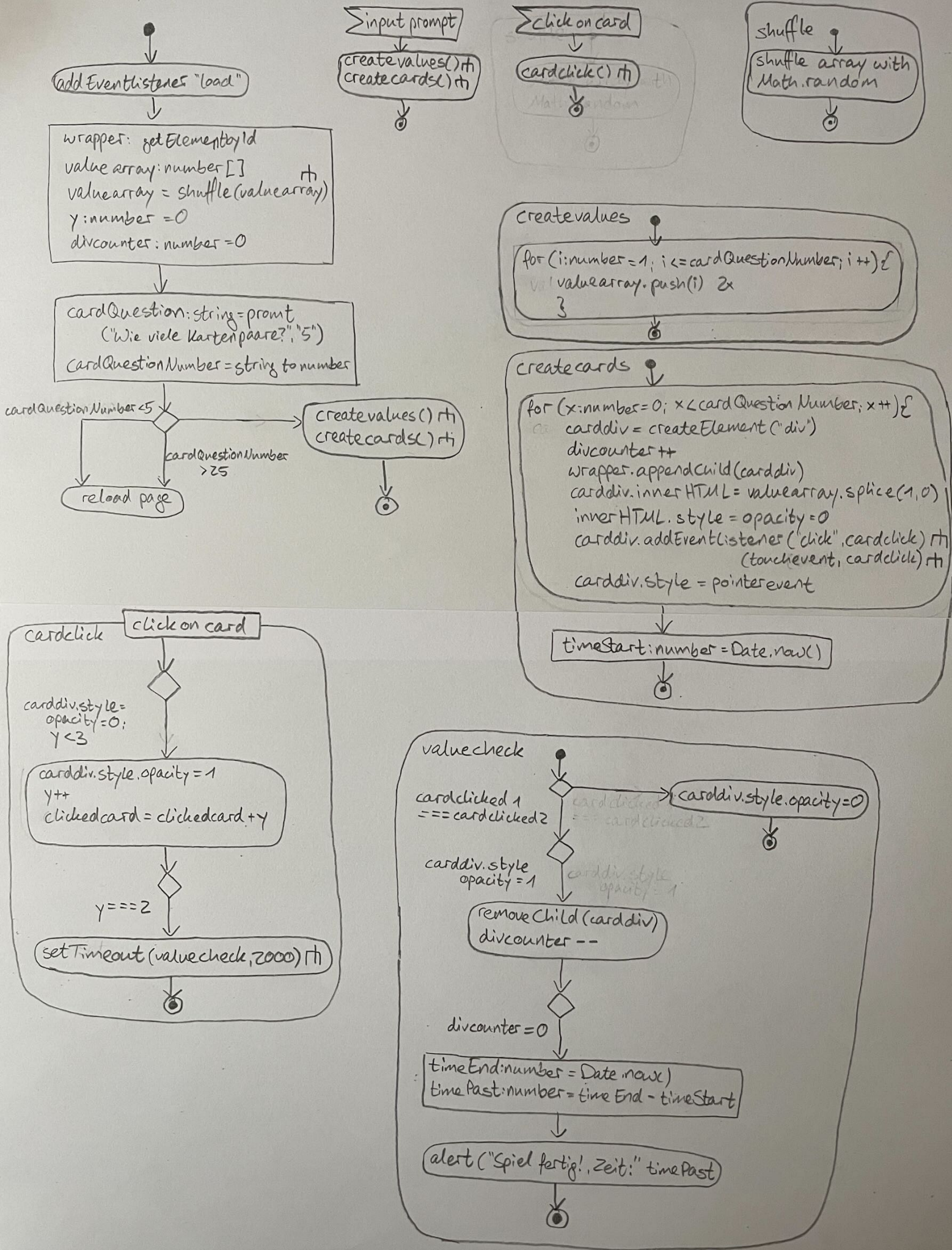
Start

im Spiel

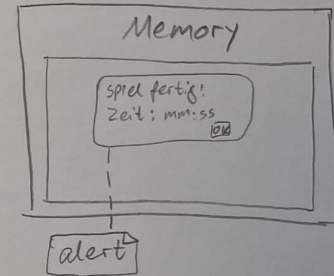
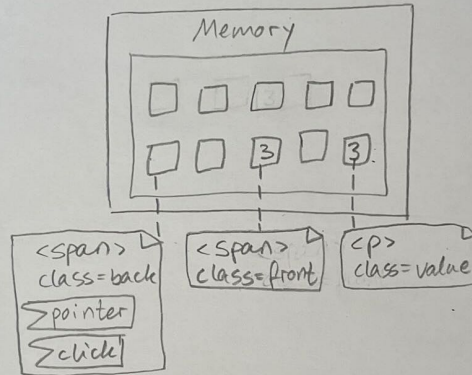
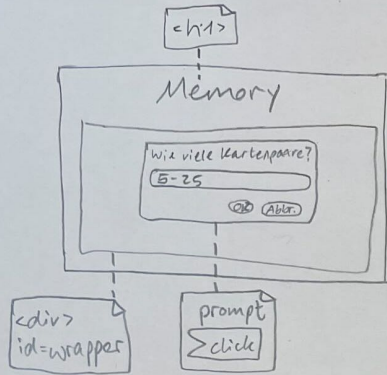
Ende



L 02.2 Memory Aktivitätsdiagramm



## L02.2 Memory UI-Skizze Version 2





# LO2.2 Memory Aktivitätsdiagramm Version 2

