MemoryGame + PlayAgainstComputer: bool GameStatusEnum +GameStatus: GameStatusEnum + Cards: List<Card> + Player1Score: int Playing + Player2Score: int Finished + GameMessage: string Notstarted + GameMessageColor: System.Drawing.Color + GameMessageColorMAUI: Microsoft.Maui.Graphics.Color + StartButtonText: string + Player2ScoreName: string + PlayerMode: string + DisableBtnDuringPlay: bool + StartNewGame() + PlayCard(int cardindex) - DoMove(int cardindex) - ShuffleCards() - PickedCardsMatch(): bool DoComputerMove() - PickRndCard(): int - TwoSecDelay() - ConvertToMauiColor(Color systemColor): Microsoft.Maui.Graphics.Color InvokePropertyChanged(bool All = false, propertyname = CallerMemberName)

+ CardStatus: CardStatusEnum

Card

+ CardPicture: char

+ BackColor: System.Drawing.Color

+ BackColorMAUI: Microsoft.Maui.Graphics.Color

+ ForeColor: System.Drawing.Color

+ ForeColorMAUI: Microsoft.Maui.Graphics.Color

+ IsVisible: bool

CardStatusEnum

Facedown Faceup Claimed

ConvertToMauiColor(Color systemColor): Microsoft.Maui.Graphics.Color
InvokePropertyChanged(bool All = false, propertyname = CallerMemberName)