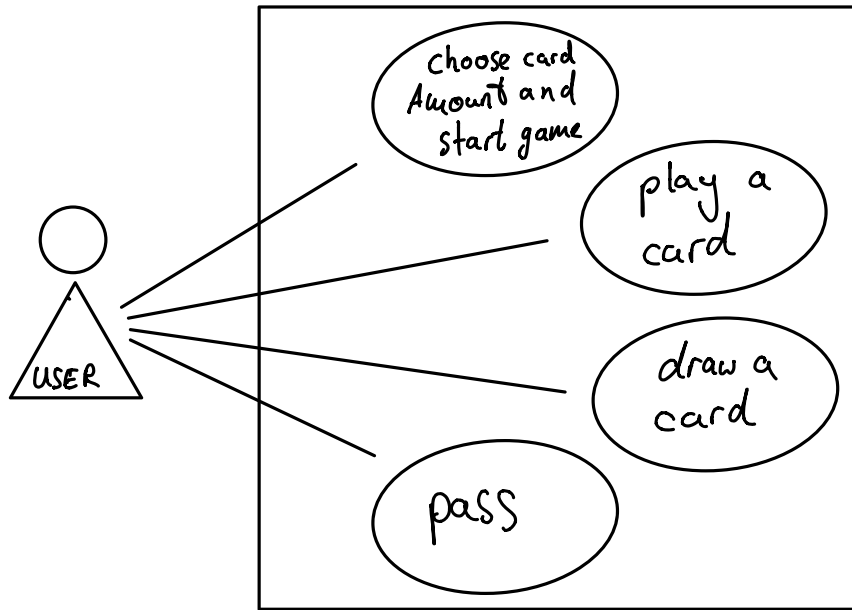


L02 - Use-Case-Diagram



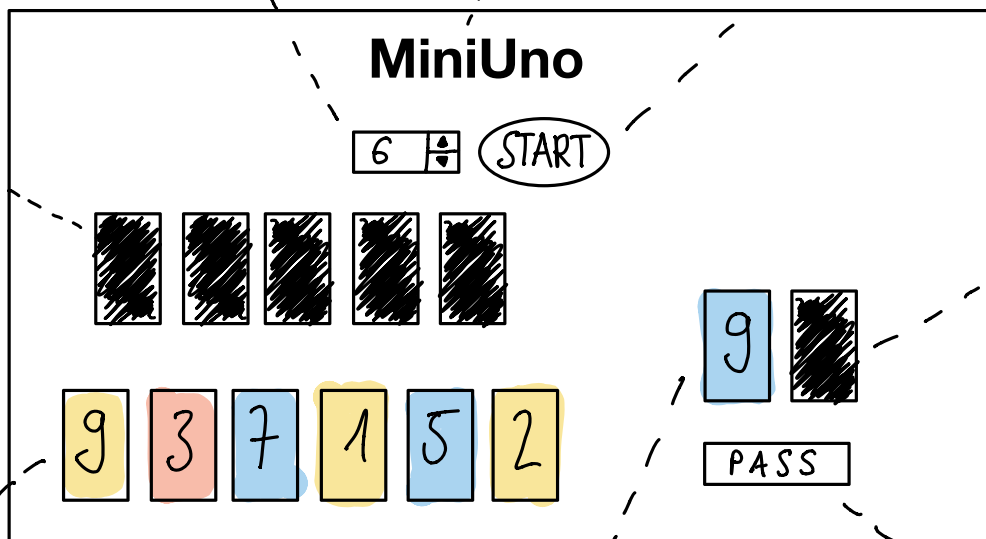
L02 - User Interface

```
<input>
id = chooseCard
type = number
step = 1
value = 6
```

```
<h1>
```

```
<button>
id = start
> click
```

```
<div>
id = comCard
```



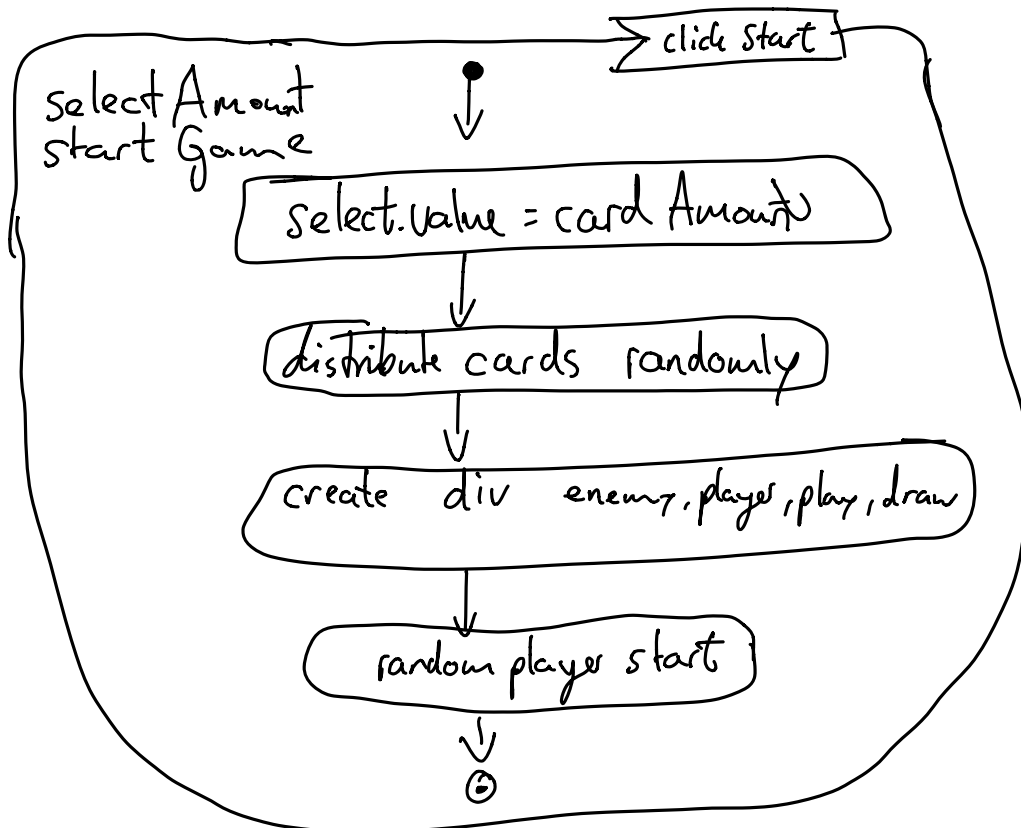
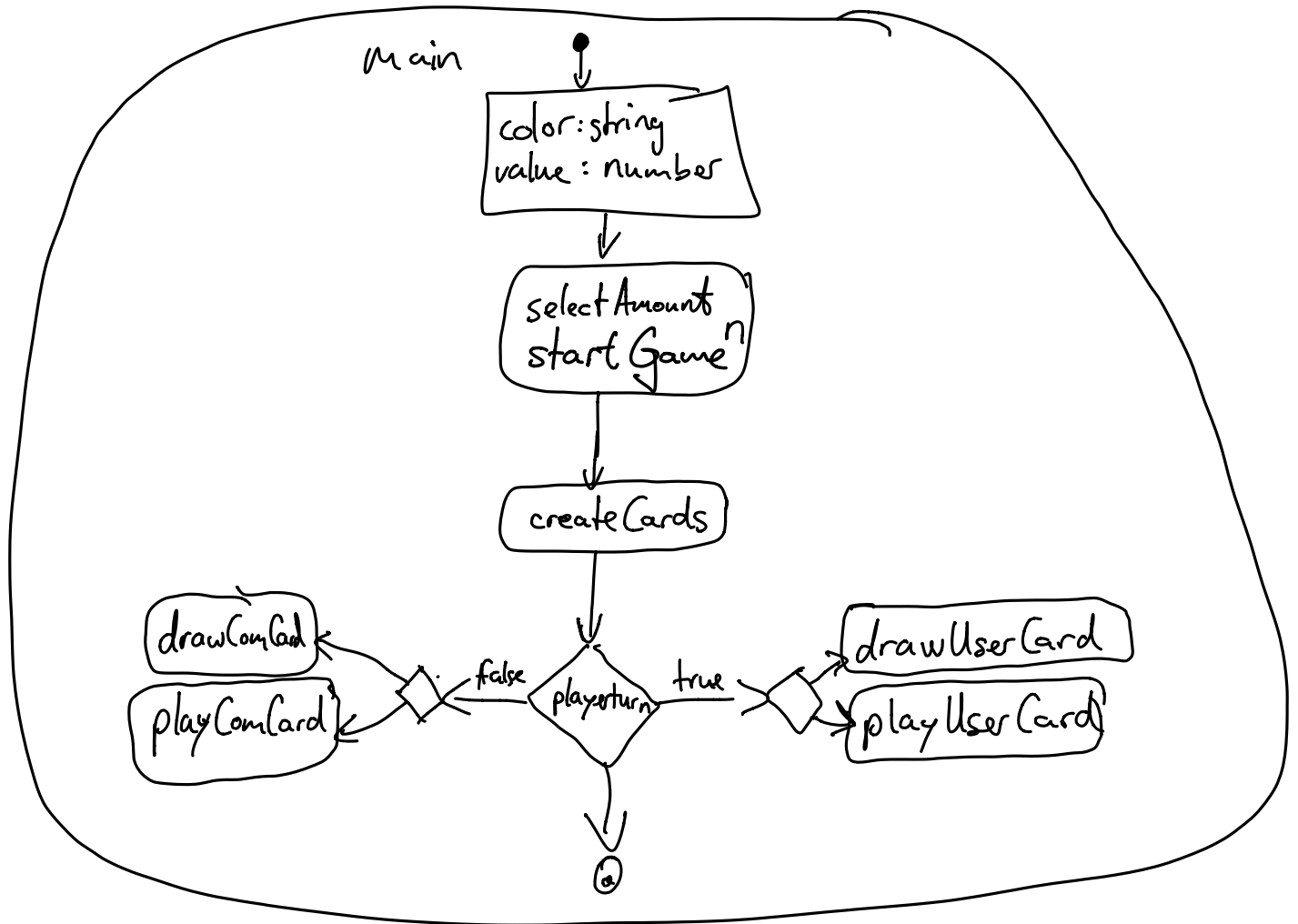
```
<div>
id = drawCard
> click
```

```
<div>
id = playCard
> click
```

```
<div>
id = playedCard
```

```
<button>
id = pass
> click
```

LO2 - Aktivitätsdiagramme



create Cards

color: string
value: number

playerCards

i=0

cardcolor: string = "
card value: number =

>

i=n

cardcolor: string = "
card value: number =

>

playUserCard
playComCard

click

player
turn

false

true

i=card.value

i=card.value

remove card
from player div

i=0

won
restart

next
player

drawUserCard
drawComCard

click

player
turn

false

true

remove card
from player div

add card
to player div