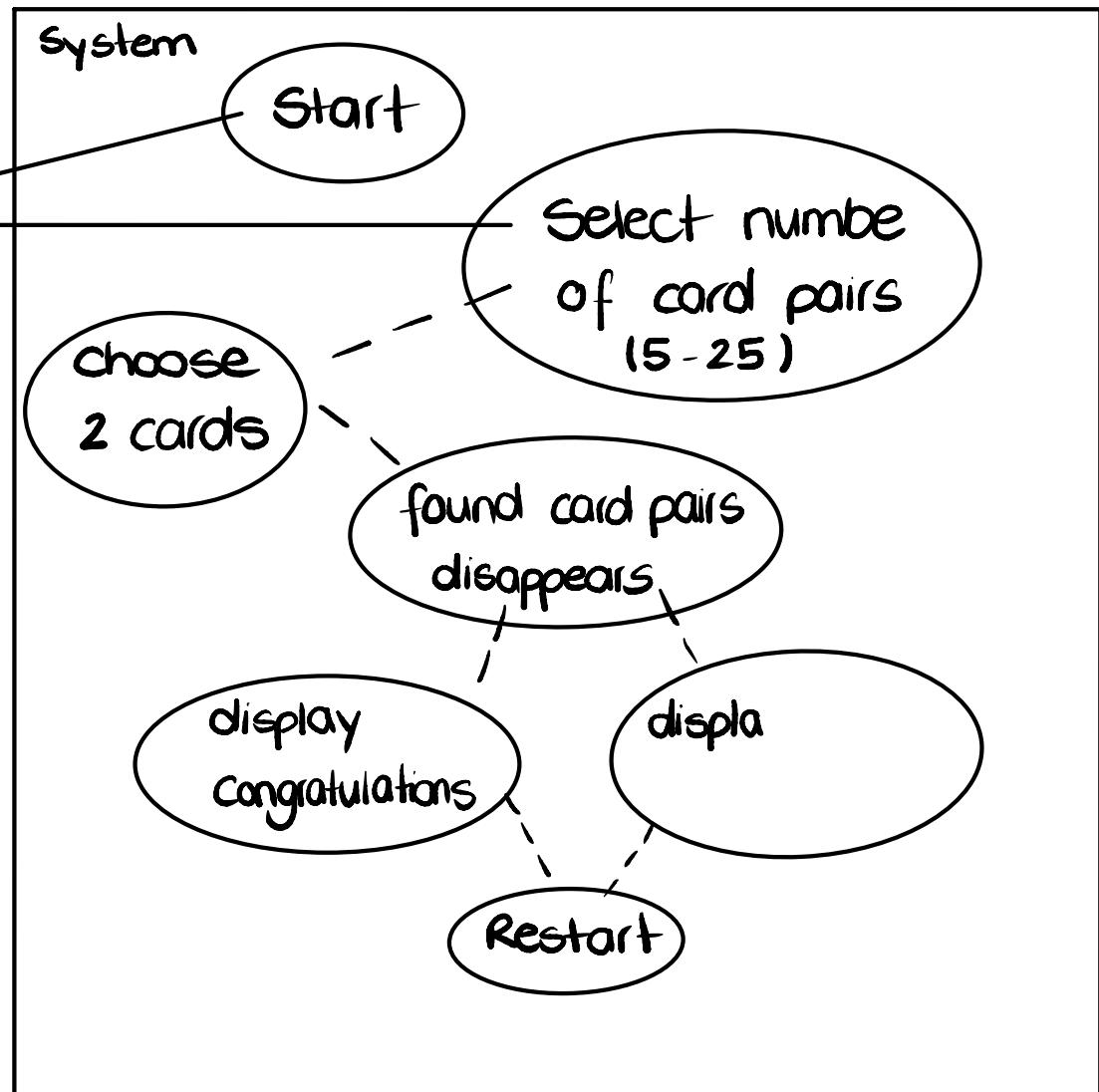


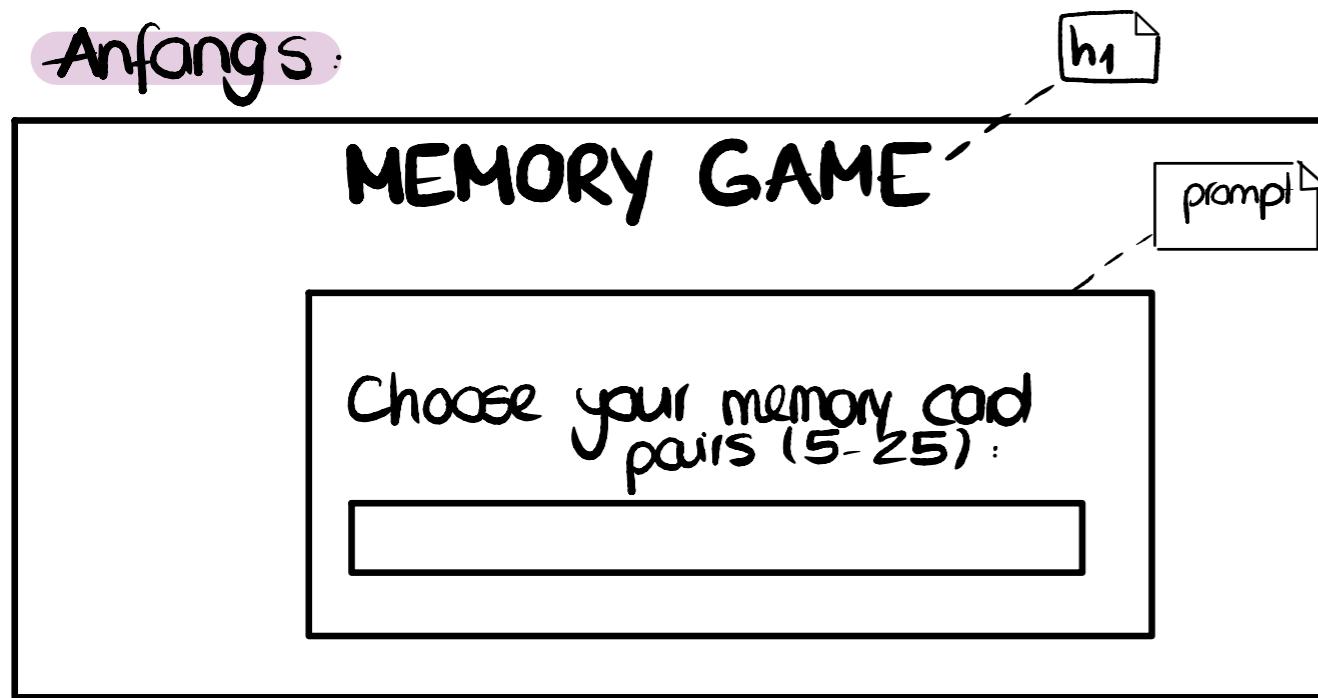
LO2 _ Memory : USE - CASE

Player

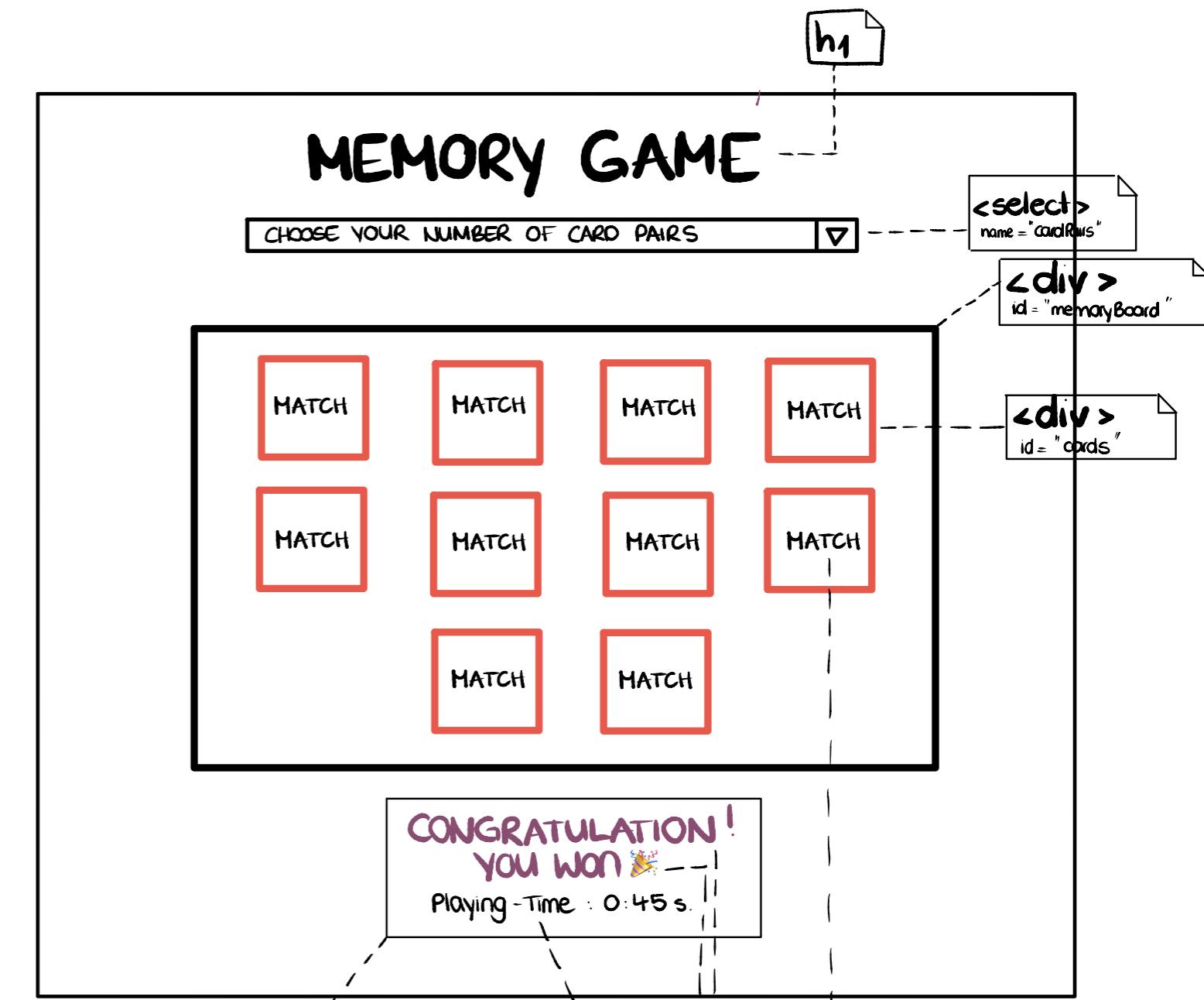


LO2 - Memory : UI - Scribble

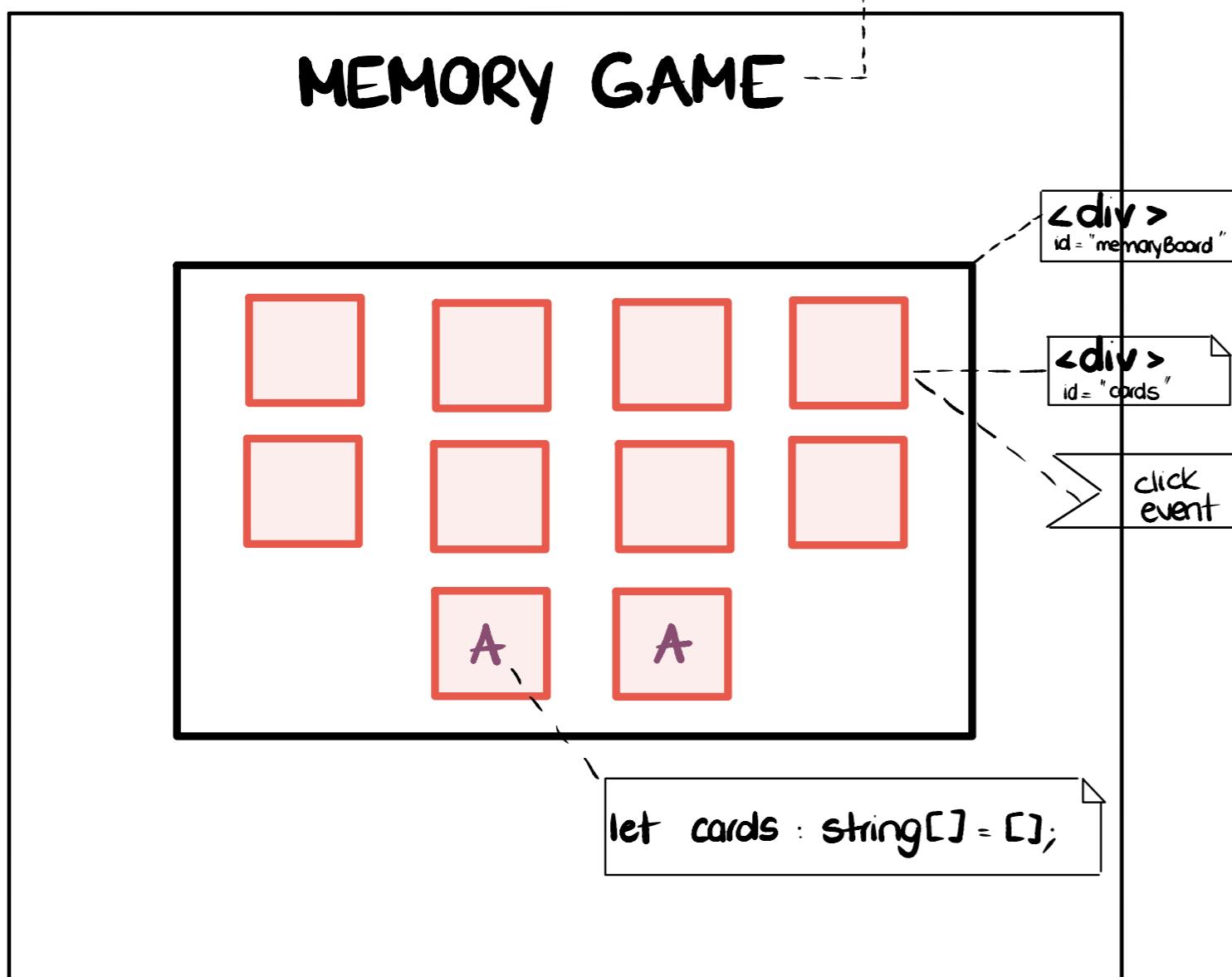
Anfangs :



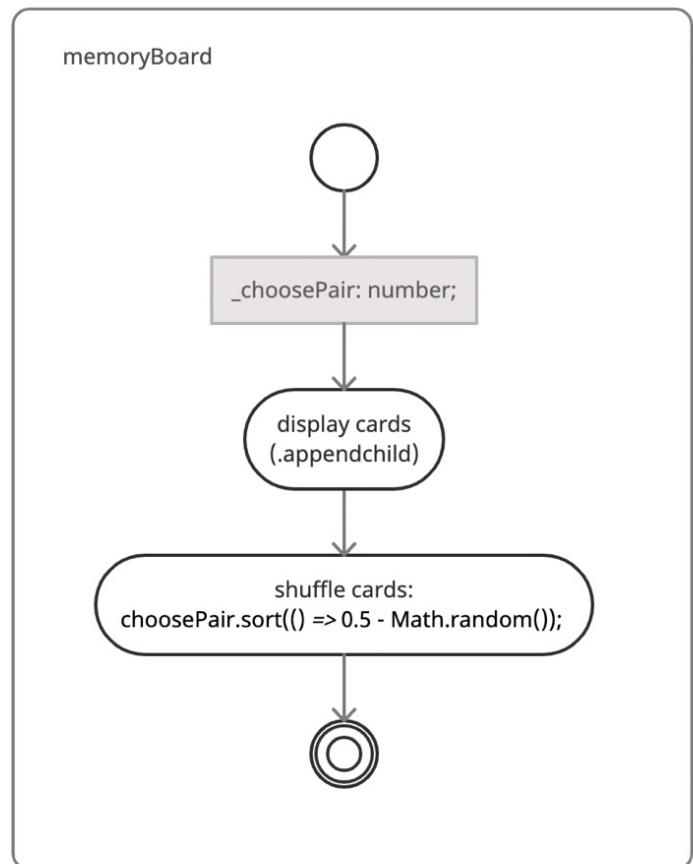
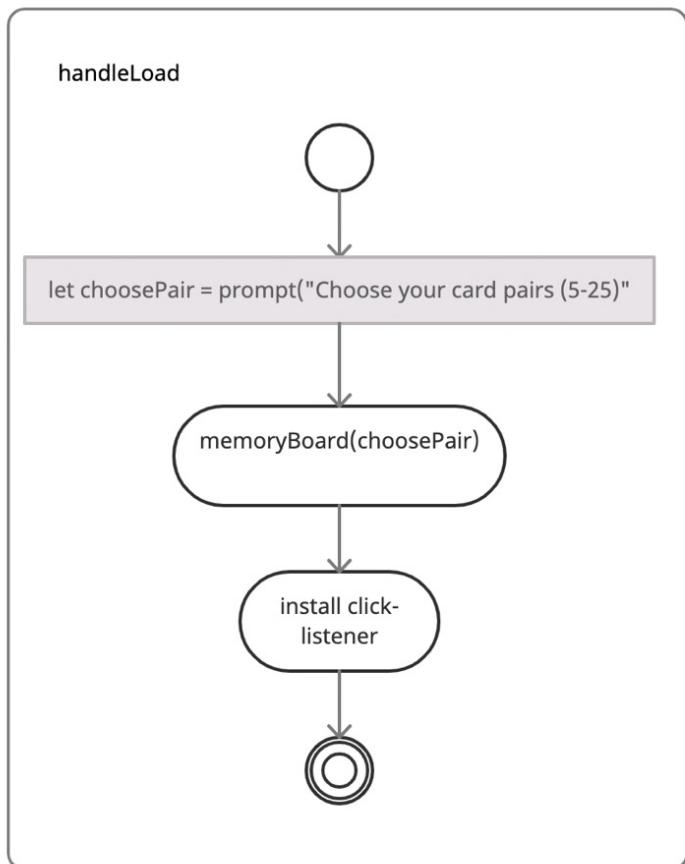
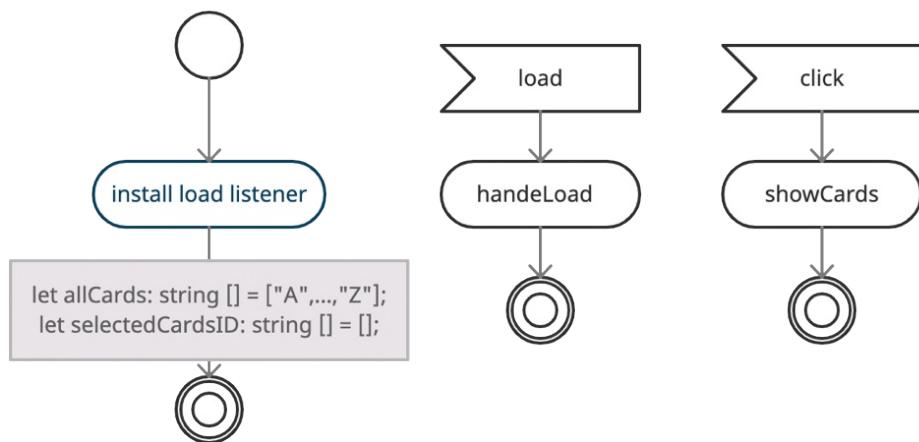
Ende des Spiels :



Währenddessen :



L02 - Memory : Activity Diagram Version 1



LO2_MEMORY ACTIVITY DIAGRAM VERSION 2

