

playUNO

```
interface Card {  
  Farbe: string;  
  Wert: number;  
}
```

Array Deck: string[] aus 108 Karten erstellen

Kartenanzahl abfragen → let d: string = prompt  
let d zu let a: number umwandeln

giveRandomNumber()

i < 0

let i: number = 0  
let q: number = giveRandomNumber(Deck.length);

placeDiv(Deck[q], Farbe, Deck[q], Wert, i)

Deck.splice(q, 1)



document.addEventListener('DOMContentLoaded', playUno)



giveRandomNumber (l: number)

return Math.floor(Math.random()\*Math.floor(l))



placeDiv | color: string, number: string, n: number

let div: HTMLDivElement = document.createElement("div")

div.setAttribute("id", "Karte" + n);

document.body.appendChild(div);  
document.getElementById("Karte" + n).innerHTML += number;

s.border = "thin solid black";  
s.position = "absolute";

let s = div.style

