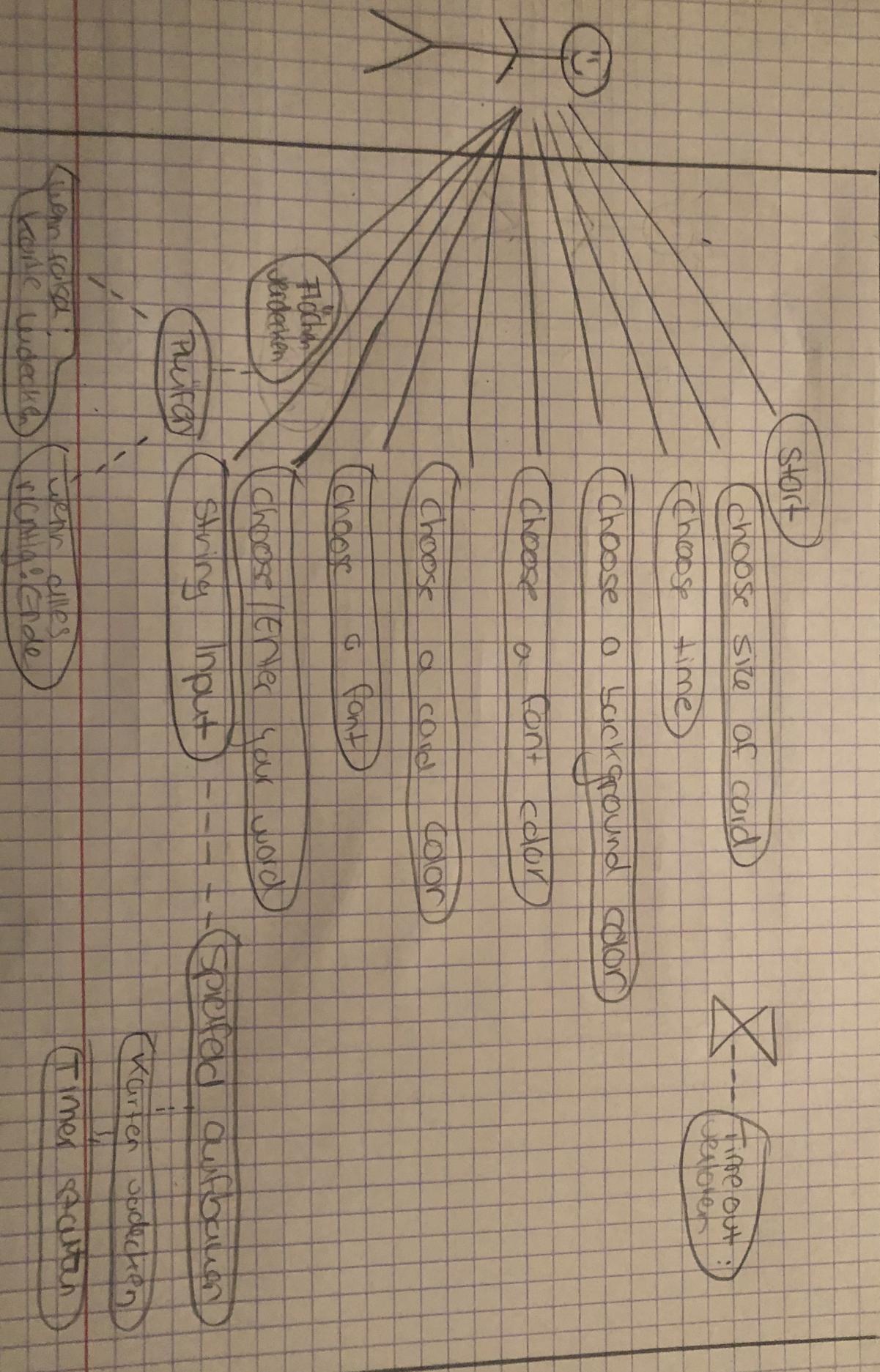


# UML - Case-Diagram



U1 - Scribble

LOS - Segment memory

Convergent

Kunstgröpe

1

Füßen  
Hintergrund  - - - - -

`LinearLayout + style = "color"`

Schrift  
○ Arial  
○ Consol  
○ Times New Roman

`input type="color"`

Zeit  
Vorlesungszeit [2] - Spuren [5]

Input type "range"

SECRET

McKee

110 + 5 = 115

and you see what

AD

load

handle load

click

click button

create card

create come

bt::  
numero

create div

change card size

open card as  
child of gamefield

install bad  
paper or document

generate number  
randomly in element

sequence: string[]

input: int[]

inner: number

sequence: int[]

rightOrder: string[]

variables for user  
picked

Handle  
Input

for loop  
while  
if  
button

install  
click  
when on  
button

create  
come

find fam. fin  
placeable with  
variables from user  
picked

generate Array

shuffled cards

change style  
according values  
picked by user

close card

change class to  
hidden

timer th

### - even: mouse event

turn card  
target : HTML element  
- o. turn target

show card  
which is selected

focus list member  
hidden

class USA word  
visible

incorrect sequence  
+ two  
on cards

correct sequence

i++

true

Alert :  
target

①

time

time ++

time over

Alert :  
target lost

get value

②