







## Aktivitātsdiagram - Elena Maria Voulgaridis \_event: Event shuffle createCards load window handleLoad mix cardArray with handle SettingChange startTimer Math.random() get information from form (settings on homepage) take the choosen card pair amount handleLoad from the form (cardSettings[0]) \_event: ClickEvent install listener setInterval game Start let formData: FormData = new FormData(document.forms[0]) cardArray.push(cardNumber[x]) classList.add "hidden" to formSettings call up cardSettings string shuffle timer classList.add "hidden to Start-Button create for-loop to push the memory create cards string with the information from the let card: HTMLElement = form to cardSettings document.createElement(thisElement()) createCards sec == 59 seconds = 0 minutes ++ apply settings to cards/game gameStart 🕂 startTimer card.innerHTML = "<span>" + cardArray[currentIndex] + "</span>" \_event: Event turnCard add appendChild from cardField to card and timeCounter let target: HTMLElement = checkCards <HTMLElement> \_event.target add EventListener "click" card.addEventListener("click", turnCard) cardContainer.push(target) if (clickedCard0 == clickedCard1) else remove classList "visible" from cardContainer[0] add classList "visible" to add classList "visible" to cardContainer[0] cardContainer[0].querySelector("span") endGame add classList "visible" add classList "visible" to to cardContainer[1] cardContainer[1].querySelector("span") if (cardContainer.length == 2) throw window.alert ("Du hast Gewonnen! " + minutes + remove classList "visible" " Minute(n) und " + seconds + " from cardContainer[1] matched++ Sekunden") endGame checkCards location.reload()