

Water exstella (et hez 7 ha la = Vallichapel Ert target (Herte) Karlane Alesa H) Selich & (karte Fiele (Anzal) M) >(hard Sortiere 19) play Game your Hand = [] zickstepel = [alle hater] anfansikarten = nombe = pasch (prompt) x location velocad hartenziele (anterstharten) H write Stapel Orth Kartentichen anzahlkarten: number I Rielstapel Lenger = 3] Trandontaint-zirfallis which Tund zietstapellength yourtand push (zielstapel Trandon (www.)) zich Stapel. spl (e (random tount, 1) (wite Hard [i])

write Htal (-headhante: Warter [hanker, synhor X PTHIML solve + class="rot (ATAL for Handkar handle (6) solely (0) karte Ablegen I Marke: Karten /let a sydes KNarton : Karton = []; (algeleste Kartenpush (allage Stapel)) (ablage Stapel= - Karte) your Hand splice L. Karte, 1, (inverHTML -= HTML GOO (Hadharthe Hardharte in HTML Coschen) HTML von Anall-Nordhark altualisiere (1++) your Hand. sort() [i eyourHand (engl) > Your Hand[i] als Htal schools