

Christian  
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← Spade

onclick Karte  
Karte wird gezogen

clickon Nachziehstege

delete Zwischenspeicherung  
Array

getCard if Karten[ ].length > 0  
delete Card from Array

pop / Karte löschen  
return Card

Handkarten - @Button  
Karten werden sortiert  
handkarten.sort() - array, sort - return

HTML

<div>  
Nachziehstege

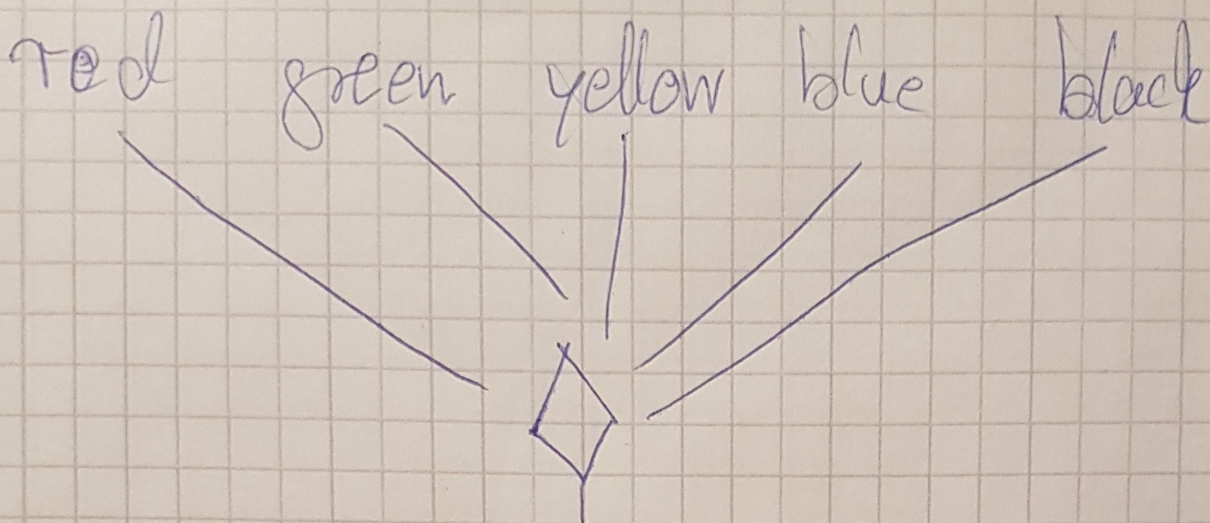
<div>  
Ablege-  
stege

<Button> id

Handkarten <div>

<div>  
Karte

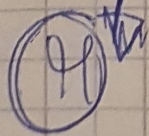




let oneCard = hand[kten [i]]

let value: string =  
hand[i].suit(1)

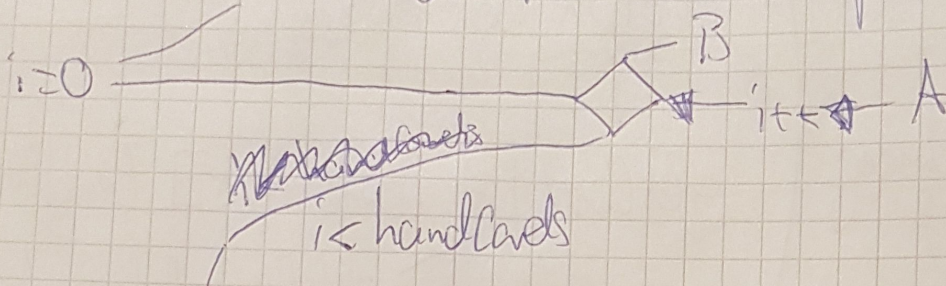
createCards (color, value, oneCard)





~~Handkarten: number = parseInt(prompt(" "))~~

8/12 Let Handkarten: number = parseInt(prompt(" "))



max num = allCards.length

set Random(maxNum) to

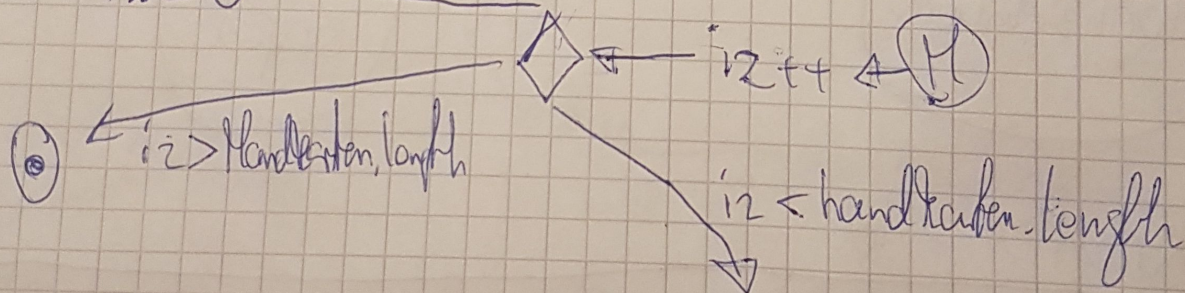
Card von allCards[]  
in Handkarten[] speichern

allCards.splice(randomNum, 1)

(A)

3

i2 = 0



(C) i2 > Handkarten.length

Let color: string = Handkarten[i2].substr(0, 1)

