Autgobe 3 UNO (Karten ablegen) Marten hachziehen) ATT and gold by both Karlen Sortieren USER Sidd auf Spiel: buttona ID = Color Sout Rest Ablage Batton Warten DIV=1D= Resthauten DIV = 10 = downHand DIV=1D=Ablage 3 DIV= Class = Counts Cards

. Wate ablegen: Click auf Carl to Play . 2 Play Card target Hand horten (delete Hand Fram Wand Ablage O c (play (and 1)) (place Card on pile th display Hand display Hand H (delde divs in Bongo Hand Create dis from Hand + append to Mask Hand Karten ziehen: Restharter Leertoste append Card to hand [] H Function & random Att vandom (Mathiandom generate 1 vardom (ard) generate (push in hand [] new Card array. splice it place Cards delete Card from dech[]

Farb Sortier en : (hand []. Sort(color) The cardsort Click auf Button Cards in Hand away nach Fache Societeen H function cardSort array. sort (color) the display hand It display hand delete dis fram dir hand hand and append

play Card (); hard[] - Value : string Place Cards card Sort (); Allage [] - color : stong div Elevant also NIML Interface beruhen a Hellen Card []: { value ishing color: Sing append and zu div=td= hand Let deck, atandes = [...] format with GS anden Prompt: Et yabe Ansahl V 0 Wardharten rondon (and It vandom land Schleife + random Card La Anzahl von Prampt wird whilling aus 1++ deck [] gerogen Applace Cards gist Arrabl de Warter in HTML aus vandom Coul Nath . Floor (Math. random 1) * Muth Hoon dech. (ength) weith gabe an Shleife