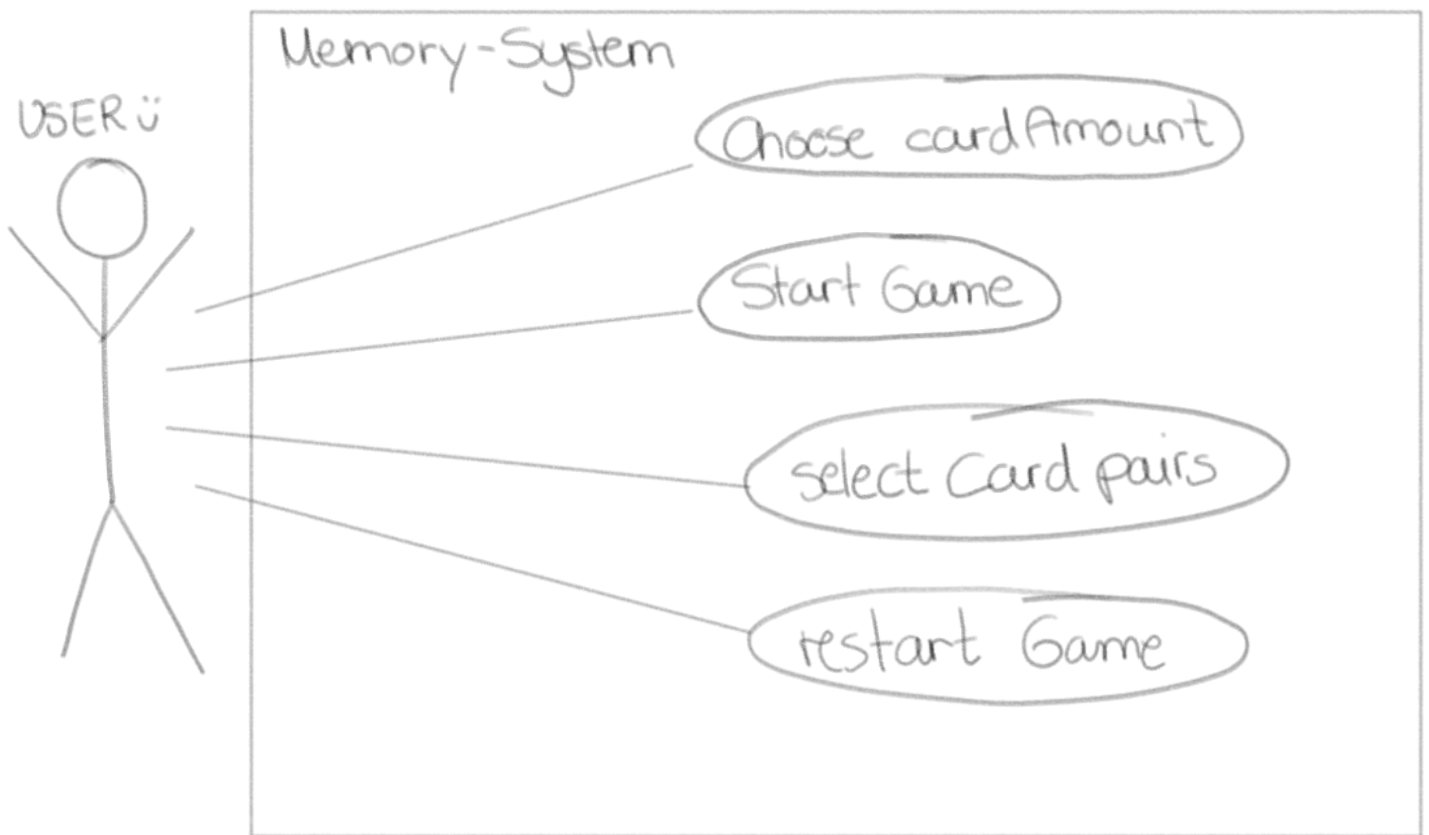
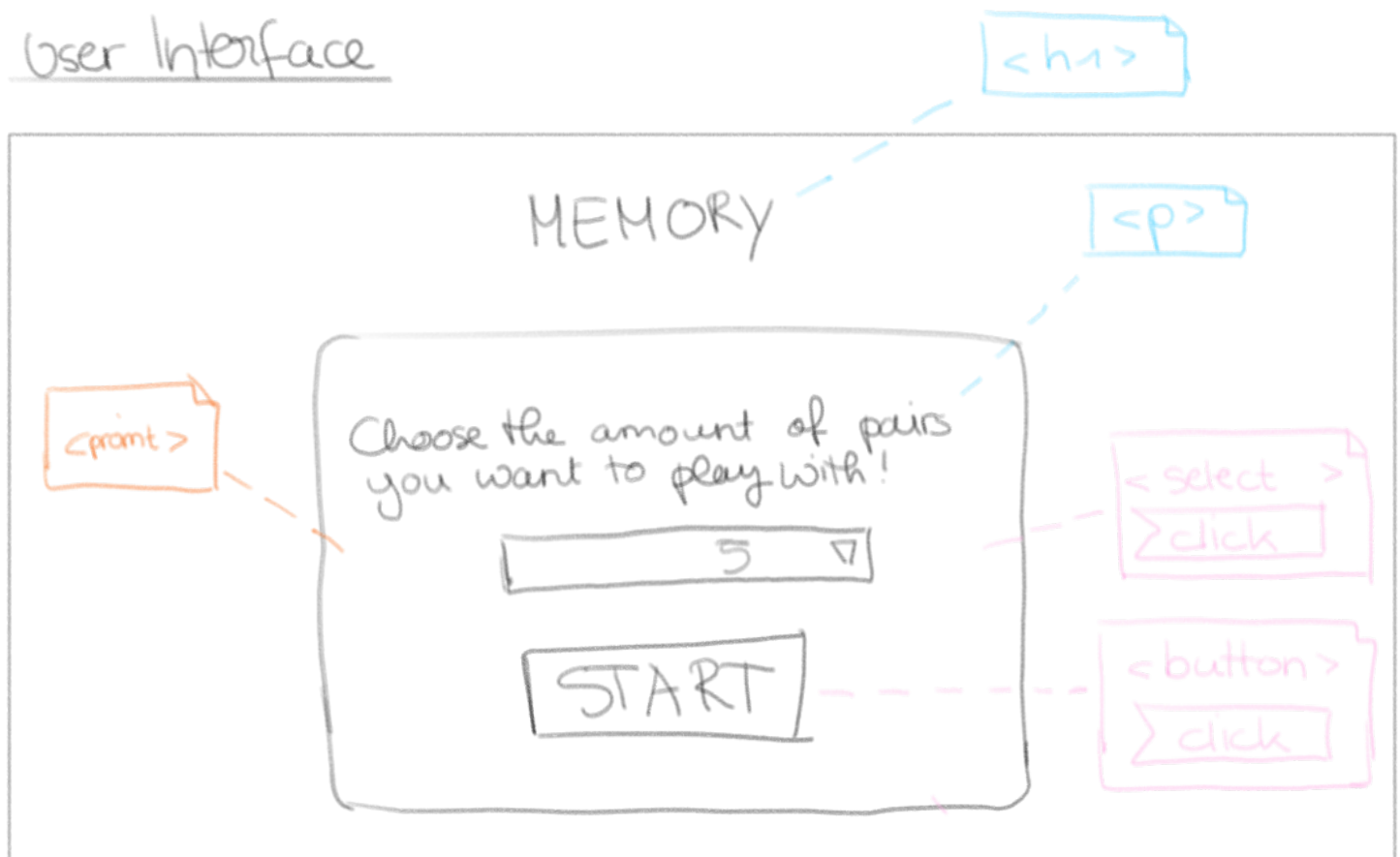


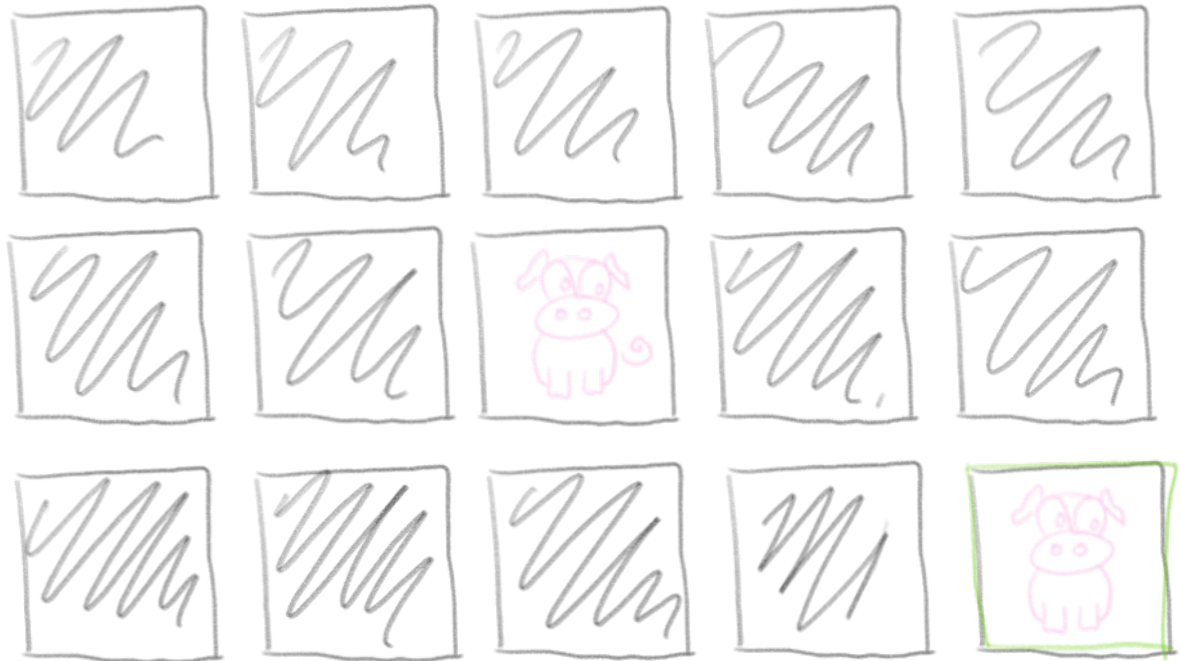
## Use Case Diagramm



## User Interface



# MEMORY <h1>



<span>  
>click

## Aktivitätsdiagramm



handle load

find all  
Buttons  
and install  
load listener



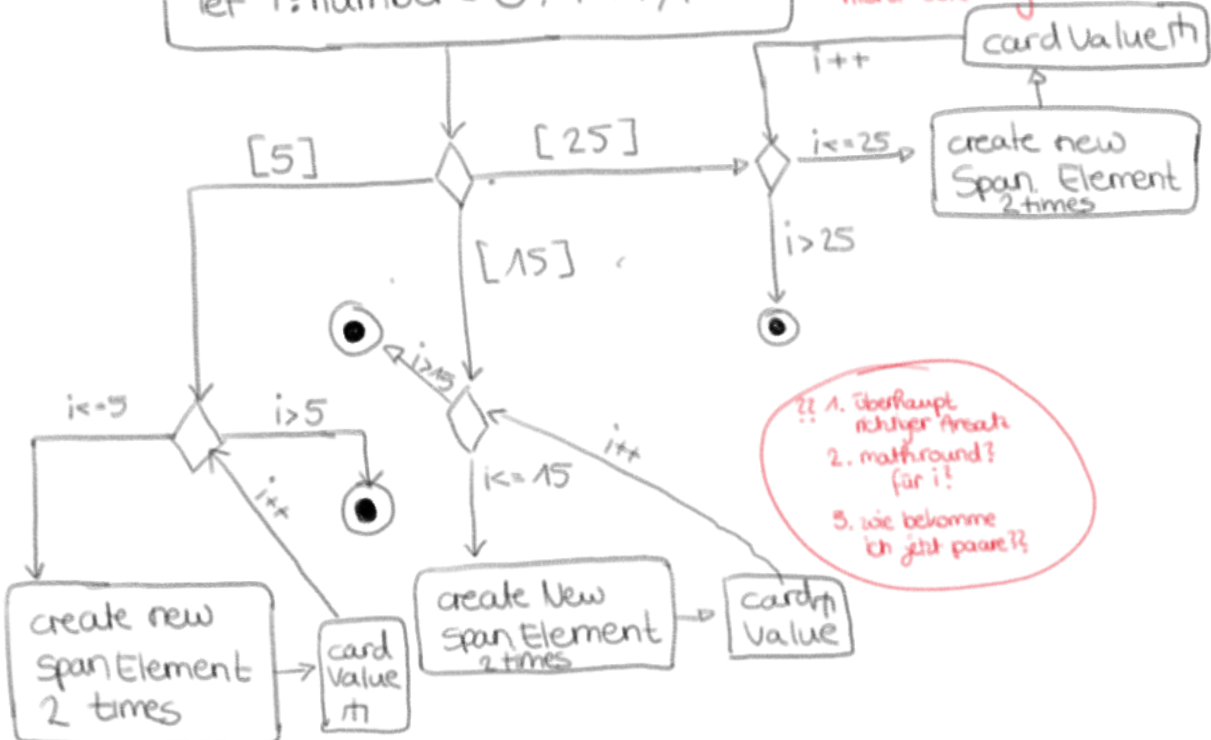
event: clickEvent

choose Amount

```
let cardAmount[]: number  
= [5, 15, 25];  
let i: number = 0; i < 1; i++
```

ha???

weiss immernoch  
nicht wie es geht



cardValue



cardValue []: number  
= [1, 2, 3, 4, 5];

if cardValue[Math.floor(Math.random() \* cardValue.length)];  
= previously pushed cardValue times two

if  
random  
cardValue  
≠ previously  
pushed cardValue  
times two

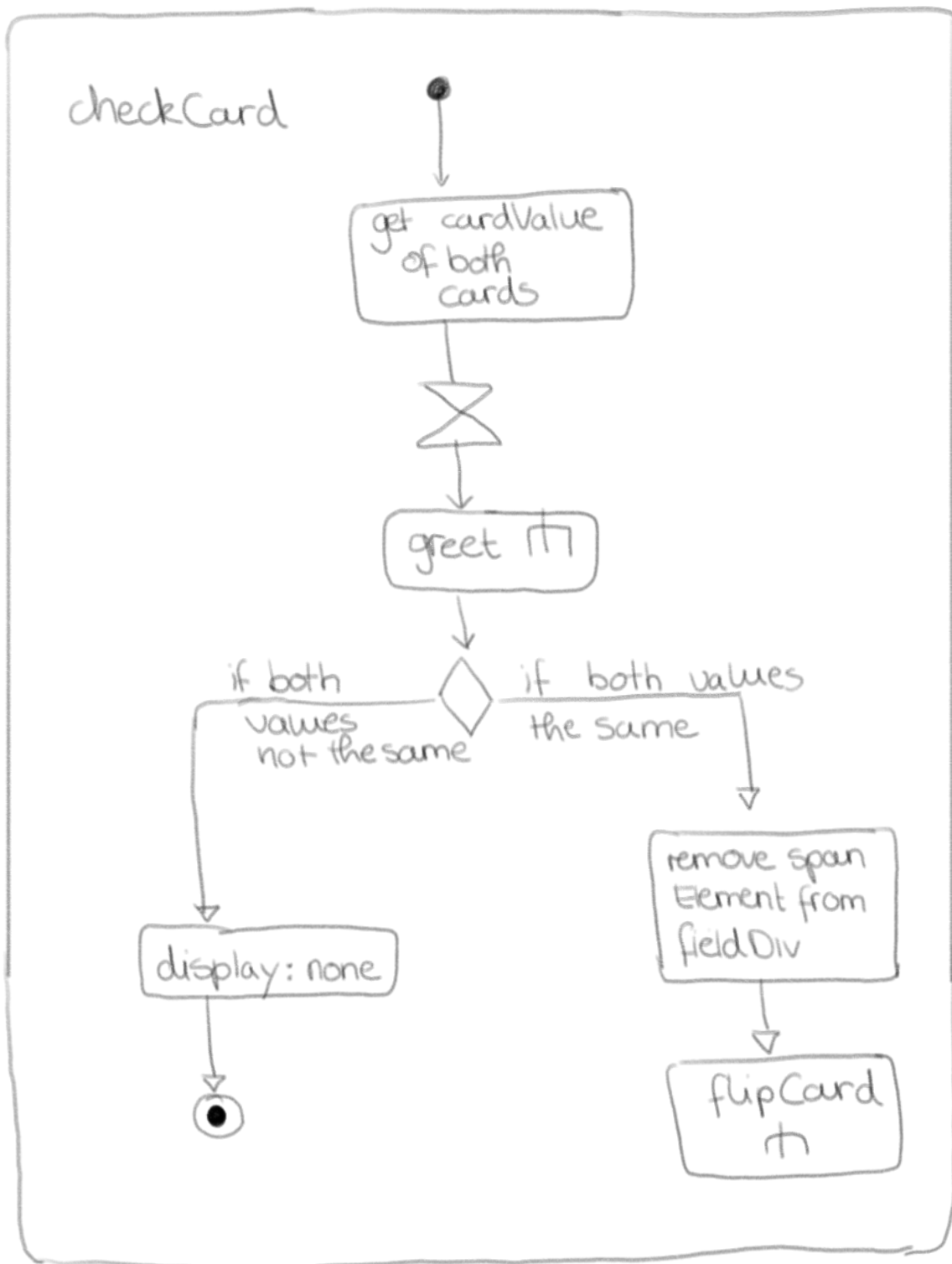
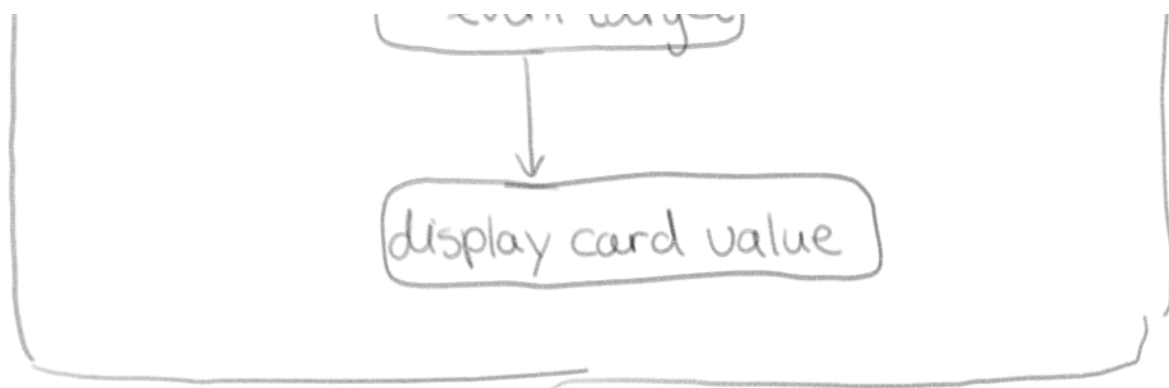
push span Element  
to fieldDiv

display : none

selectPair

-event: Mouseclick Event

get class of  
Event target



`n window.setTimeout (greet, 2000);`

↻ window.setTimeout (greet, 2000);