```
place Div ─────────    let random: zufällige Karte aus
                       Array
                       let position: stelle der zufälligen
                       Karte
```

```
Create div
[scribbled out text] get Element byId [scribbled out]
```

```
div. addEventListener ("click", cardClicked)
```

```
append Child
```

```
cards.splice (position 1);
```

```
'click',
function ('event')
```

```
let clicked = event.target
```

if — counter < 2 →

```
return
```

Bedingungen:
clicked == previousTarget
clicked.div.contains('selected')
clicked.div.contains('match')

counter ++

if — else

counter > 1 →

```
Daten speichern
```

```
Daten
speichern
```

```
selected
```

```
selected
```

if

firstGuess && secondGuess

```
previousTarget
= clicked
```

if — else

firstGuess == second Guess

```
setTimeout =
(match, 3000);
```

```
setTimeout =
(reset, 3000)
```

```
get Player Number   string
get Card Pair       string
creat Cards  [A, A, B]
let counter : number = 0
first Guess : string
second Guess : string
```

```
prompt:
get Player Number
get Card Pair
```

String in number umwandeln

Karten verdoppeln

Karten mit splice aus Array entfernen

[i = 0]

for   [i < Anzahl Karten]

place Div

[i++]

for   [i < Spielzahl]

p erstellen

text einfügen

[i++]   p platzieren