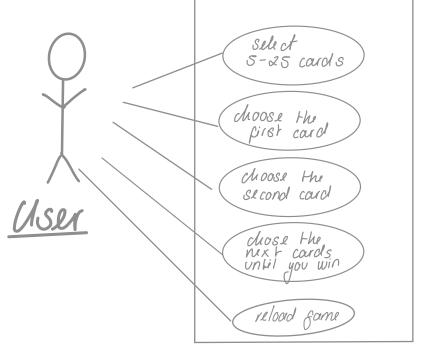
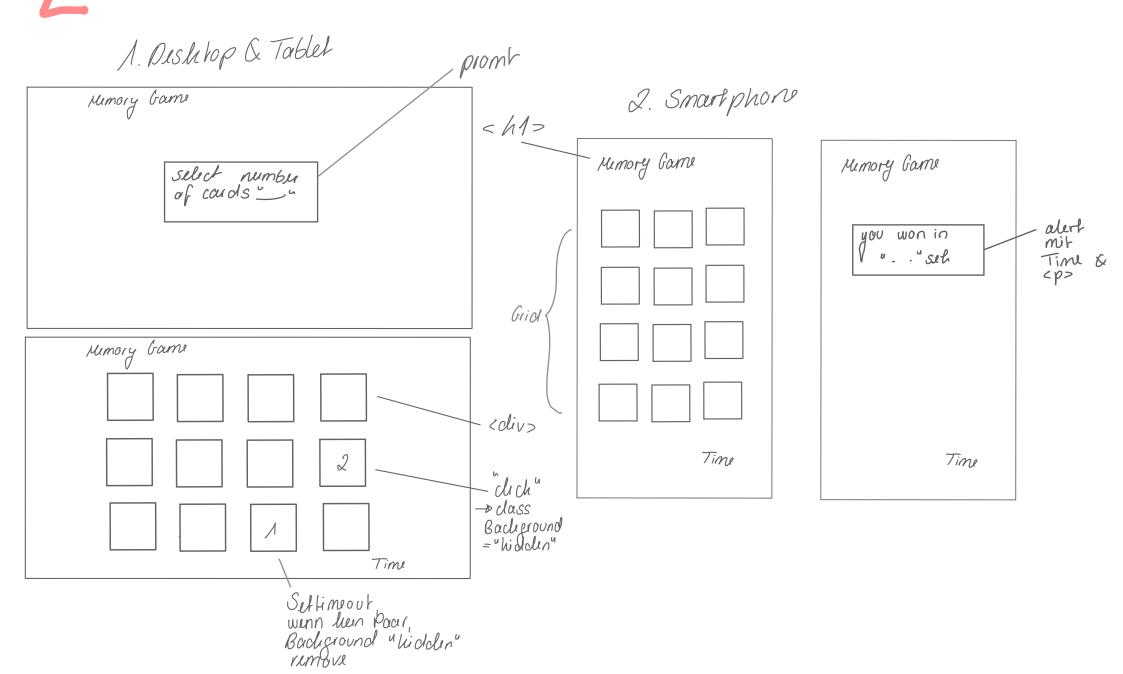
L02.1

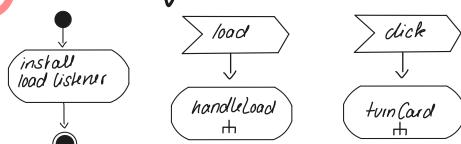
Usu - Case - Diagram

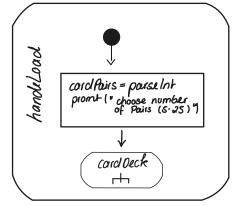


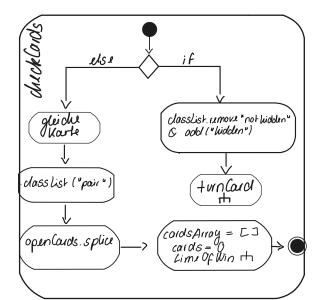
User-Interface

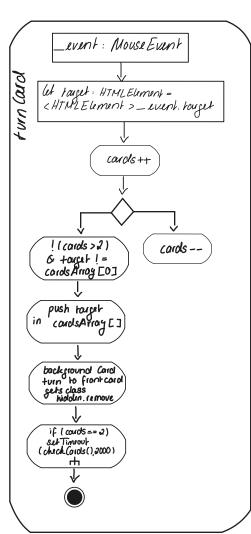


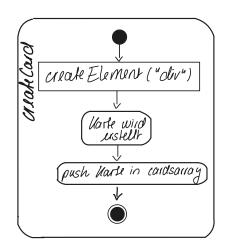
Activity - Diagram 1

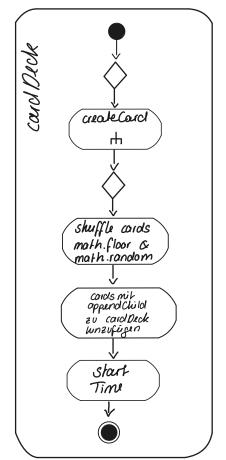


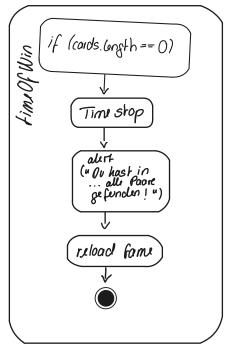












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Activity - Diagram 2 create Elemen ("div") let card: dick load HTMLElement = Varle wild Document.createElement("div") ustellt install load liskner push Warle in condarroy handleLoad tun Card /PointEvent Ж event: Mouse Event if (coids. Grath == 0) handuload let raiget: HTMLEliment = < HTML Element > _ event. touget cordPairs = parseInt promt (choose number of Pairs (5-25)) createCord Time stop cards++ т card Deck alest (" Ou hast in if (cardArray [0] inner HTML == card ge funden 1 ") [1]. innerHTML) ! (cards > 2) cards -shuffle coids & torcet ! = cords Arroy [0] math.floor & math.random reload fame else j F push touget 'cond Array [] coids mit oppend Child zu card Deck classList. remove "not hidden" & odd ("hidden") gleiche Karte unzufügen background Card turn to front card gets class hidden remove Start Time class list ("pair") +uncard startTime & if (couds == 2) set Timeout (check(aids(),2000) stopTime müssen coids Airoy = [] caids = 0 Lima Of Win H jeweils openlaids.splice definiert werden