

Bsp. String:
 r o g a 12
 Farbe | ID
 Wert

↓
 let deck:string[]
 let ablagestapel:string[]
 let hand:string[]

deck: 108 Karten
 nachrich:
 ablagestapel: leer
 hand: leer

let numCards:number = prompt('Anzahl Karten')

let i:number = 0

①
 i < numCards

let randomCardnum:number = random(deck.length) //

Karte an Stelle randomCardnum aus deck[]
 in hand[] hinzufügen

deck.splice(randomCardnum, 1) //

②

let i2:number = 0

③

i2 < hand.length

placeCard(hand[i2]) //

i2++

random

-maxnum: number

Zufällige Zahl von 0 bis
- maxnum nicht
eingeschlossen

return

placeCard

-karte: string

let color:string = -karte.substr(0,1)

case "r"

case "g"

case "b"

case "y"

color = red

color = green

color = blue

color = yellow

color = black

let name:string = -karte.substr(1,3)

stelle
1,2

let karteID:string = -karte.substr(3)

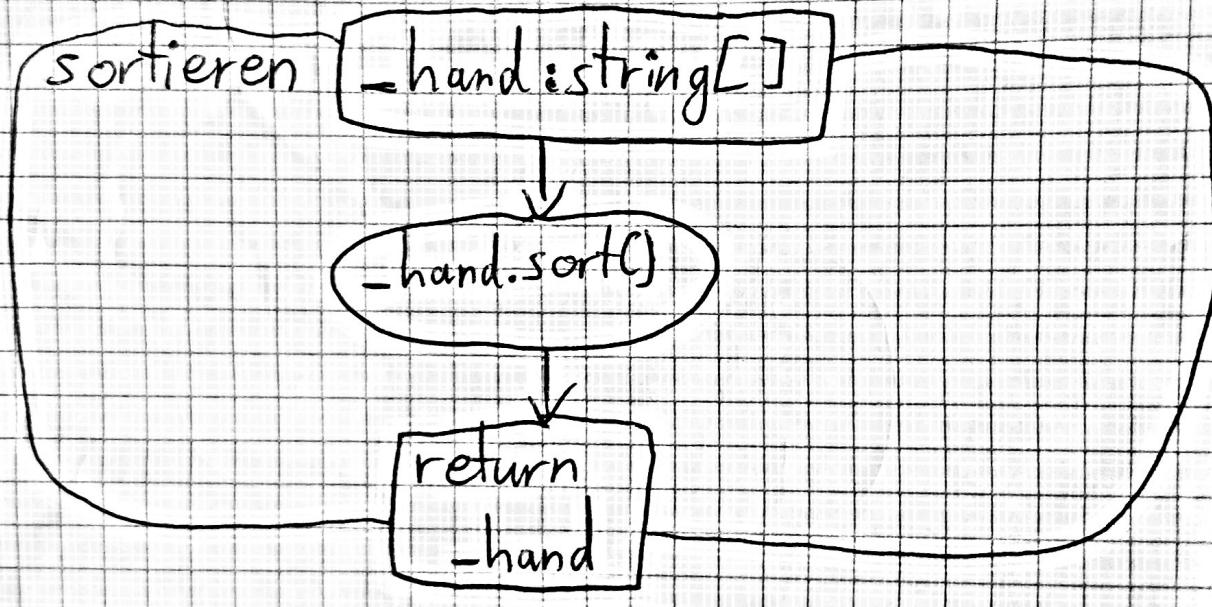
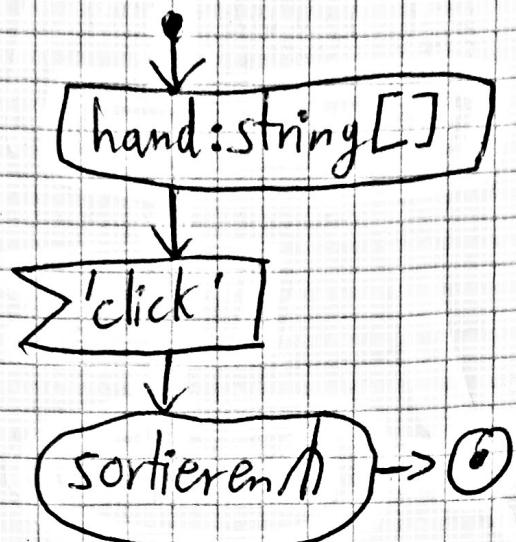
stelle
3+

create div with
name & ID = karteID

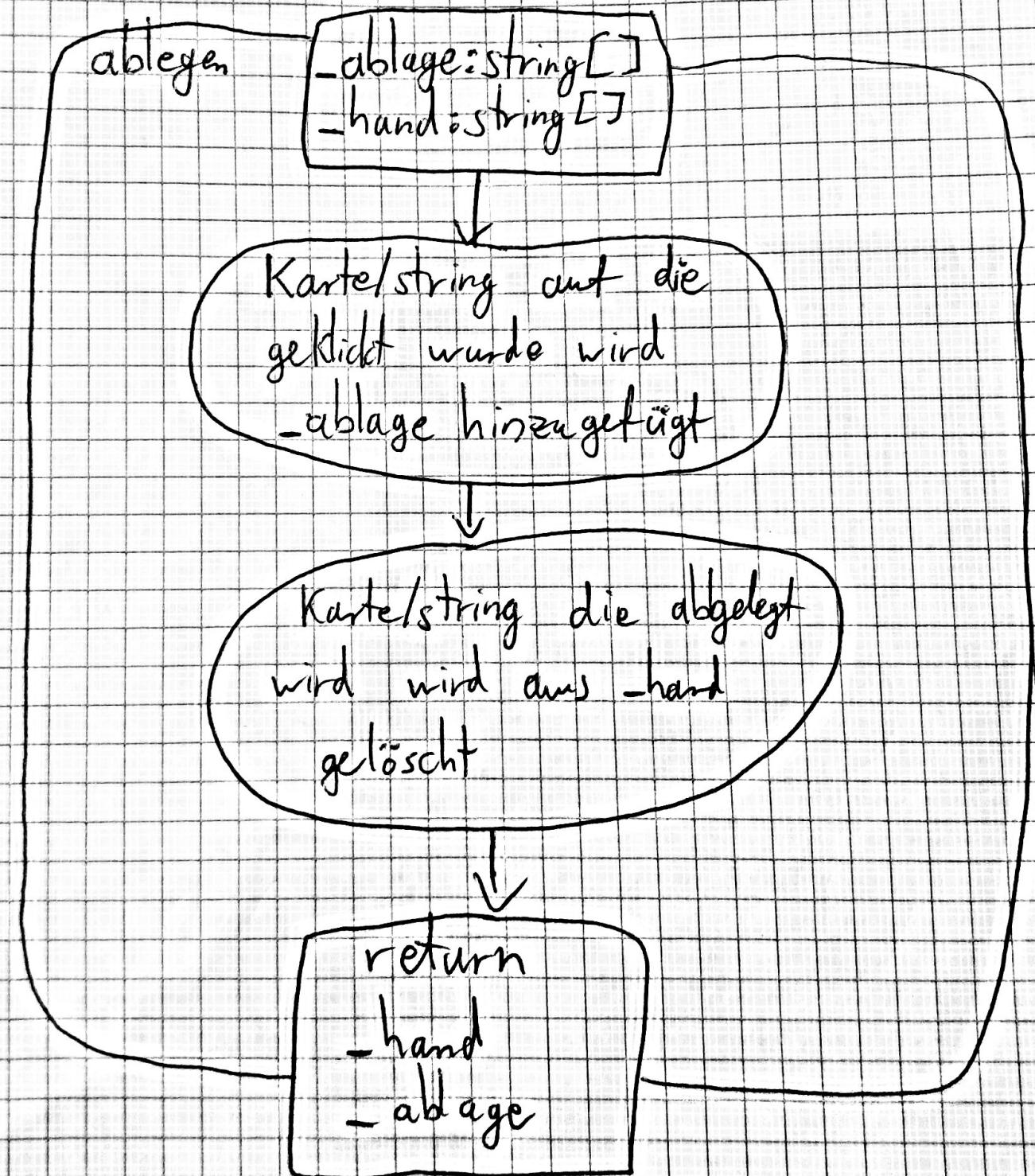
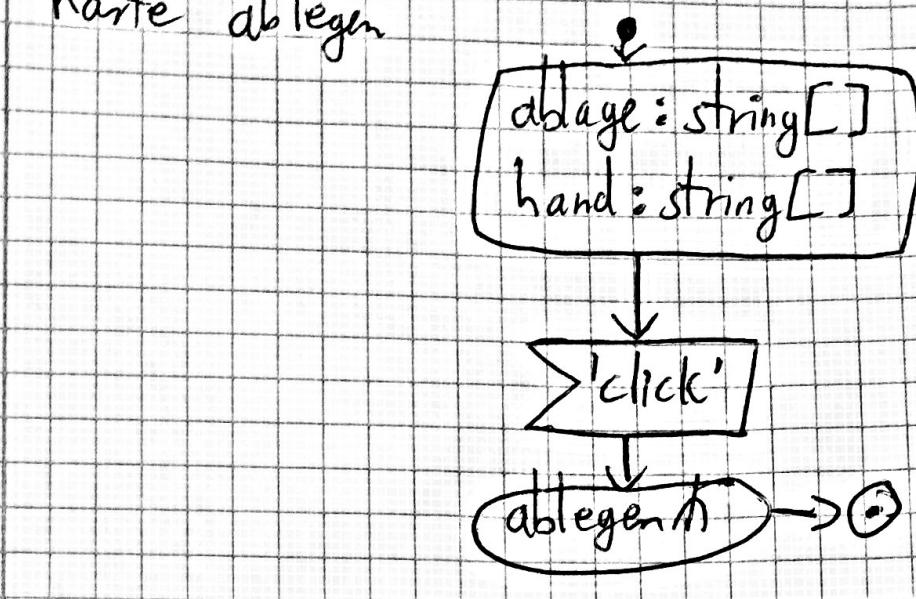
customize background

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Karten sortieren



Karte ablegen



Karte ziehen

