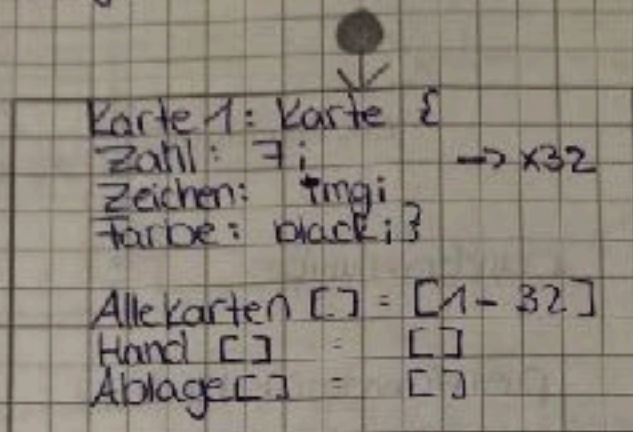


Interface: Karte {

Zahl: number;

Zeichen: String;

Farbe: String; }

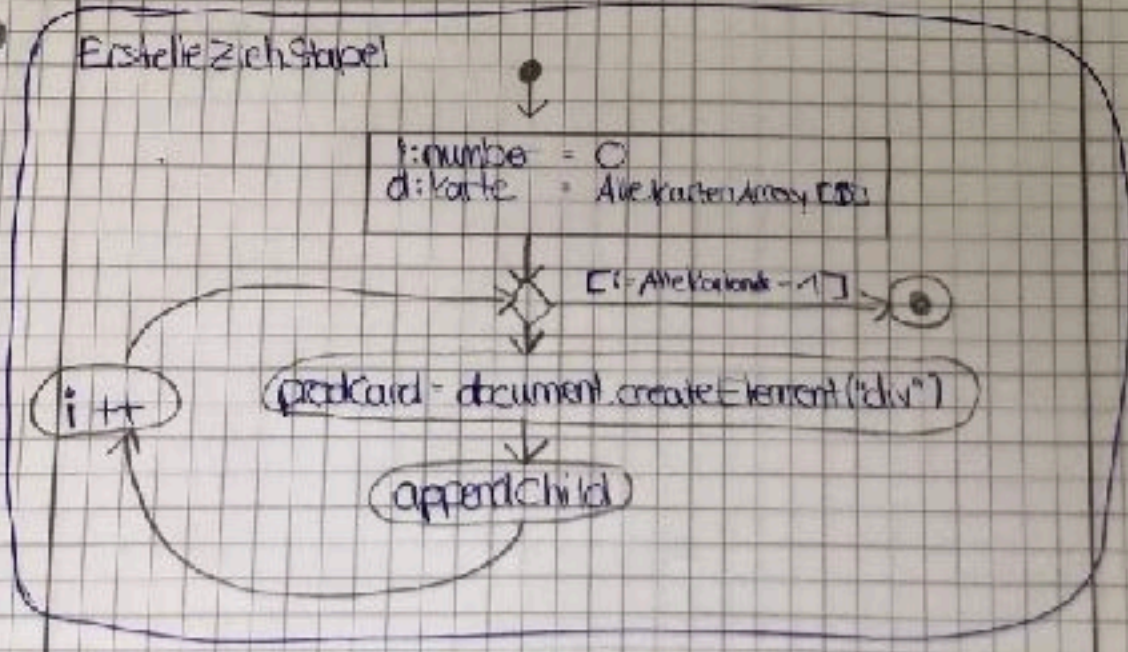
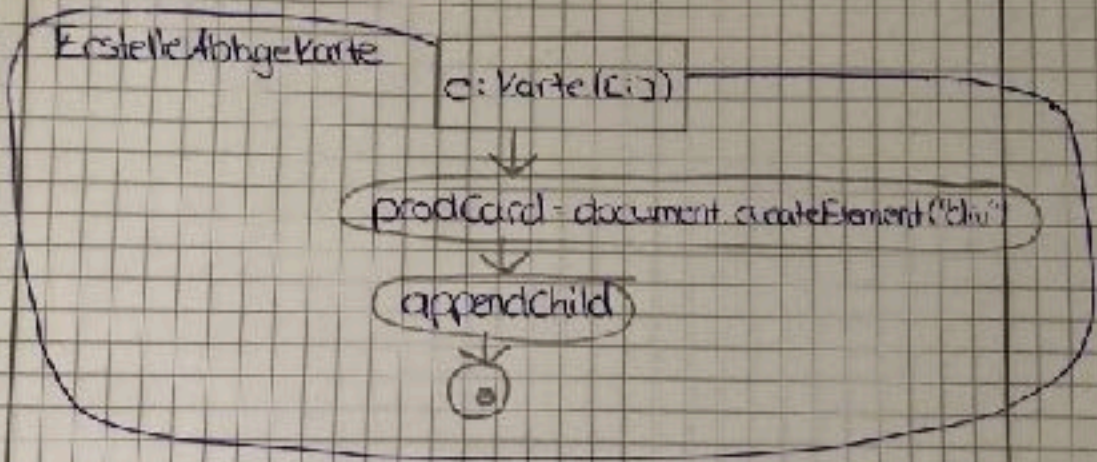
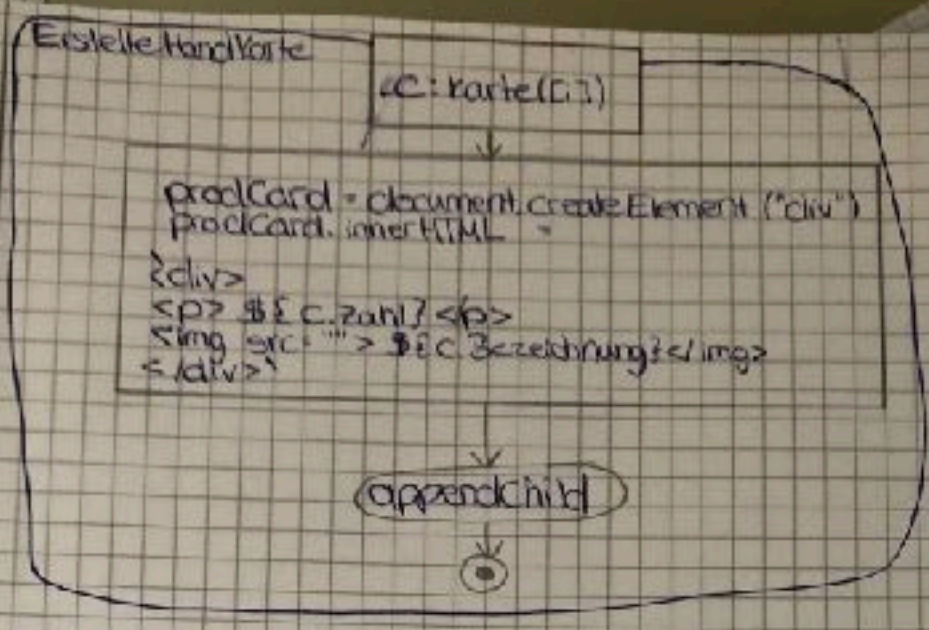


prompt

Handkarten: number = prompt

KartenGenerieren rti





Karten Generieren

Handkarten: number

i: number = 0

Math.floor
(Math.random
() * AlleKarten.length)

Ei < Handkarten

random: number =

.push(random) -> Hand

.splice(random) aus AlleKarten

Erstelle Hand Karte rh

random: number =

.push(random) -> Ablage

.splice(random) aus AlleKarten

Erstelle Ablage Karte rh

Erstelle Ziehstapel rh

++



