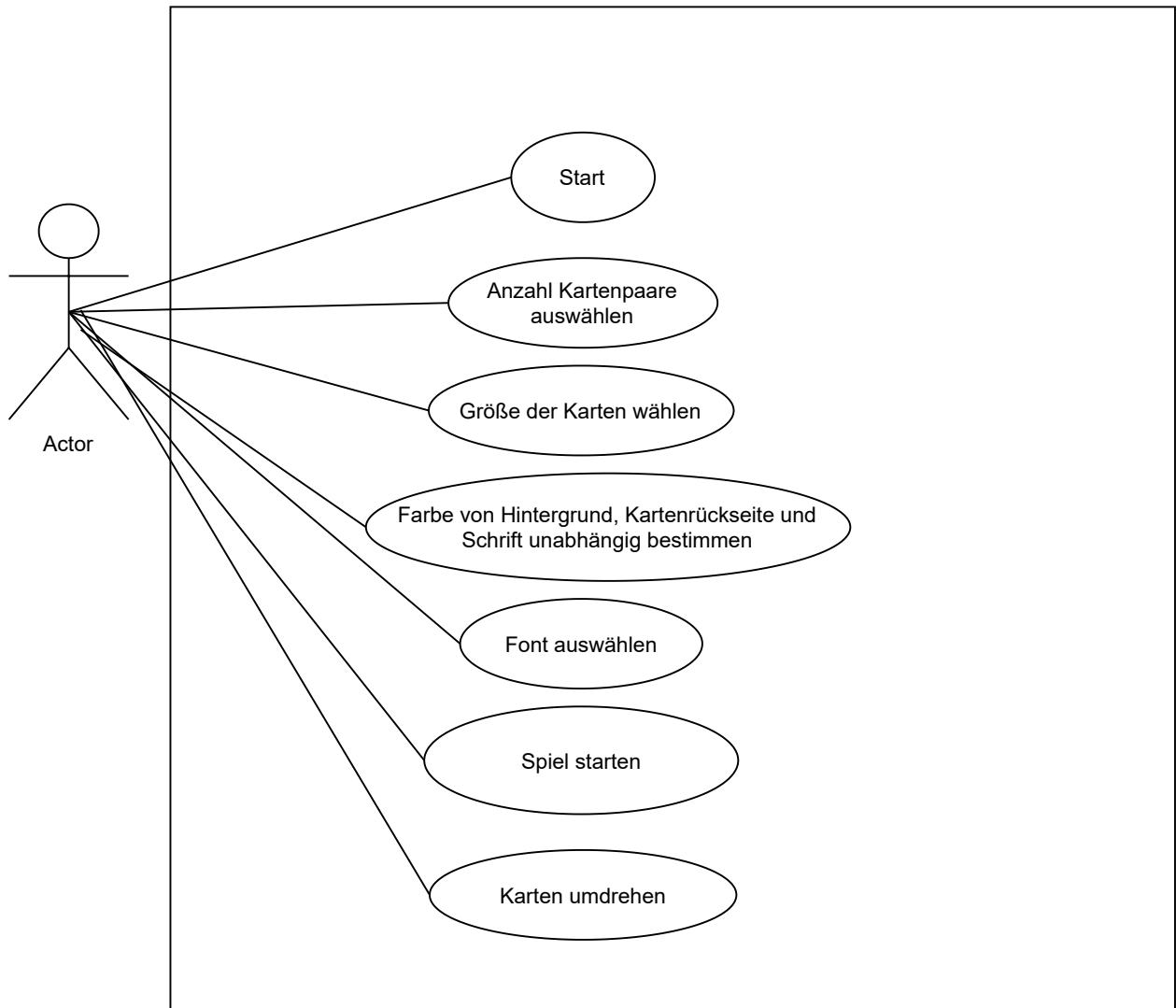
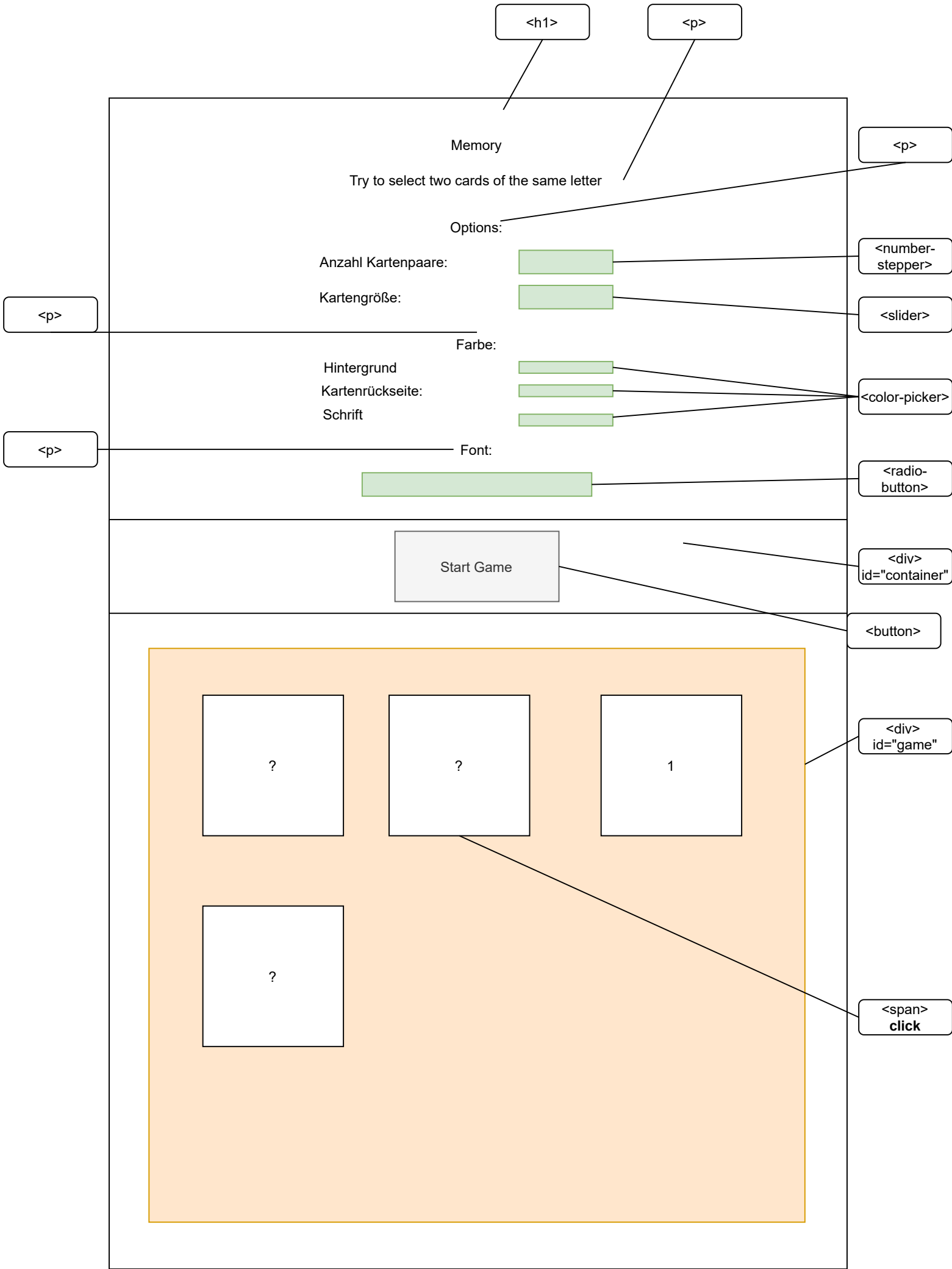


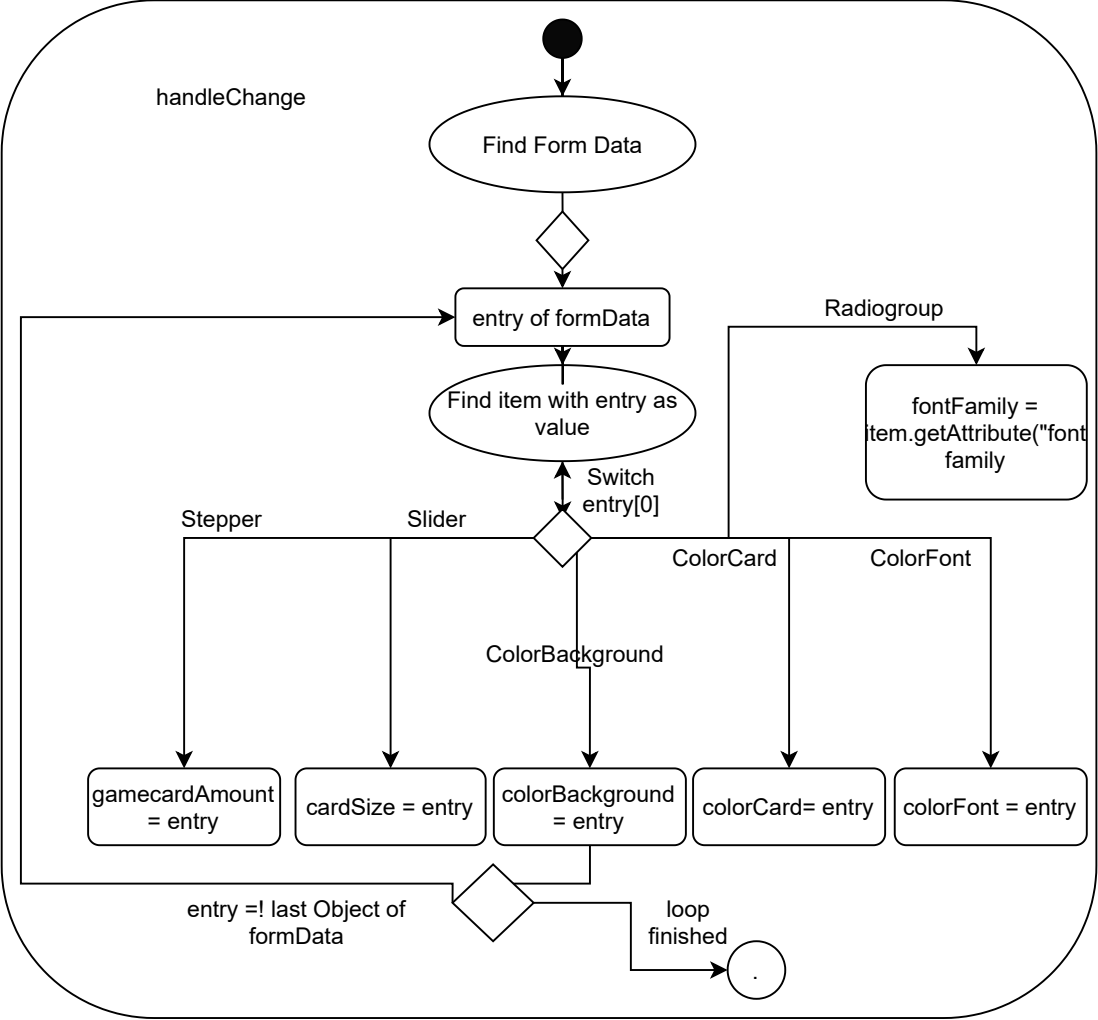
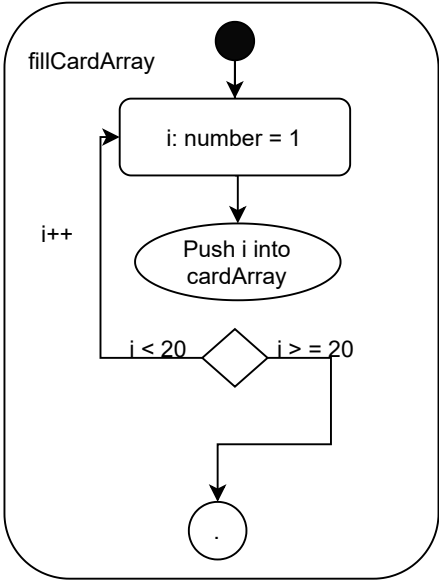
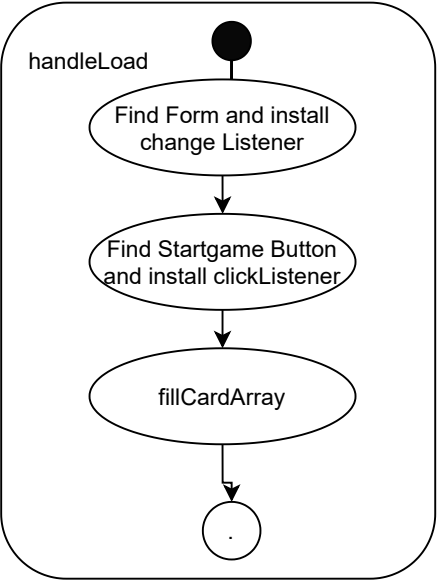
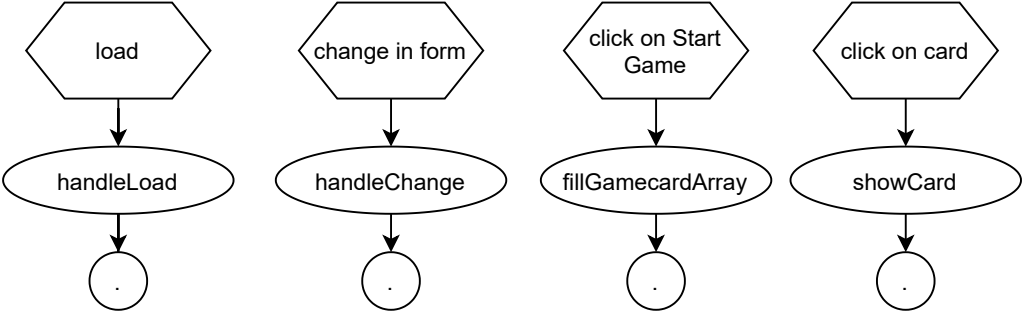
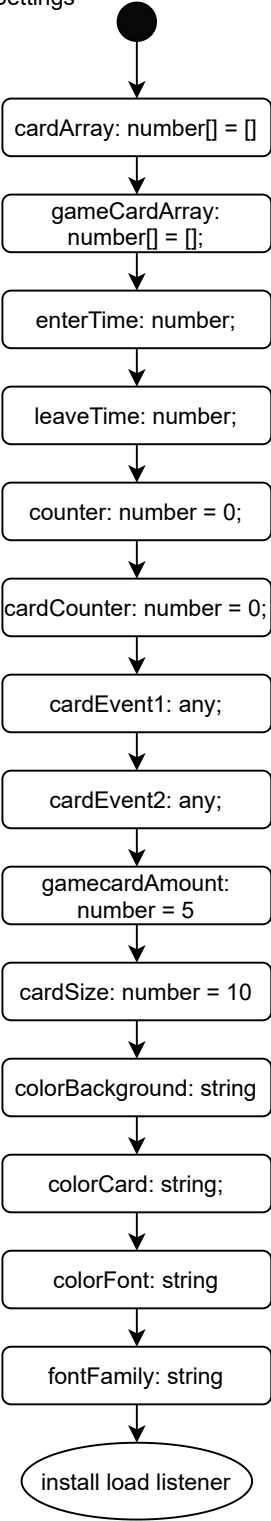
## Use case: MemorySettings



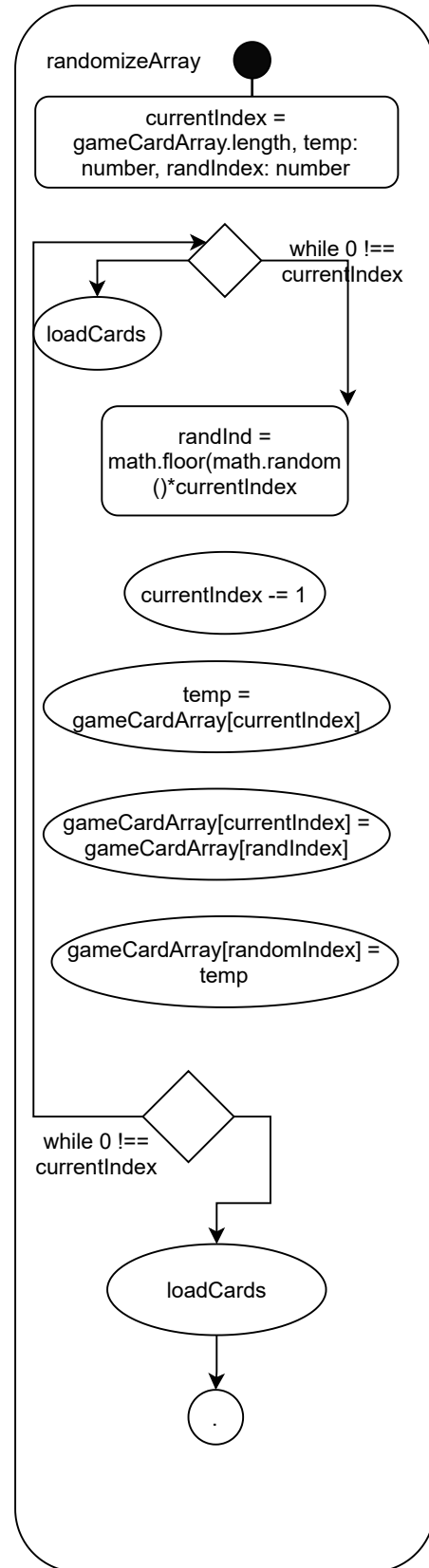
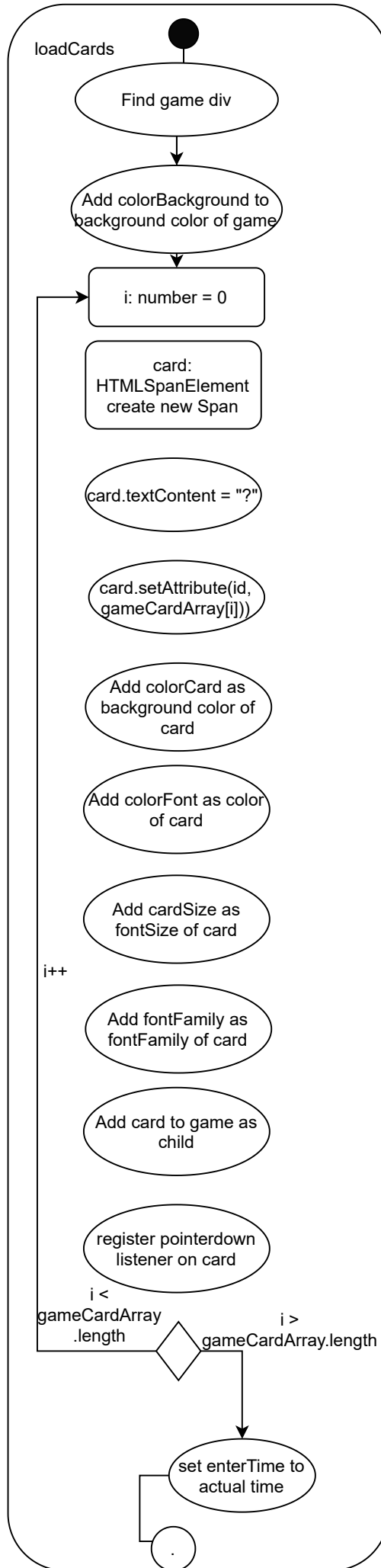
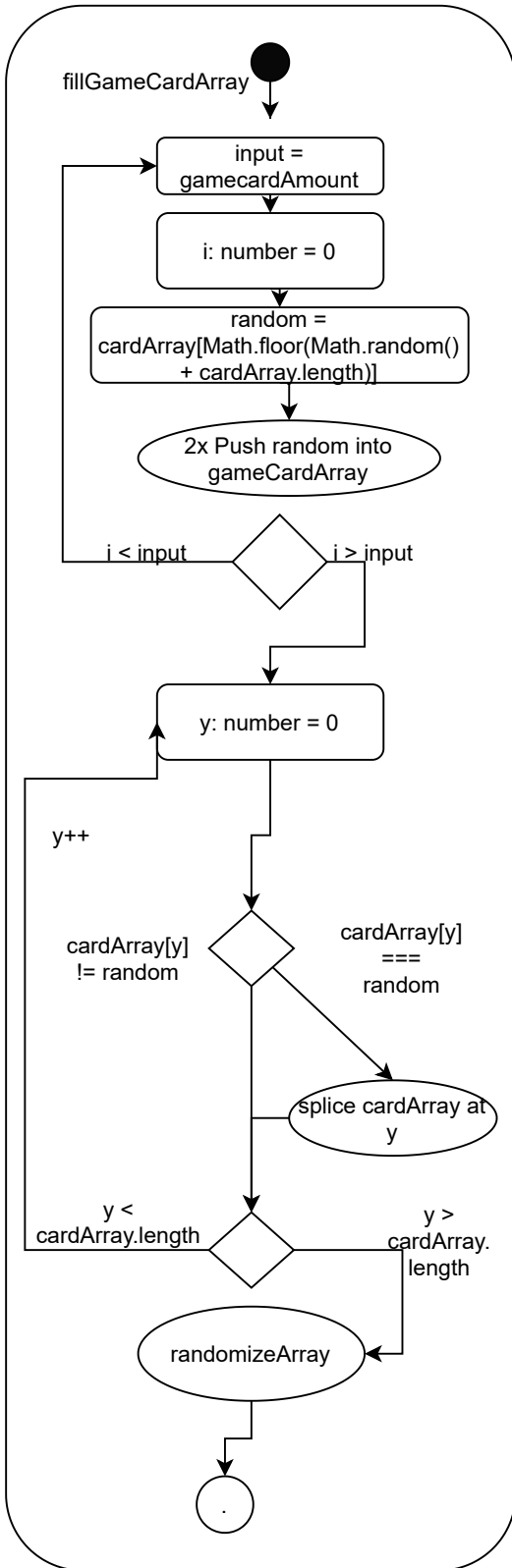
UI-Scribble: MemorySettings



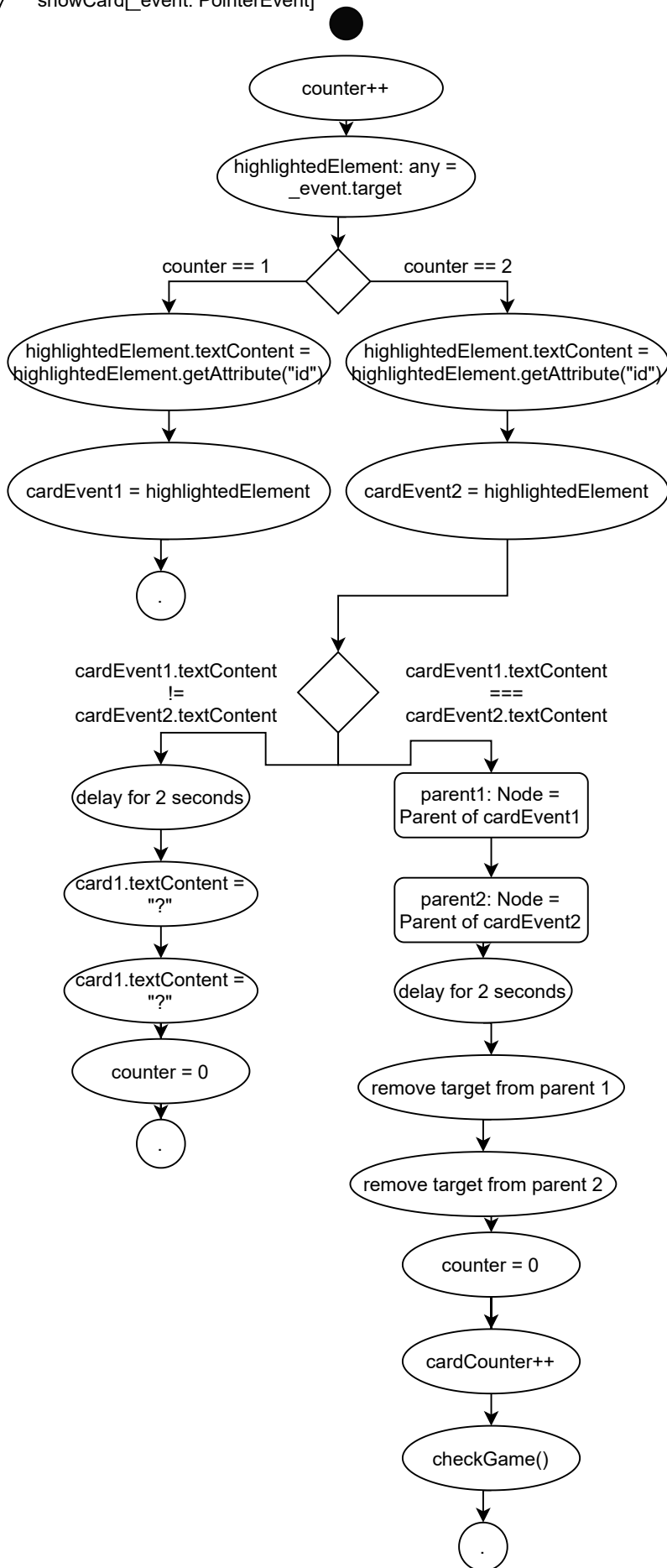
Activity Diagram 1:  
MemorySettings



Activity Diagram 2:  
MemorySettings



showCard[\_event: PointerEvent]



checkGame

