CUSE-CASE-DIAGRAM 7 choose amount of pairs Start game (Furn cards) collect 12SR(USER-INTERFACE - DIAGRAM during game 2h159 (Cuolonia) 210001 Memory 300 click on the cords and try to find pails colivs id gamesas (divs class-rard that before starting windows? Stone [03] - chase arrant of pairs Stort games cinputs 14 detton > type inumber "
dispairs"
min = 5 5
mo> = 25 tope builton id start Selick

ACTIVITY - DIAGRAM School Chey on > load / / class , card" (hardle Love) [1,2; 3,4:5; [],23;24;25] Percepose Game show Card game Cards number [] [] start Time : Date game space div (id: goodspan) install load listener on window handleload Prepare Gome and button id, star let pois number : in put and install elich listener [1 rupper: Ox pails] (0) [1++] (Egro) all (cids spice) gamelards push leard Lh ++] Degamerards length Card: HTMLB; VE CONCH card add Class game(and [w]. walle) [1++] gomespace. append this (card) Enstall click-listener or cord

-event House Frent (show Card 7 let counternumber = 01 Icounter 427 Garder - 1] Seconder = 0} tage 1 class (target 2 = event-target) target 1 = e. Rot tonot torget obs target 2. textanot = Hoget2 value target 1. test (or ext = target 1 is les) Counter ++ parent1 = target1. parent parent 2 = taket 2 . parent after 2" Garent 1. delete (hild (target 1) seconds (parent 2 deletechild (large + 2)) Carget 1. remove text (oren) (game End 1) (target 2 removetext Content) gametral 04-1 I I game Space children length en] [endTime: Date] GameTime: Date = end Time - start Time) window promot (, You finished the game with " + gameCards.length + "pairs in" + gametime)

Verbesserung durch Marcel Ritter: - ein Durchmischen der Memorykarten tehlt, sodoss immer alle Paare nebeneironder liegen. neue version von prepare Game: Prepare Game (let pairs number = input id "pairs" get value - Dinumber Otpairs gamelards: gomelards. (card: all(ards.sol,ce[0]) concat(gare(ards); Ci++71 (garrelards, push (card)) OG [hinumori: O Lgamelords position number matherardom game (ands lengt to get a random sosition card: HTMLDir Element [h++] (card add (lass (game Cards (position. value)) (game (ards. splice (position)) (game space append (hid (card)) Cinstall click listener on care)