```
interface Card
color: string;
value: string;
```

```
let Karte0: Card = {
    color: "red",
    value: "0", }...
let allCards: Card[] = [Karte0, ...]
```

(function main():void)

```
let eingabe: string = prompt("...")
```

```
let i: number = 0
```

(function random(_math: number): number {
return Math.floor(Math.random() * math.floor
(_math));
})

(B) i++   [i > anzahlKarten] ◎

```
let randomCardnumber: number = random
(allCards.length);
```

(placeDir(allCards[randomCardnumber].color,
allCards["].value, i);   ++)

(A)

(A)

allCards.splice (random(cardnumber, 1);

(continue;

(B)

placeDir ———— rt—

```
function placeDir
(_color : string, _x : string,
_n : number) : void {
```

```
let dir : HTMLDirElement=
document. createElement ("dir");
document. body. oppendchild (dir)
```

```
let s : CSSStyleDeclaration = dir.style,
```

s.backgroundColor = _color; ...

body > dir
Stylesheet

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