

Interface Karten

name: string
 red: number
 blue: number
 green: number
 yellow: number

```

let Karte0: Karten = Karte17: Karten
let
let Schwarz1: number = 9
let Schwarz2: number = 9
let c: string = ""
  
```

~~Alle~~ AlleKarten = [Karte0, ..., Karte17]

```

Z: number
l: string = prompt()
  
```

z = number(l)

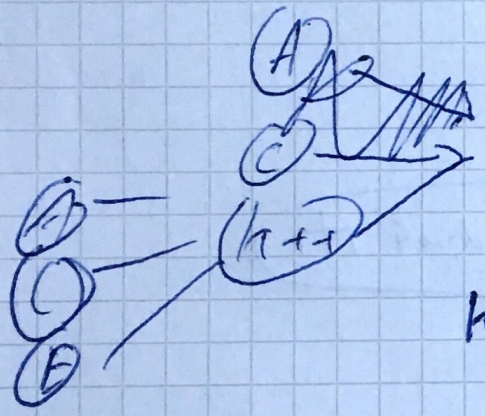
~~Karte~~

k: number = 0

math: number

```

function random
  (math: number): number
  return Math.floor
    (Math.random() *
     Math.floor(-math))
  
```



k < z



Stapel (Nochziehstapel)

Ablagestapel

l: number

l = random(175)

[l = 73 && Schwarz1 <= 0]

[l = 73 && Schwarz1 > 0]

(k--)

c = Schwarz

Continue

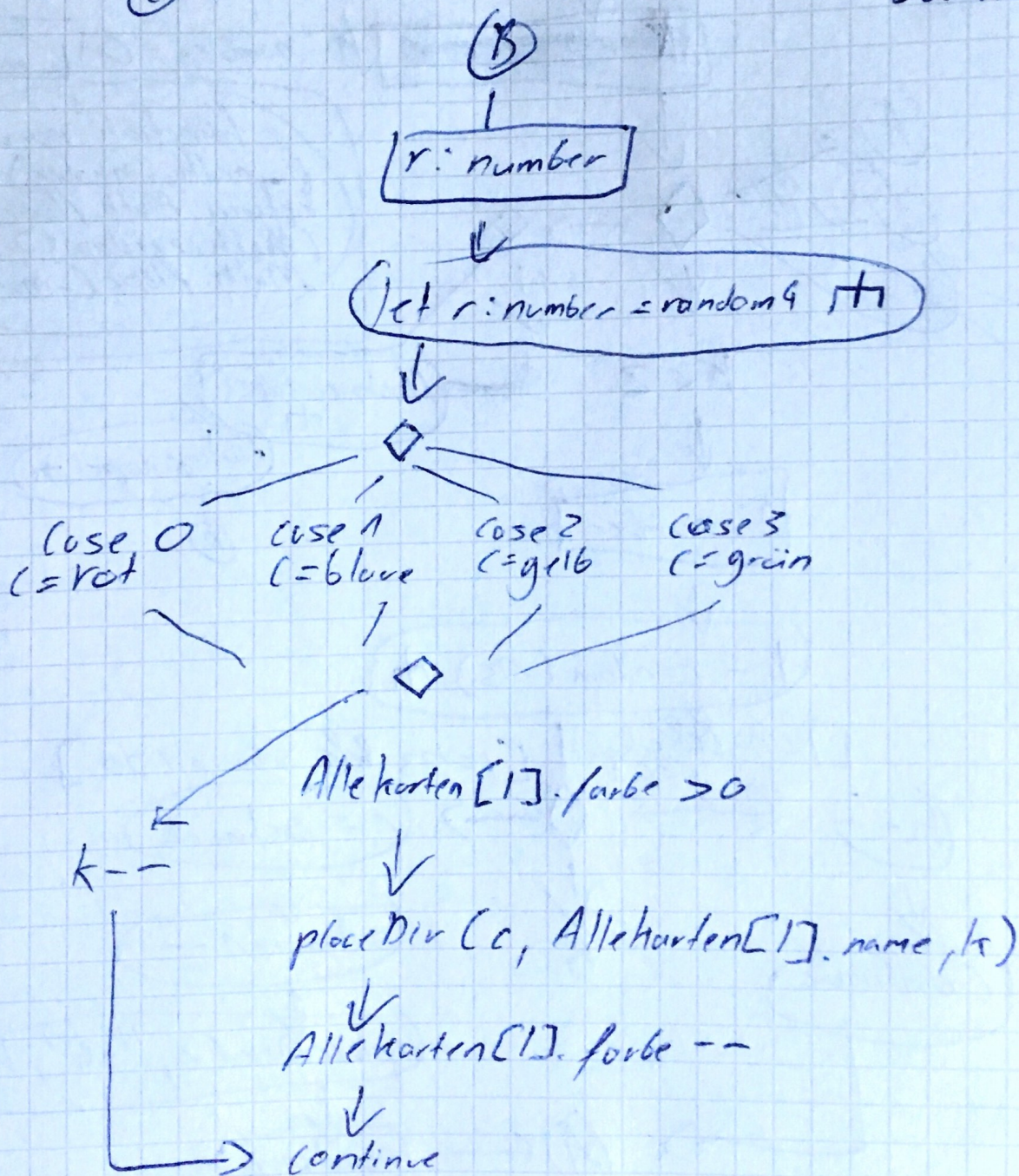
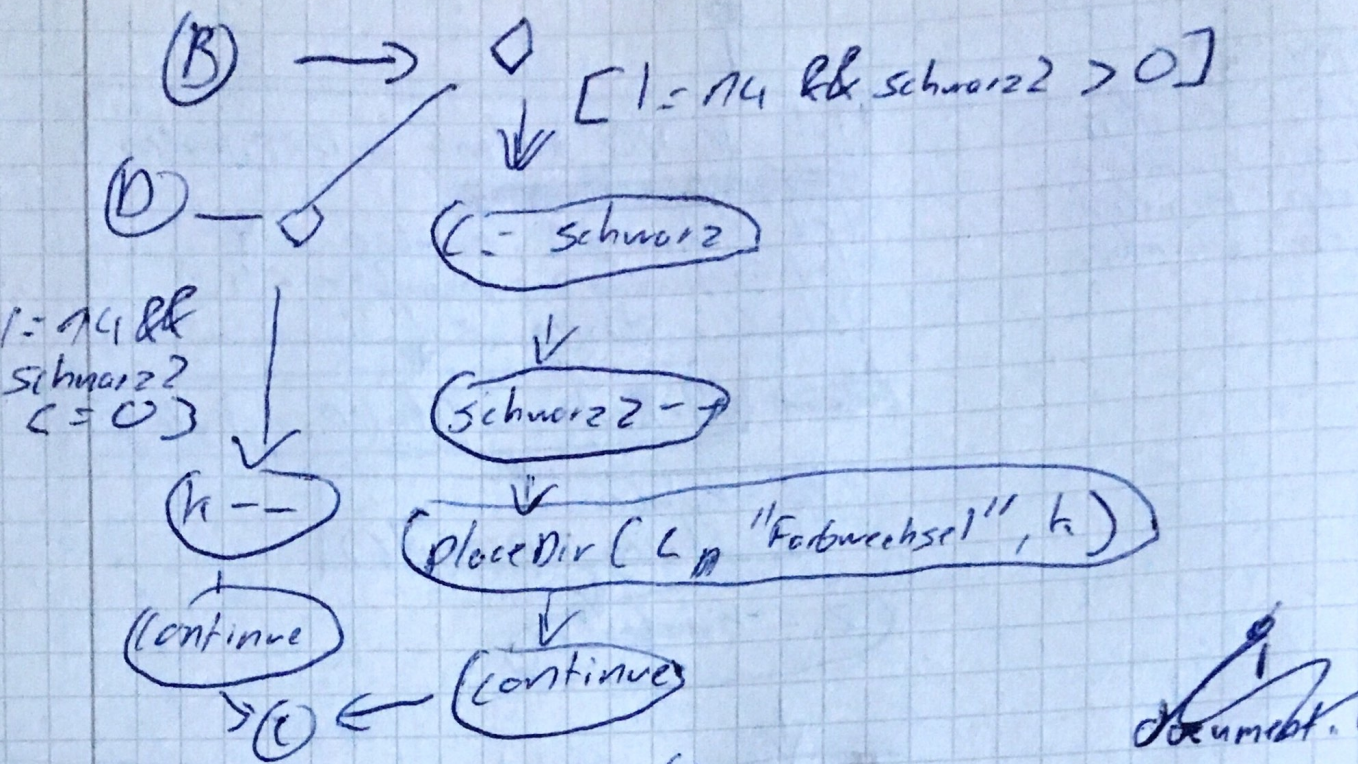
B

Schwarz1--

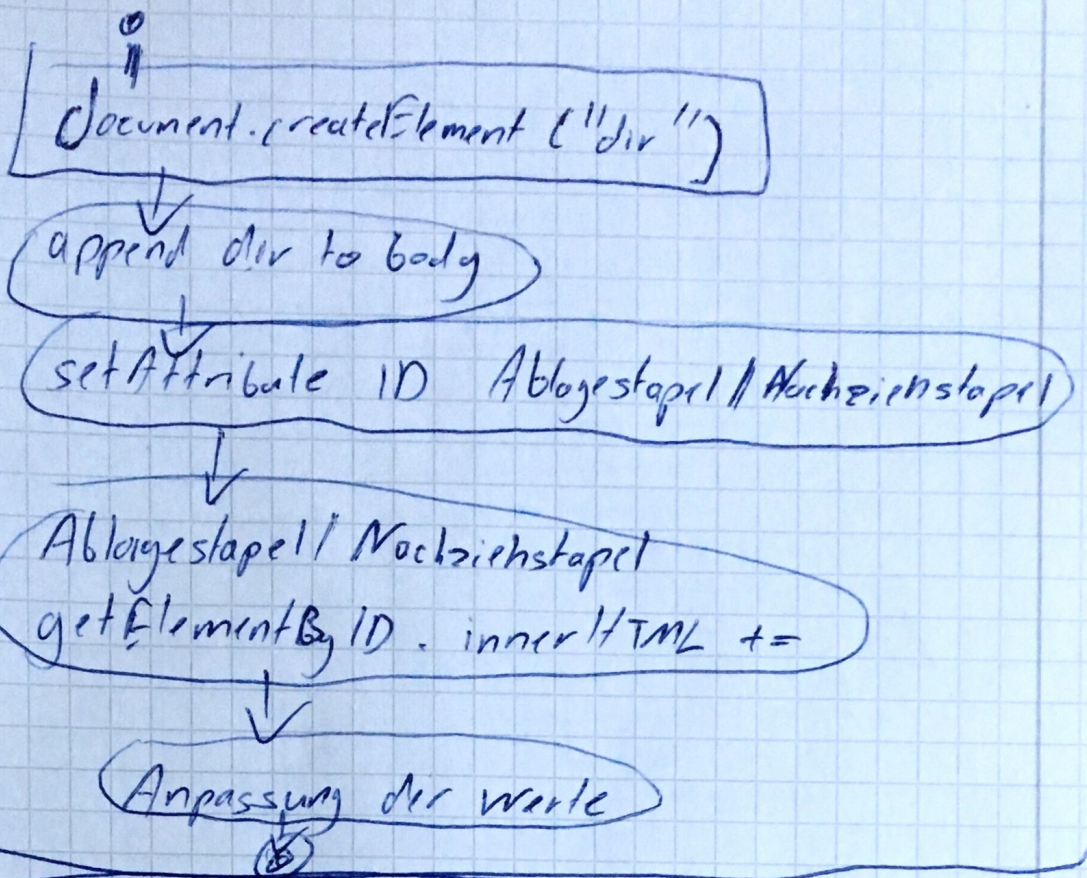
placeDir(c, "+9", k)

Continue

A



Stapel / Ablege



placeDiv

