Interface [number [0-9; +2, Ausselsen, Wechsel]] Gel6: 2 [51 (14)] [52 [forbe]] placeDir color; Cirinumber 2: number Create div - Element: HIM DIVELEMENT (dir to ledy formed dig with body, pasalion, bockgrand color, width, height, left, top function rondon 1 111 [L=- 13 &lsa DO] C= Schworz [L=14 & \$ \$ 2 20] C= Schnarz place Dir to continue place Dir to continue [ [d+D [hart [L] forbe >0 function rondem of a mumber place Div return Moth floor (Moth randown Continue · Math-floor (n) hart [1] forbe -(Continue