Hauptprogramm

Start ●

document.addEventListener("DOMContentLoaded", init);

→ function init() : void

let pairs : string = prompt ("Kartenpaare?")
let pairsSum : number = parseInt(pairs)

→ if

alert "FALSCH"
init();

Falsche Eingabe

else --> Richtige Eingabe

let player : string = prompt("Spieler?")
playerSum = parseInt(player)

→ if

Falsche Eingabe

else --> Richtige Eingabe

createGame(pairsSum,playerSum);

● Ende

createGame

_pairs : number
_player: number

let head : HTMLElement;
document.createElement("header")
document.body.appendChild(head)

let h : HTMLHeadingElement;
document.createElement("h1")
h.innerText = "Überschrift"
head.appendChild(h)

Funktion für <main>
createMainboard(_pairs)

Funktion für <aside>
createAside(_player)

Funktion für <footer>
createFooter()

Notiz
Variable deklarieren
Element erzeugen
Element evt. manipulieren
in parentNode erzeugtes Element laden

createMainboard

_pairs : number

let mainboard : HTMLElement
document.create("main")
document.body.appendChild(mainboard)

→ Array mit allen Inhalten, einfach
let cardContent : string[]

→ leeres Array, dieses einfach mit benötigten Werten(_pairs) befüllen
let cardContentNeeded : string[] = cardContent.slice(0,_pairs)

doubleArray (cardContent, cardContentNeeded, _pairs)

shuffleArray (cardContentNeeded)

let i : number = 0

for

createCard(cardContentNeeded[i], mainboard, i)

i++

i<cardContentNeeded.length

i>=cardContentNeeded.length

Ende

doubleArray

_cardContent : string[]
_cardContentNeeded: sting[]
_pairs: number

let i : number = 0

for

i>=_pairs → Ende

i<_pairs

i++

_cardContentNeeded.splice (0,
0, _cardContent[i])

shuffleArray

array string[]

let j : number = 0
let temp: any = null

let i : number = _array.length-1

for

i<=0 → Ende

i>0

j = Math.floor(Math.random() * (i+1))

temp = _array[i]

_array[i] = _array[j]
_array[j] = temp

i -= 1

createCard

_content : string
_place: HTMLElement
_index: number

DIV erstellen und an main anhängen
let card : HTMLDivElement
document.createElement("div")
_place.appendChild(card)

DIV mit Inhalt aus Array befüllen
let content : HTMLParagraphElement
document.createElement("p")
content.innerHTML = _content
card.appendChild(content)

createAside

```
_player : number
```
↓
```
let info : HTMLElement
document.createElement("aside")
document.body.appendChild(info)
```
↓
```
let h2 : HTMLHeadingElement
document.createElement("h2")
h2.innerHTML
info.appendChild(h2)
```
↓
```
let i : number = 0
```

for (diamond)

i<_player →
```
let box : HTMLFieldSetElement
document.createElement("fieldset")
info.appendChild(box)
```
↓
```
let boxLegend : HTMLLegendElement
document.createElement("legend")
boxLegend.innerHTML = "Spieler " + (i+1) + ":"
box.appendChild(boxLegend)
```
↓
```
let boxContent : HTMLParagraphElement
document.createElement("p")
boxContent.innerHTML = "Score: 0"
box.appendChild(boxContent)
```

i ++

i>=_player → **Ende**

createFooter

```
()
```
↓
```
let footer : HTMLElement
document.createElement("footer")
document.body.appendChild(footer)
```
↓
```
let footerContent : HTMLParagraphElement
document.createElement("p")
footerContent.innerHTML = ""
footer.appendChild(footerContent)
```