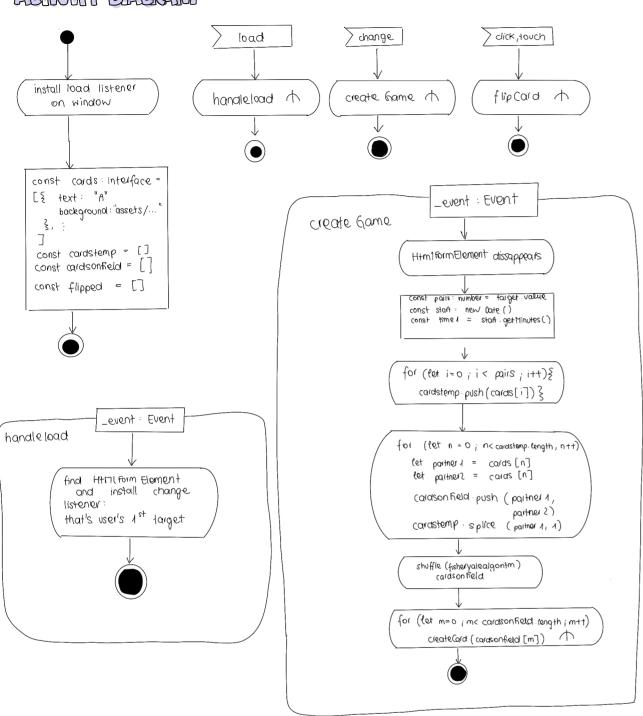
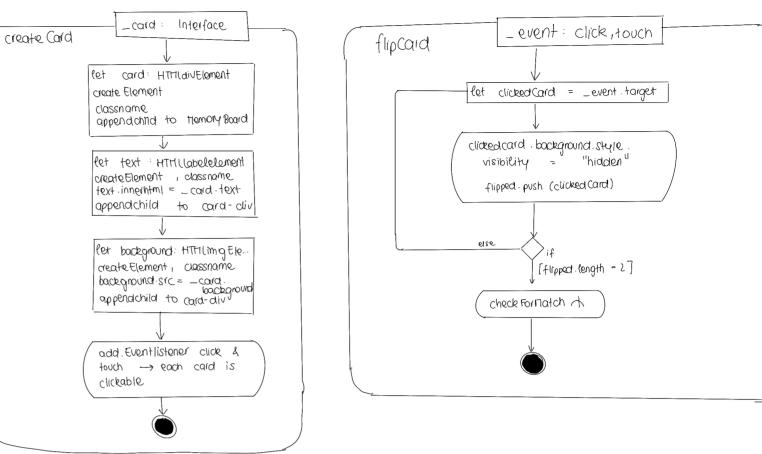
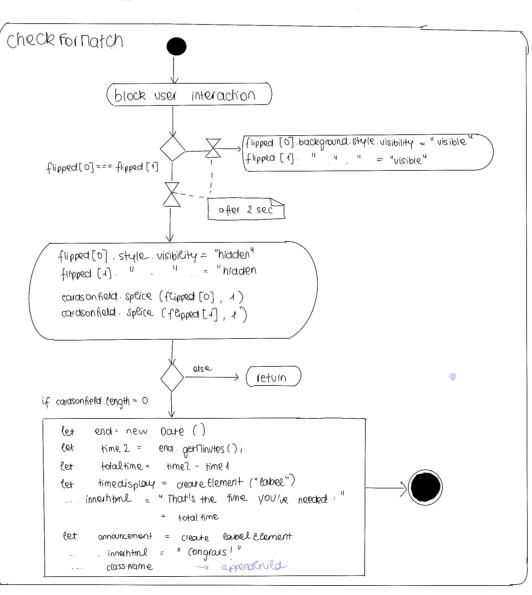
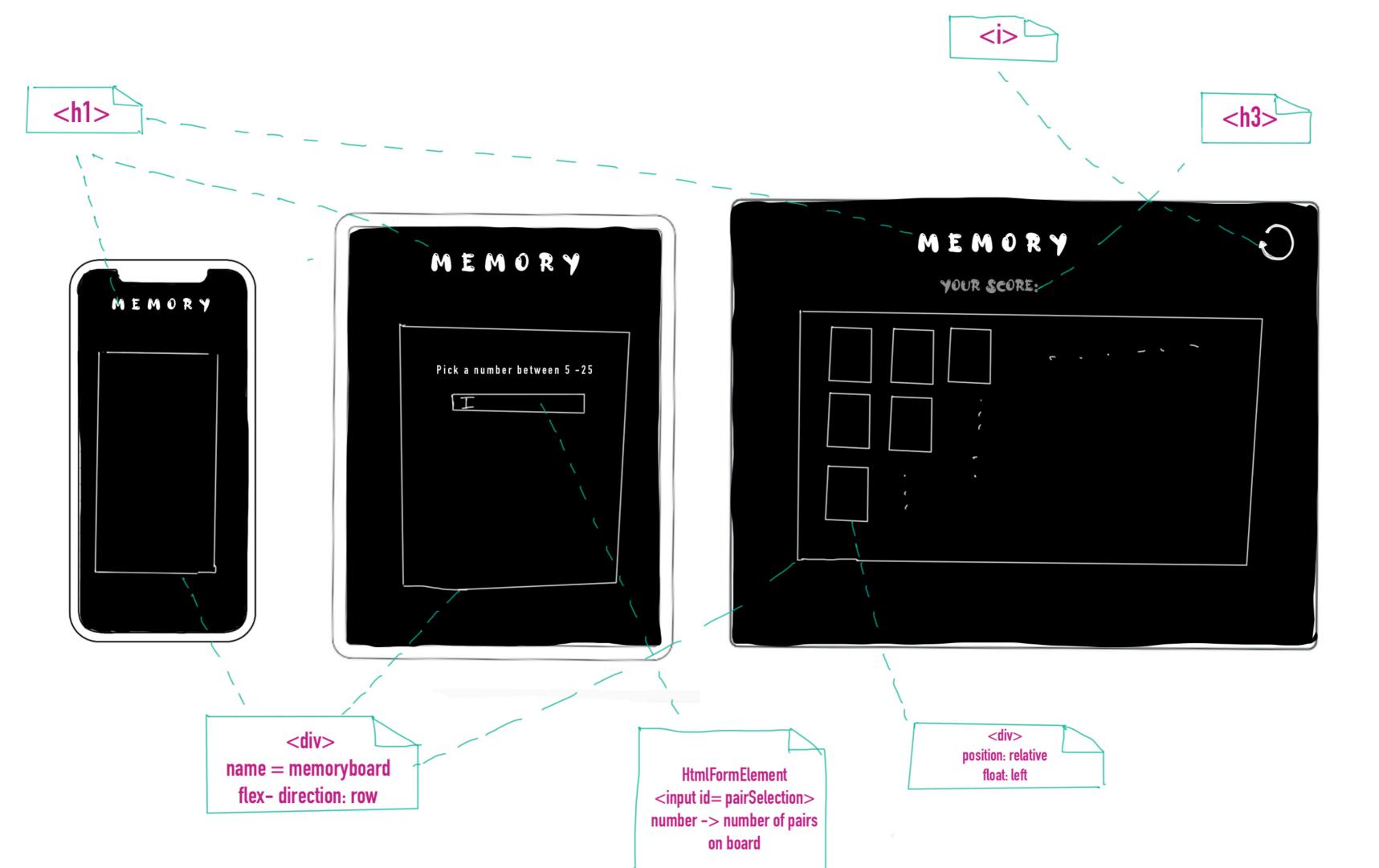
## ASTIVITY DIAGRAM







## UI - SCRIBBLE



## event: Event event: Event ACTIVITY DIAGRAM: MEMORY creategame flipCard click or touch a card click, touch Change load pairs: number = target. value background.style.visibility = "hidden" flipCard 🗥 handlechange $\Phi$ creategame 🛧 for Schleife - i < pairs ,i ++ handleload 🛧 install load-listener on window const card: htmldivelement = selectedCard.push( event.target) createElement div (a Card), appendChild to MemoryBoard, Class name = card. const text: string = card.text check for match $\wedge$ const card-array: interface= if selectedCard = 2 .block interaction const background: htmlimgelement = createElement Img Checkformatch 🗥 {{ text: .... Img.source = card.background, Background: ... Class name = background after 2 sec append text & background to card ...]} Card.addeventListener click & touch const cardsOnField = [] Cards onfield.push settimeout const selectedCard: = [] nach jeder Zahl, die eingelippt wurde i wurde create Game starten > (zu früh) Shuffe bovor hide cards again Background.style. visibility="visible" shuffle cards 1 [0] & [1] .splice aus cardsOnField Karten shuffle ferret wie ? noch selectedcard = 0was passient firstcard, secondcard check formatch es sich um ein mats :boolean event: Event handleload Return \_firstcard.text === \_secondcard.rext handlechange find HtmlFormElement & install change listener html-form element disappears Zusautz-Funktion Create Card find HtmlInputElement

with id pairselection & install input listener because that's the users first target

beine Knotenpunkte?

## USE CASE DIAGRAM

