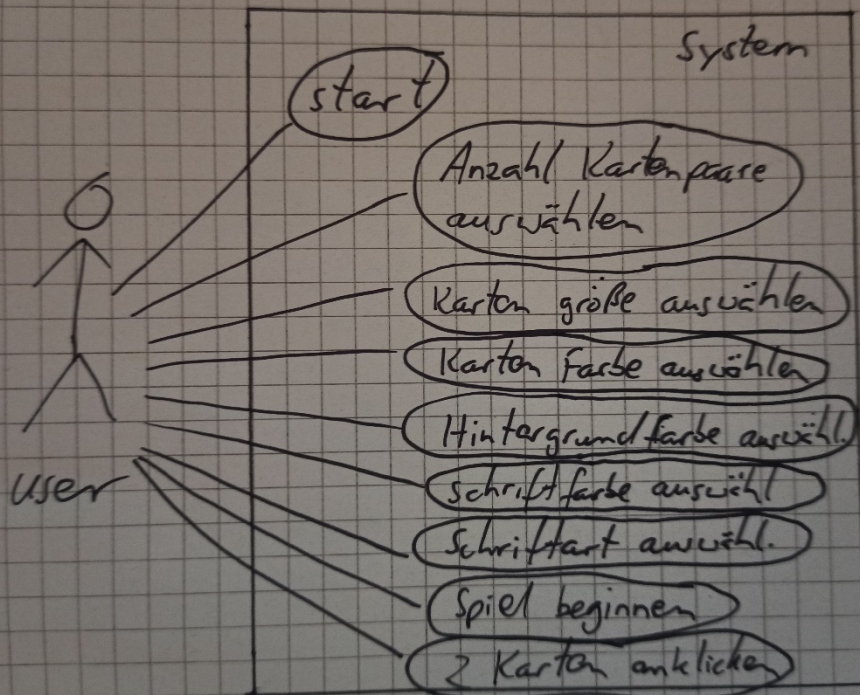
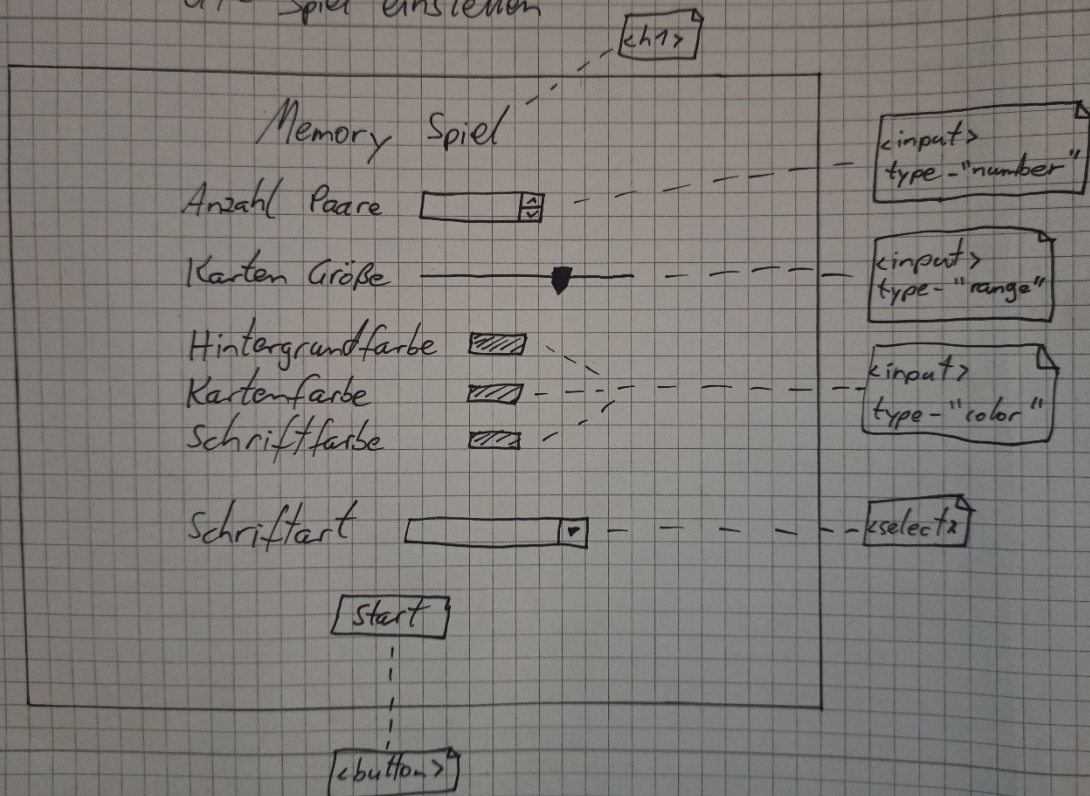


Use-Case



UI - Spiel einstellen



Activity Diagramm Ergänzung

handleLoad

```
let divForm: HTMLInputElement = document.querySelector("#form");  
install change-listener  
let and fild: HTMLInputElement = document.querySelector("#memory Area")
```

handleChange

```
let startButton: HTMLInputElement = <HTMLInputElement> document.querySelector("#startButton");  
let formData = new FormData(document.forms[0]);  
let cardProperties: string[] = [];
```

```
startButton.addEventListener("click",  
  createCardboard(cardProperties))
```

[no more entries]
[!entry of
formData]

```
cardProperties.push(String(entry[1]));  
console.log(cardProperties);
```