

URL

W02-P1: checkWin to determine who wins, you need to create four images as said in class

The screenshot shows the initial development environment. In VS Code, the `tictactoe_41.html` file contains the game board structure, and `tictactoe_41.js` contains the `checkWin` function. The browser displays the game interface with a 3x3 grid. The board state is as follows:

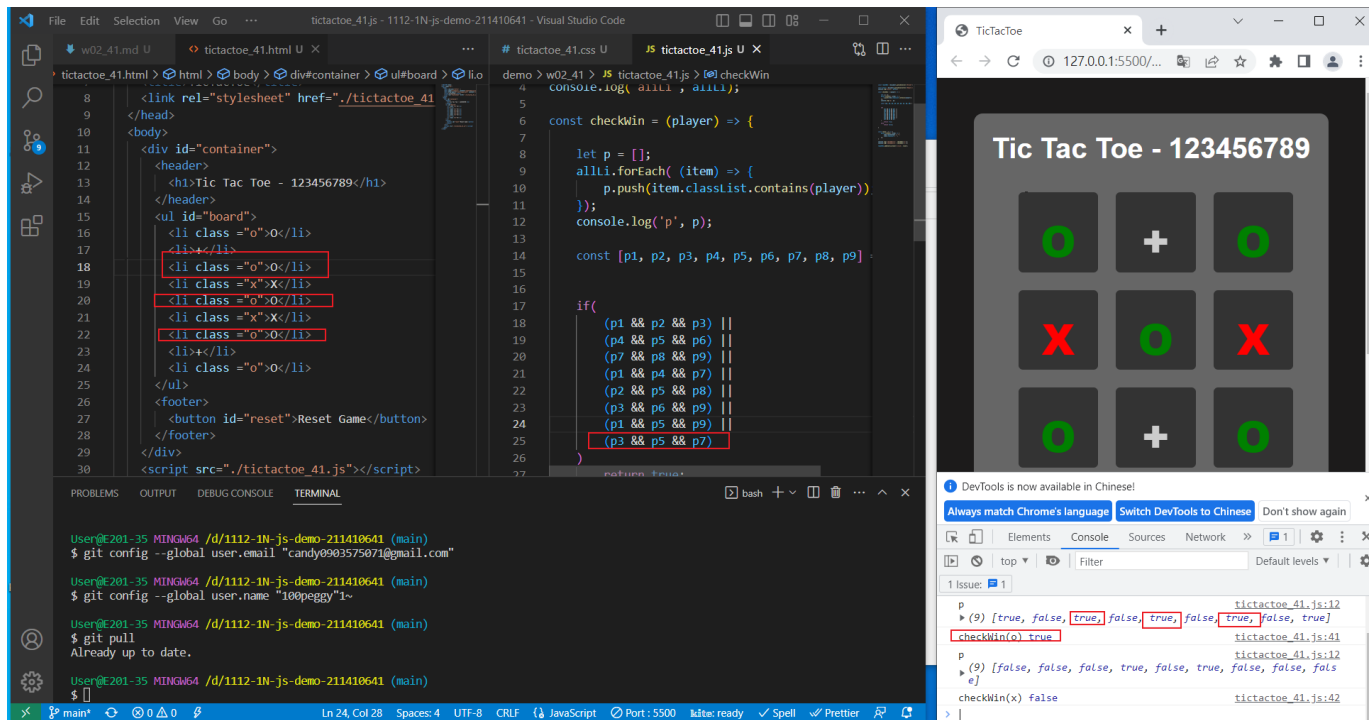
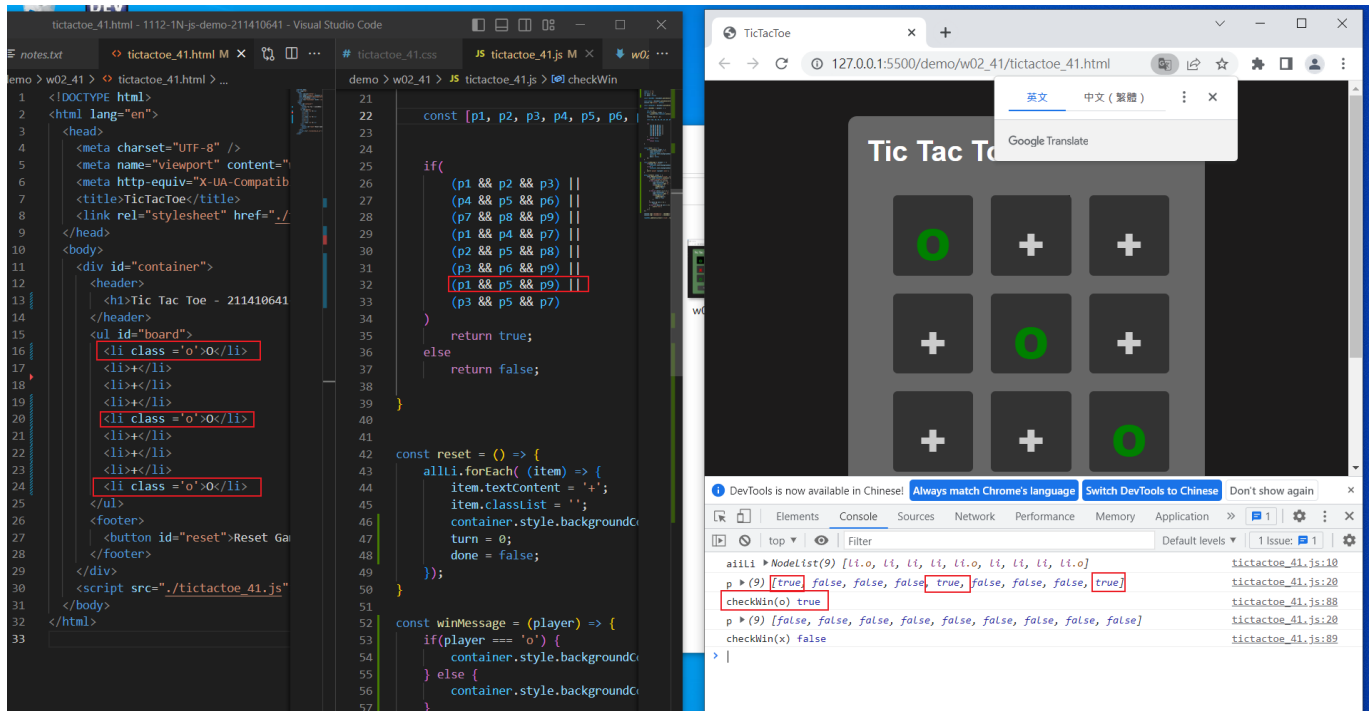
O	+	O
X	X	X
O	+	+

The DevTools console shows the `checkWin` function being called, and the `checkWin(x)` result is `true`.

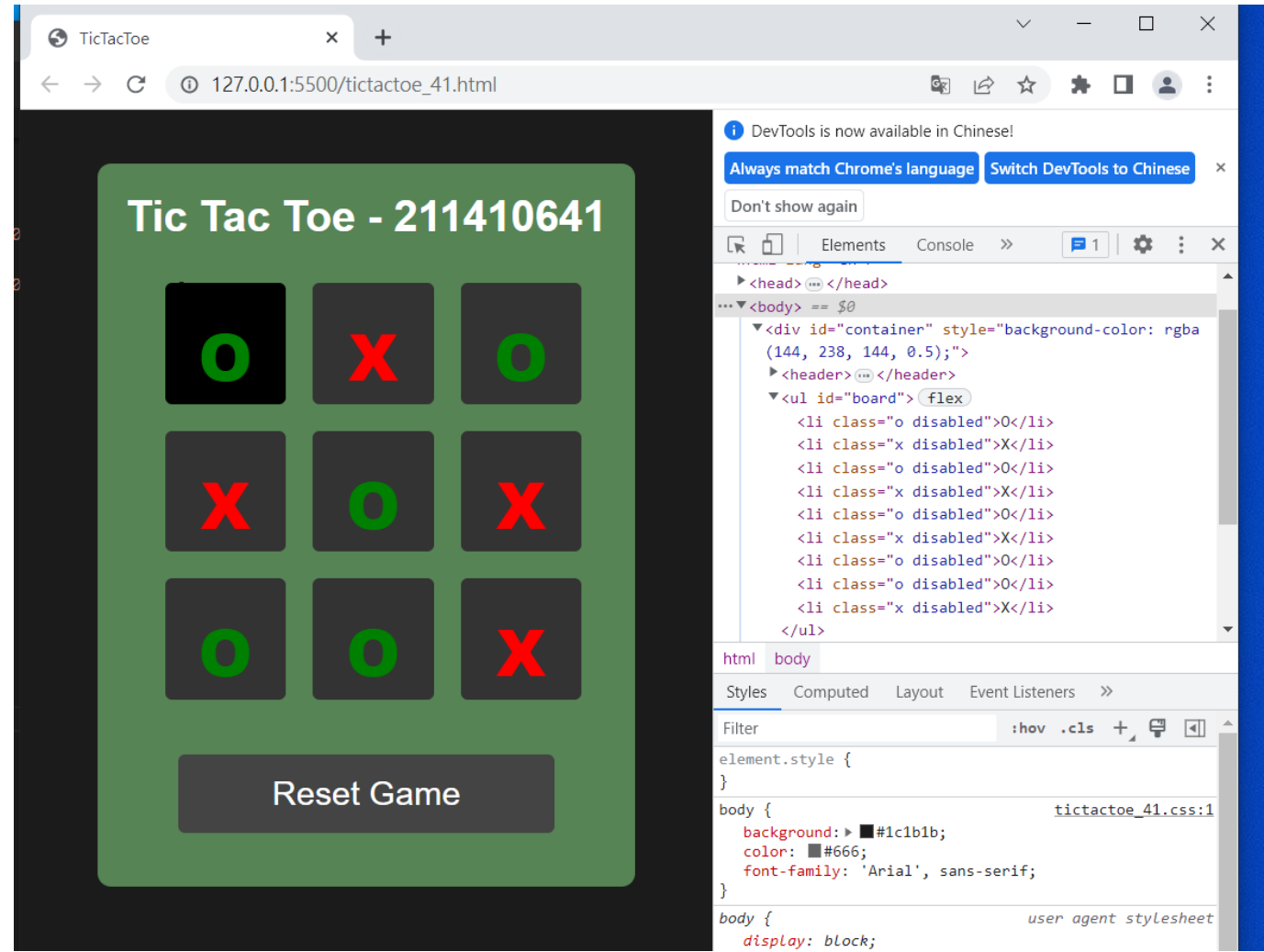
The screenshot shows the updated development environment. In VS Code, the `tictactoe_41.html` file has been updated to include a `checkWin` event listener. The browser displays the game interface with the same 3x3 grid. The board state is as follows:

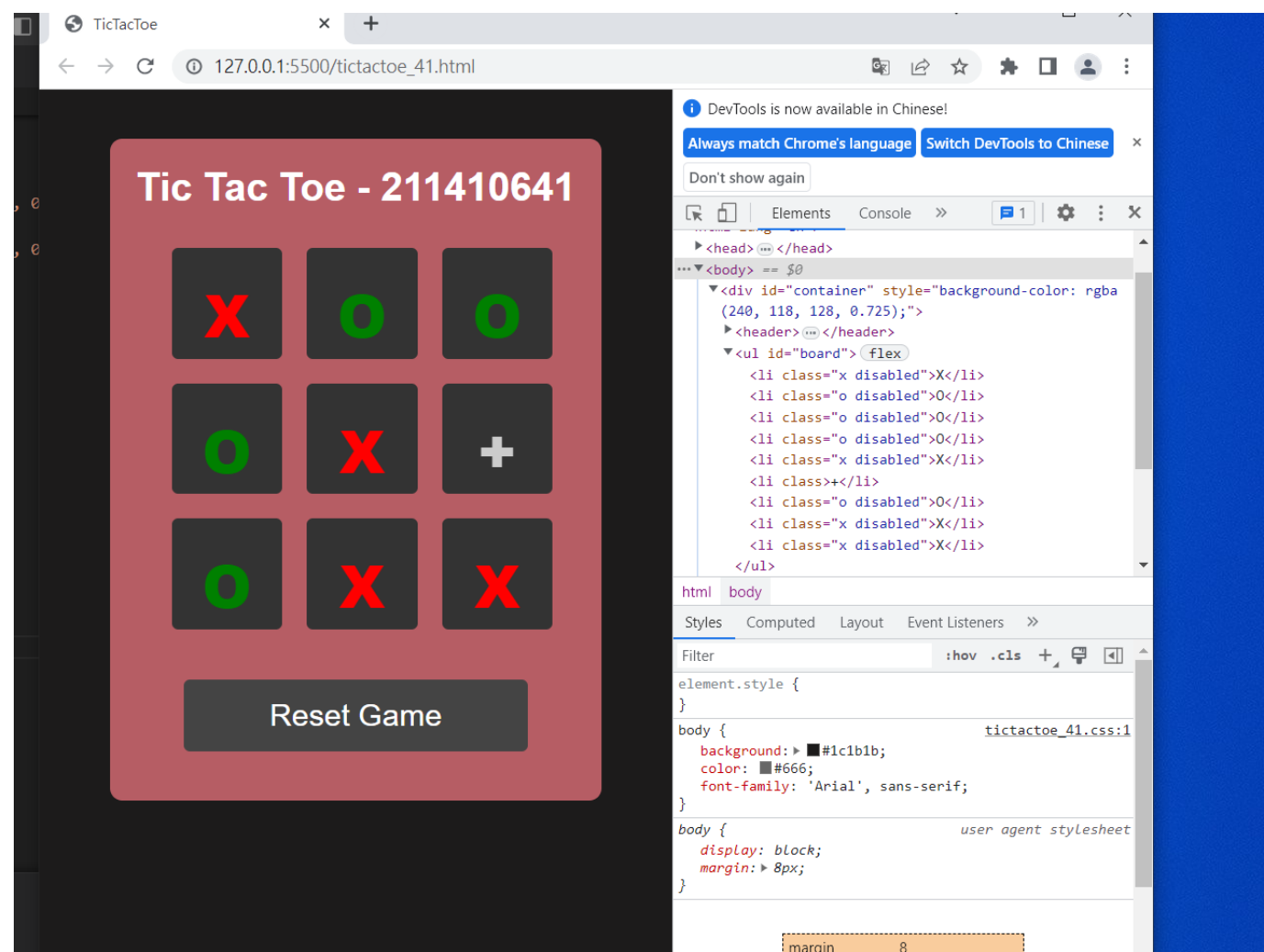
O	+	O
X	X	X
O	+	O

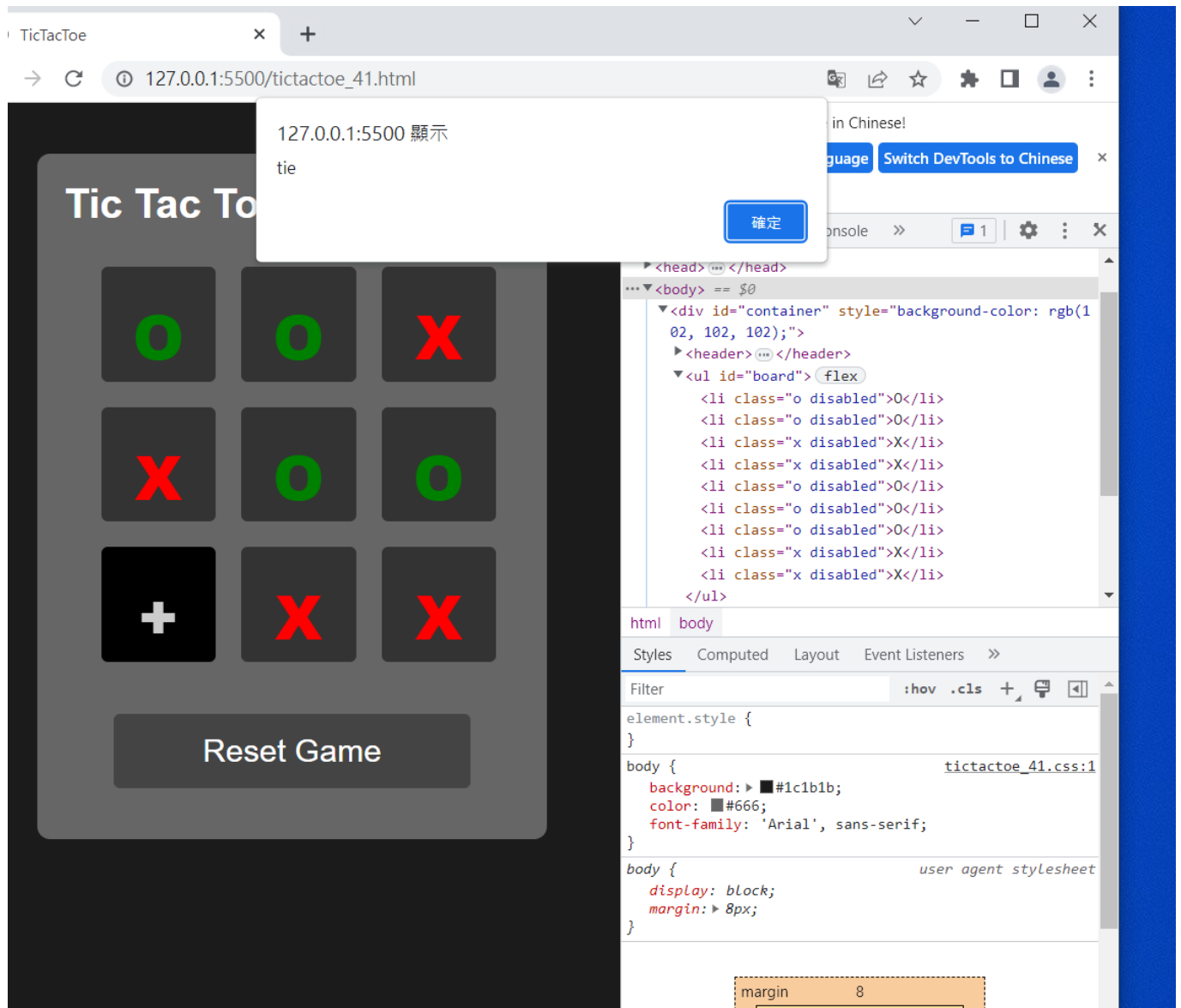
The DevTools console shows the `checkWin` function being called, and the `checkWin(o)` result is `true`.



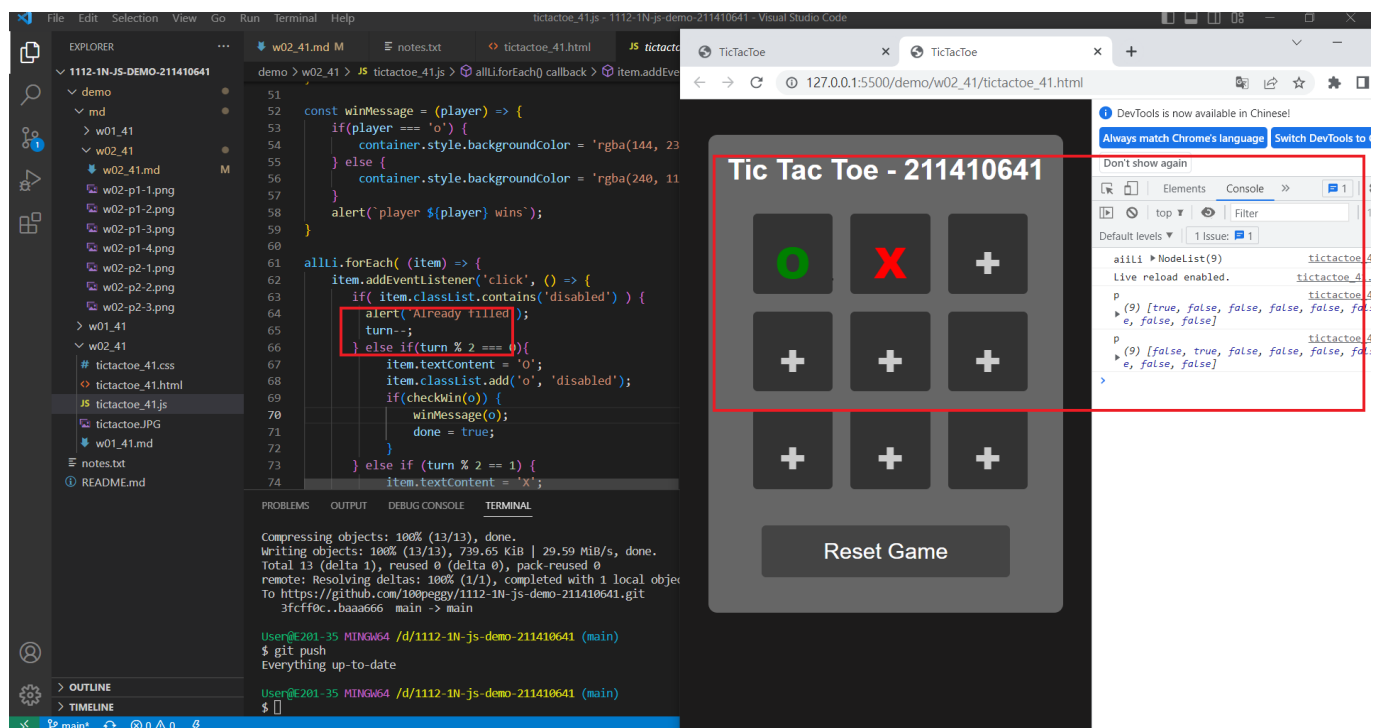
W02-P2: O win (9 times), X wins (8 times), tie (9 times)



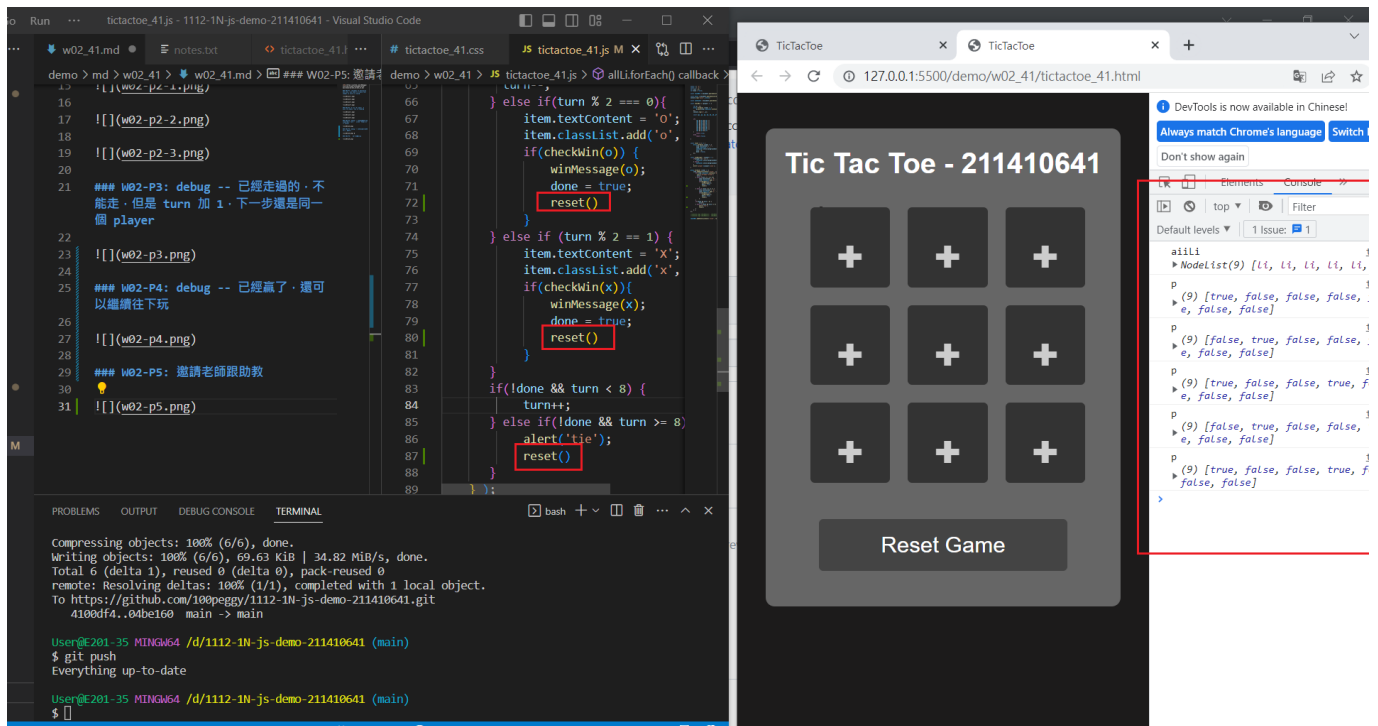




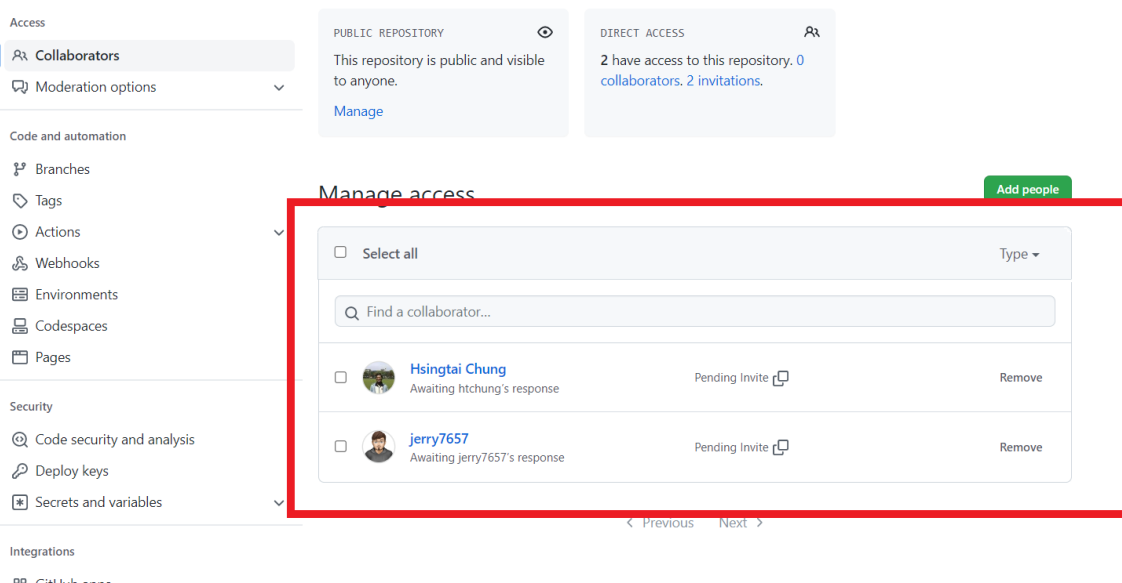
W02-P3: debug -- 已經走過的，不能走，但是 turn 加 1，下一步還是同一個 player



W02-P4: debug -- 已經贏了，還可以繼續往下玩



W02-P5: 邀請老師跟助教



\$ git log --pretty=format:"%h%x09%an%x09%ad%x09%" --after="2023-2-22" 439c689 100peggy1~ Thu Feb 23 21:33:39 2023 +0800 W02-P4: debug -- 已經贏了，還可以繼續往下玩 04be160 100peggy1~ Thu Feb 23 21:26:16 2023 +0800 W02-P5: 邀請老師跟助教 4100df4 100peggy1~ Thu Feb 23 21:09:49 2023 +0800 W02-P3: debug -- 已經走過的，不能走，但是 turn 加 1，下一步還是同一個 player baaa666 100peggy1~ Thu Feb 23 20:58:22 2023 +0800 W02-P2: O win (9 times), X wins (8 times), tie (9 times) 3fcff0c 100peggy1~ Thu Feb 23 19:38:00 2023 +0800 W02-P1: checkWin to determine who wins, you need to create four images as said in class