[![Review Assignment Due Date](https://classroom.github.com/assets/deadline-readme-button-22041afd0340ce965d47ae6ef1cefeee28c7c493a6346c4f15d667ab976d596c.svg)](https://classroom.github.com/a/geDKXJHW) = Assignment: TicTacToe

With all those things you learnt so far, you can already implement a simple game of TicTacToe. Use the following features:

- Parent & child component

- Input & output signals

- Template bindings with signals

- Control structures

- CSS isolation

- Click events

- At least one Material component

The win-or-draw logic has to be correct, of course, you are real programmers now! And I'd like to have a 'Restart' button. In the end, it should look & work like this (but you are free to use whatever styling you want):

[TicTacToe Sample] | *pics/tic-tac-toe.gif*