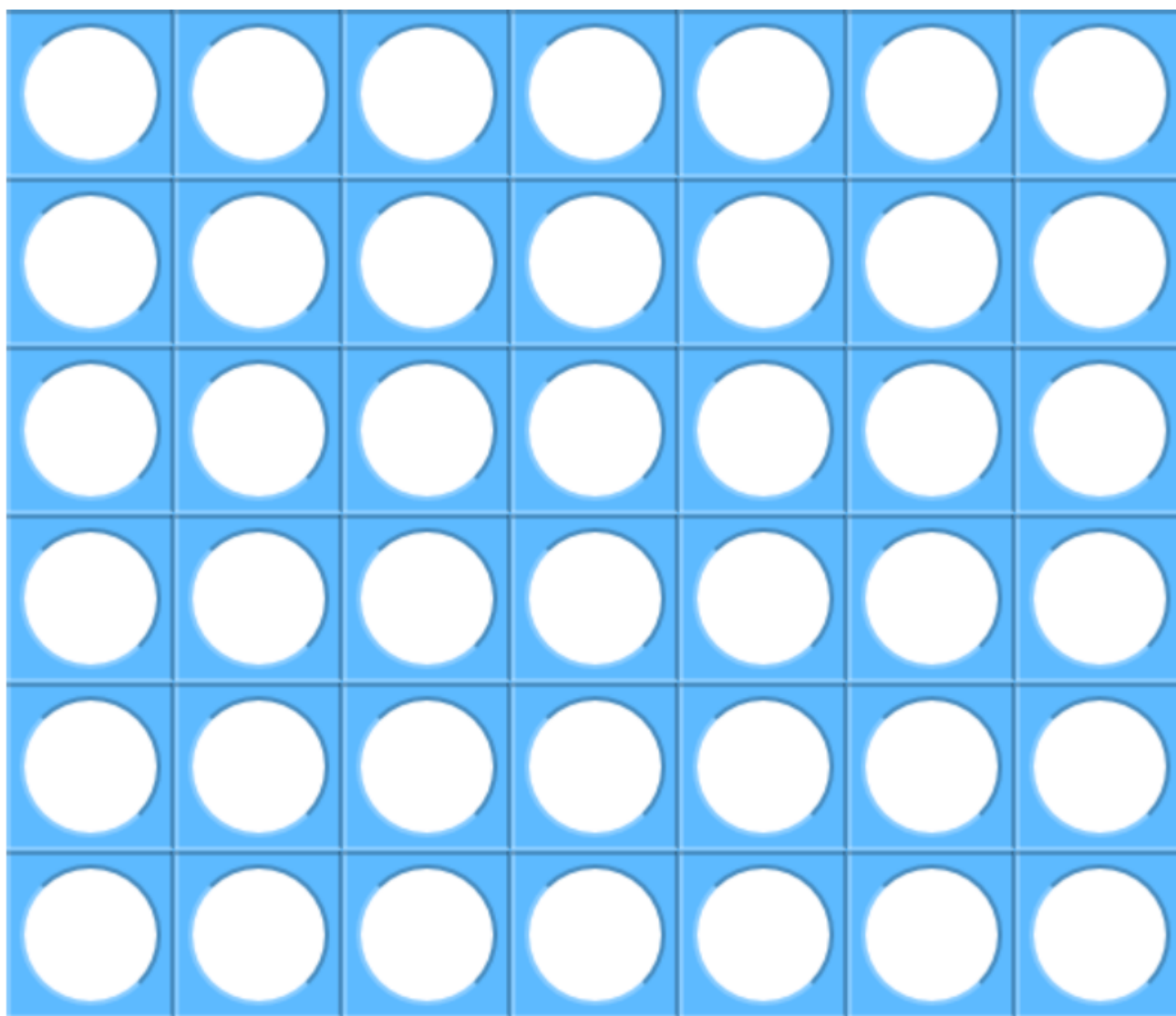


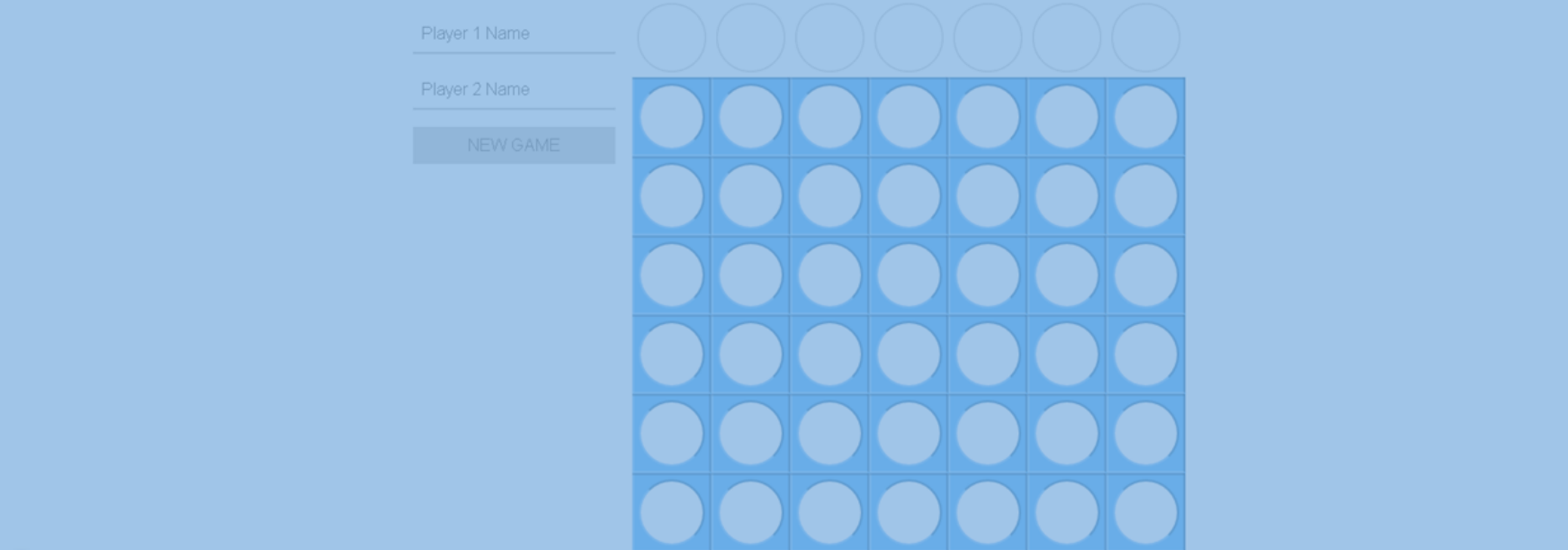
```
bryan@LAPTOP-F699FFV1:/mnt/c/Users/15512/OneDrive/Documents/App_Academy_Personal/Week5/My_connect-4/oop-connect-four-master$ python3 -m http.server
Serving HTTP on 0.0.0.0 port 8000 (http://0.0.0.0:8000/) ...
127.0.0.1 - - [09/Sep/2020 21:51:52] "GET / HTTP/1.1" 200 -
127.0.0.1 - - [09/Sep/2020 21:51:52] "GET /site.css HTTP/1.1" 200 -
127.0.0.1 - - [09/Sep/2020 21:51:52] "GET /connect-four.js HTTP/1.1" 200 -
127.0.0.1 - - [09/Sep/2020 21:51:52] "GET /images/connect-four.png HTTP/1.1" 200 -
127.0.0.1 - - [09/Sep/2020 21:51:52] code 404, message File not found
127.0.0.1 - - [09/Sep/2020 21:51:52] "GET /favicon.ico HTTP/1.1" 404 -
█
```

Player 1 Name

Player 2 Name

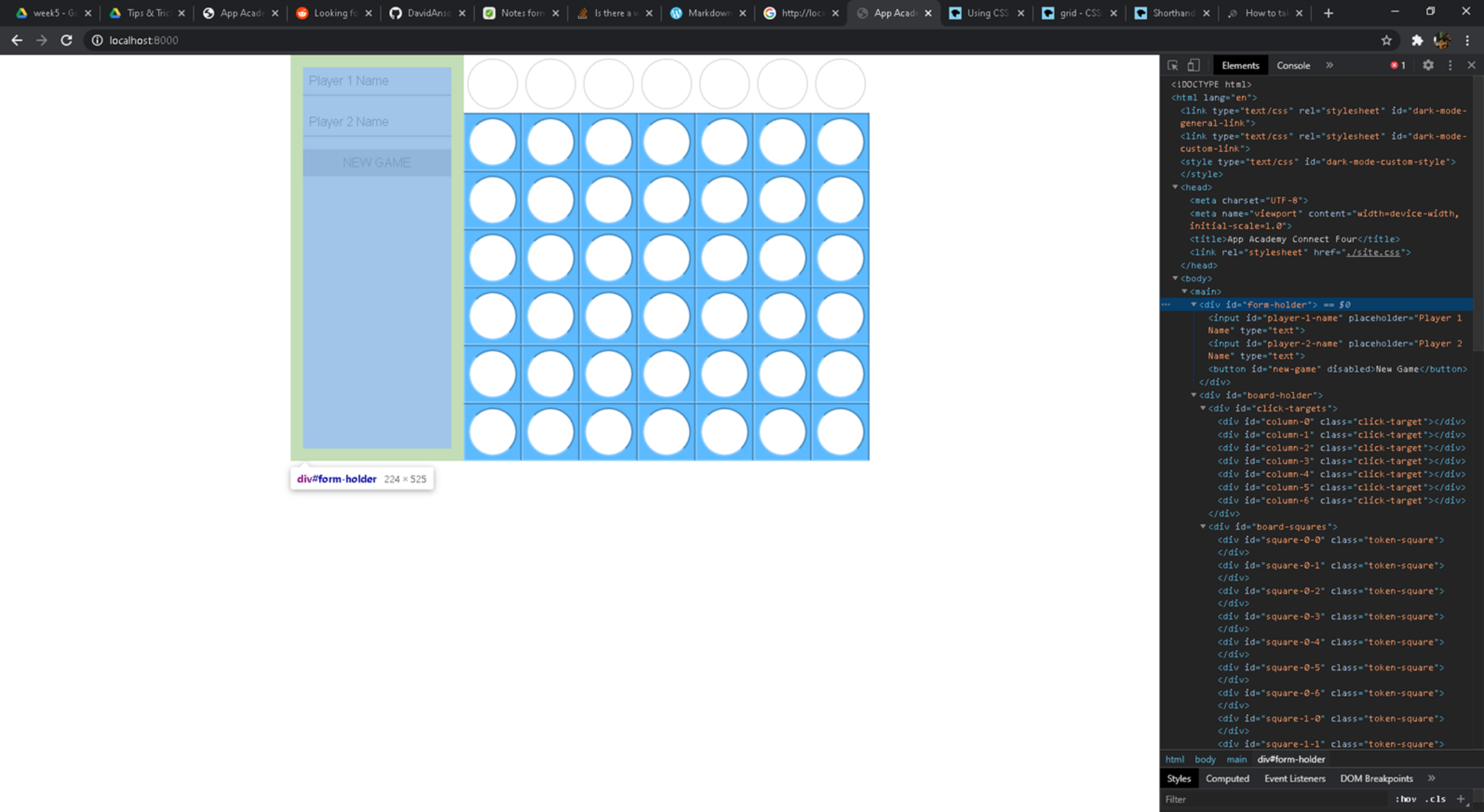
NEW GAME





body 1500 × 525

```
Elements Console >> 1 ⚙️ ⋮  
<!DOCTYPE html>  
<html lang="en">  
  <link type="text/css" rel="stylesheet" id="dark-mode-general-link">  
  <link type="text/css" rel="stylesheet" id="dark-mode-custom-link">  
  <style type="text/css" id="dark-mode-custom-style">  
</style>  
  <head> == $0  
    <meta charset="UTF-8">  
    <meta name="viewport" content="width=device-width, initial-scale=1.0">  
    <title>App Academy Connect Four</title>  
    <link rel="stylesheet" href="./site.css">  
  </head>  
  <body>  
    <main>  
      <div id="form-holder">  
        <div id="form-holder">  
          <input id="player-1-name" placeholder="Player 1 Name" type="text">  
          <input id="player-2-name" placeholder="Player 2 Name" type="text">  
          <button id="new-game" disabled>New Game</button>  
        </div>  
      <div id="board-holder">  
        <div id="click-targets">  
          <div id="column-0" class="click-target"></div>  
          <div id="column-1" class="click-target"></div>  
          <div id="column-2" class="click-target"></div>  
          <div id="column-3" class="click-target"></div>  
          <div id="column-4" class="click-target"></div>  
          <div id="column-5" class="click-target"></div>  
          <div id="column-6" class="click-target"></div>
```



week5

Tips &

App A

Lookin

David/

Notes

Is there

Markd

http://

Ap

Using

grid -

Shorth

How to

localhost:8000

☆

Player 1 Name

input#player-1-name

198 × 36.67

NEW GAME

Elements

Console

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```
<!DOCTYPE html>
<html lang="en">
  <link type="text/css" rel="stylesheet" id="dark-mode-general-link">
  <link type="text/css" rel="stylesheet" id="dark-mode-custom-link">
  <style type="text/css" id="dark-mode-custom-style">
  </style>
  <head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>App Academy Connect Four</title>
    <link rel="stylesheet" href="./site.css">
  </head>
  <body>
    <main>
      <div id="form-holder">
        ...
        <input id="player-1-name" placeholder="Player 1 Name" type="text"> == $0
        <input id="player-2-name" placeholder="Player 2 Name" type="text">
        <button id="new-game" disabled>New Game</button>
      </div>
      <div id="board-holder">
        <div id="click-targets">
          <div id="column-0" class="click-target"></div>
          <div id="column-1" class="click-target"></div>
          <div id="column-2" class="click-target"></div>
          <div id="column-3" class="click-target"></div>
          ...
        </div>
      </div>
    </main>
  </body>
</html>
```

html

body

main

div#form-holder

input#player-1-name

Styles

Computed

Event Listeners

DOM Breakpoints

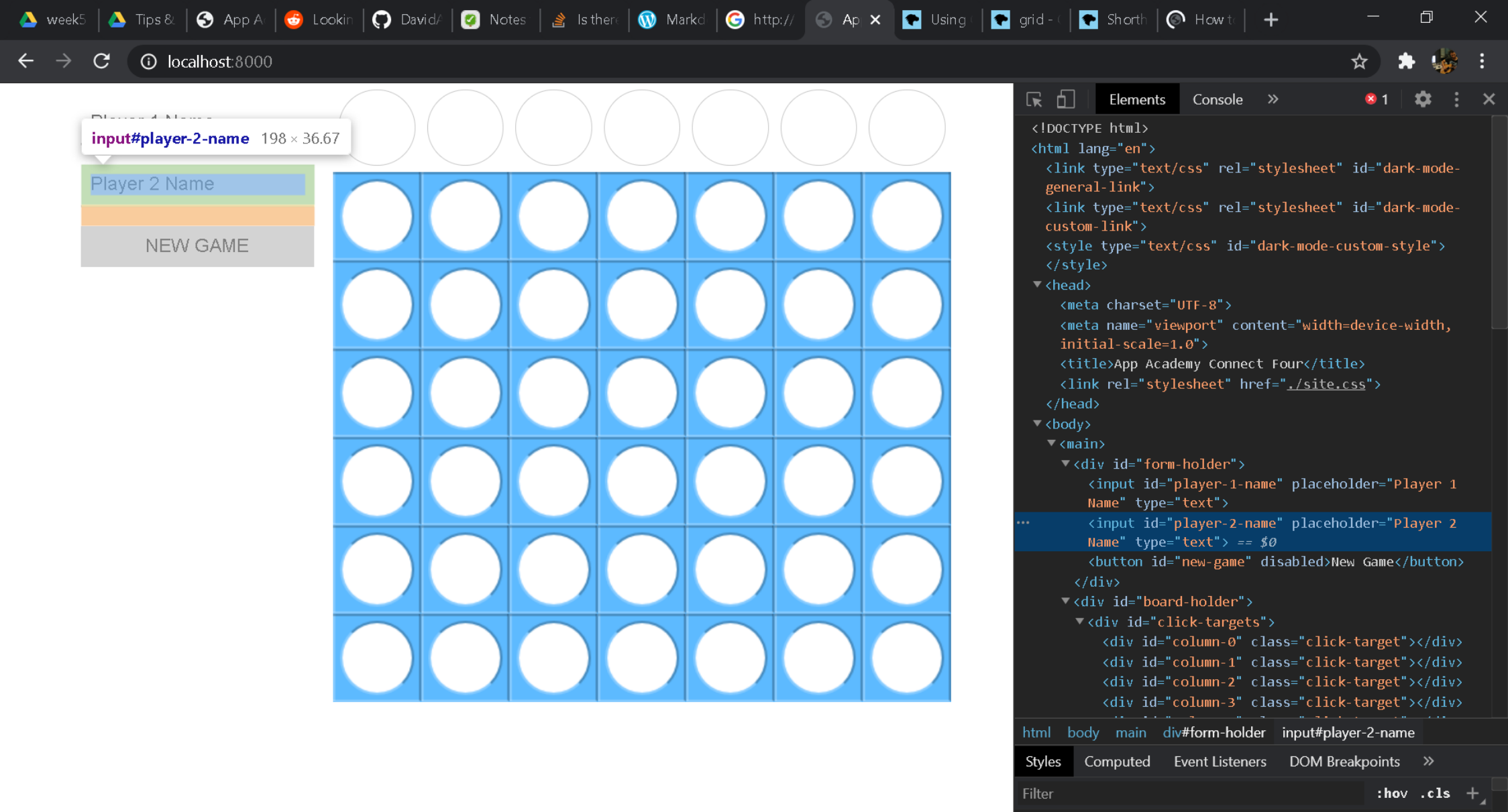
>>

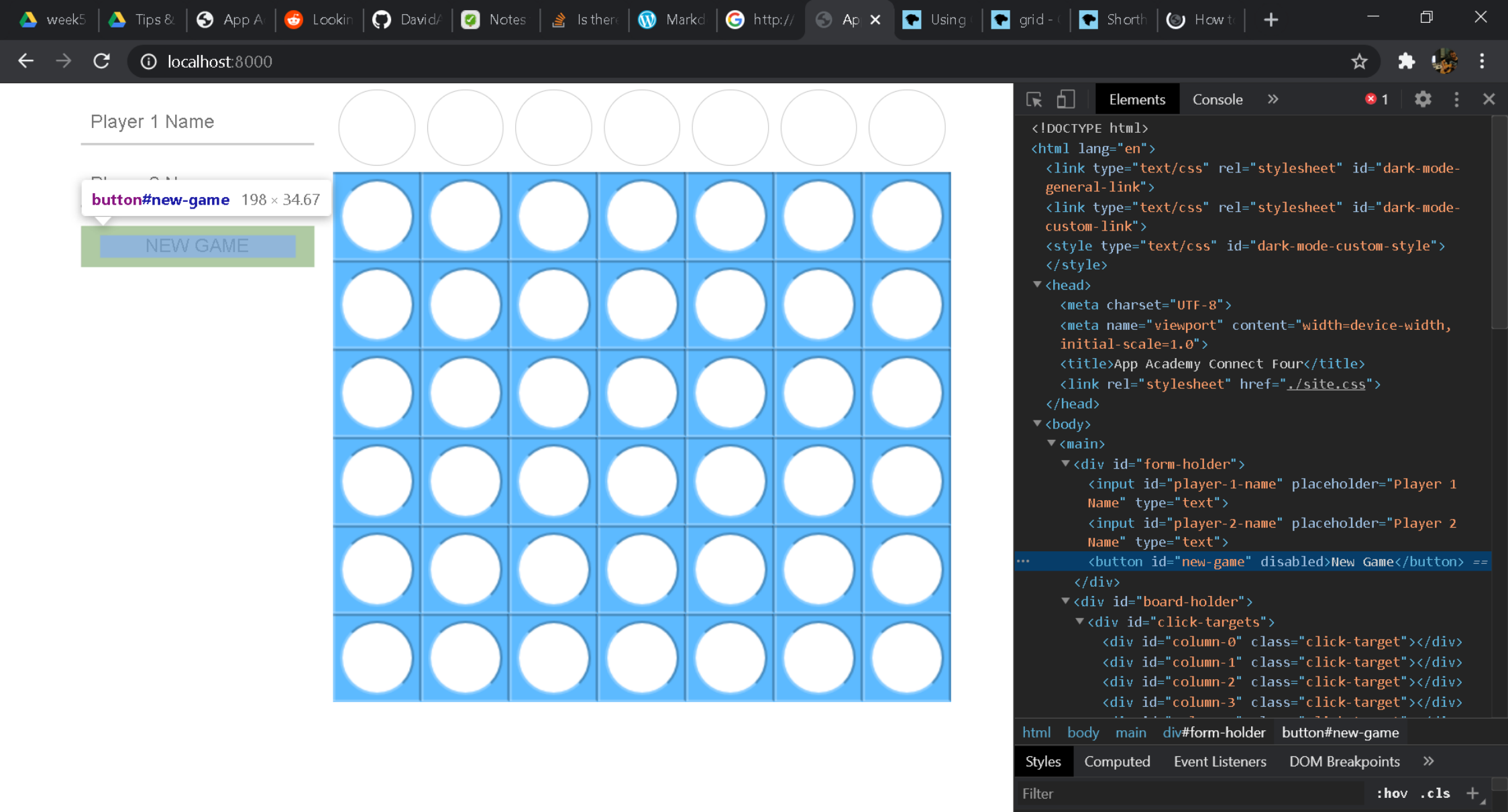
Filter

:hov

.cls

+

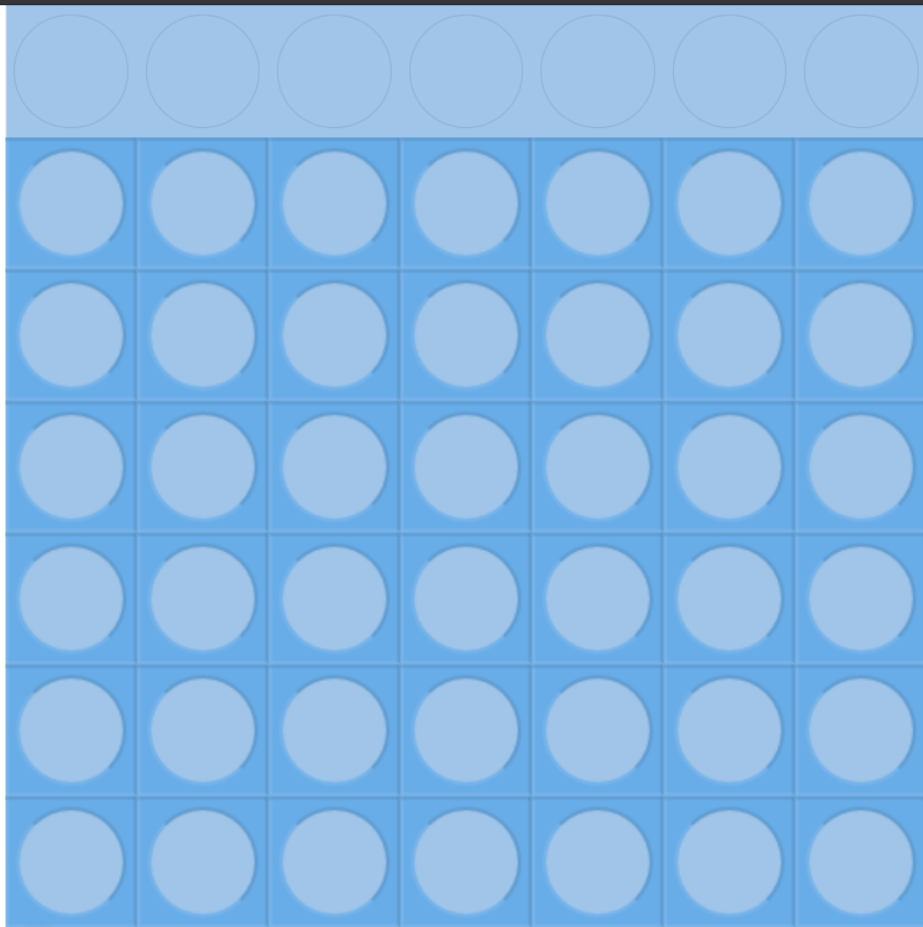




Player 1 Name

Player 2 Name

NEW GAME



div#board-holder 525 × 525

```
<main>
  <div id="form-holder">
    <input id="player-1-name" placeholder="Player 1 Name" type="text">
    <input id="player-2-name" placeholder="Player 2 Name" type="text">
    <button id="new-game" disabled>New Game</button>
  </div>
  <div id="board-holder"> == $0
    <div id="click-targets">
      <div id="column-0" class="click-target"></div>
      <div id="column-1" class="click-target"></div>
      <div id="column-2" class="click-target"></div>
      <div id="column-3" class="click-target"></div>
      <div id="column-4" class="click-target"></div>
      <div id="column-5" class="click-target"></div>
      <div id="column-6" class="click-target"></div>
    </div>
    <div id="board-squares">
      <div id="square-0-0" class="token-square"></div>
      <div id="square-0-1" class="token-square"></div>
      <div id="square-0-2" class="token-square"></div>
      <div id="square-0-3" class="token-square"></div>
      <div id="square-0-4" class="token-square"></div>
      <div id="square-0-5" class="token-square"></div>
      <div id="square-0-6" class="token-square"></div>
      <div id="square-1-0" class="token-square"></div>
      <div id="square-1-1" class="token-square"></div>
      <div id="square-1-2" class="token-square"></div>
      <div id="square-1-3" class="token-square"></div>
```

html body main div#board-holder

Styles Computed Event Listeners DOM Breakpoints

Filter

:hov .cls +

Player 1 Name

Player 2 Name

NEW GAME

div#click-targets525 × 75

Elements

Console

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⚙️

⋮

✖

<main>

<div id="form-holder">

<input id="player-1-name" placeholder="Player 1 Name" type="text">

<input id="player-2-name" placeholder="Player 2 Name" type="text">

<button id="new-game" disabled>New Game</button>

</div>

<div id="board-holder">

<div id="click-targets"> == \$0

<div id="column-0" class="click-target"></div>

<div id="column-1" class="click-target"></div>

<div id="column-2" class="click-target"></div>

<div id="column-3" class="click-target"></div>

<div id="column-4" class="click-target"></div>

<div id="column-5" class="click-target"></div>

<div id="column-6" class="click-target"></div>

</div>

<div id="board-squares">

<div id="square-0-0" class="token-square"></div>

<div id="square-0-1" class="token-square"></div>

<div id="square-0-2" class="token-square"></div>

<div id="square-0-3" class="token-square"></div>

<div id="square-0-4" class="token-square"></div>

<div id="square-0-5" class="token-square"></div>

<div id="square-0-6" class="token-square"></div>

<div id="square-1-0" class="token-square"></div>

<div id="square-1-1" class="token-square"></div>

<div id="square-1-2" class="token-square"></div>

<div id="square-1-3" class="token-square"></div>

htmlbodymaindiv#board-holderdiv#click-targets

StylesComputedEvent ListenersDOM Breakpoints>>

Filter

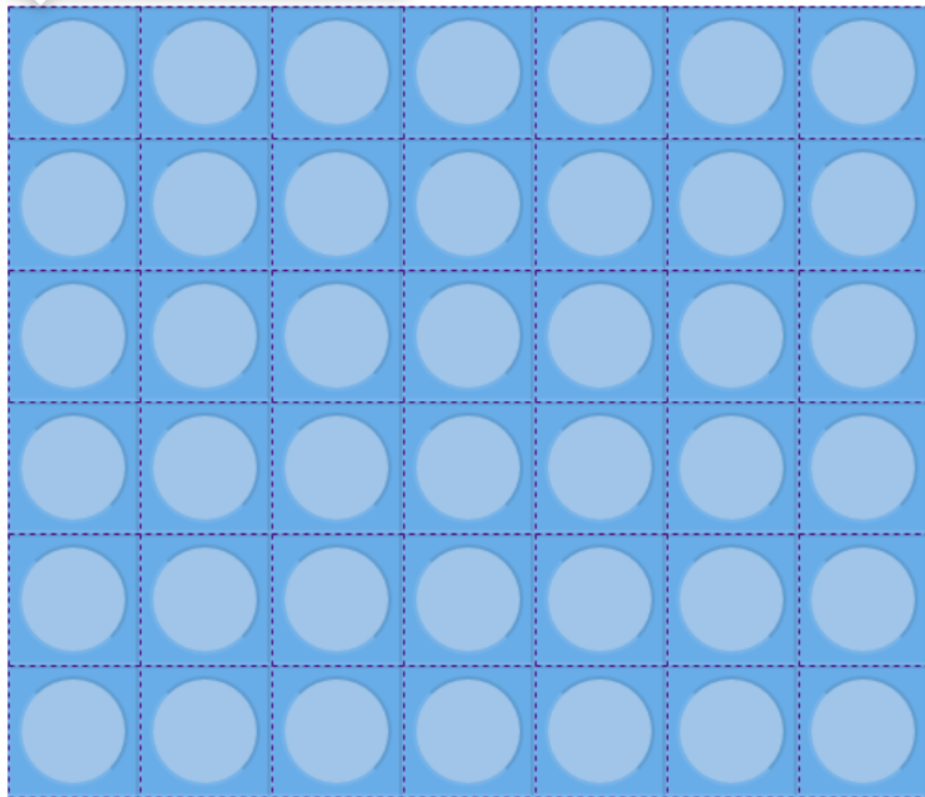
:hov.cls+

Player 1 Name

Player 2 Name

NEW GAME

div#board-squares 525 x 450



```
<main>
  <div id="form-holder">
    <input id="player-1-name" placeholder="Player 1 Name" type="text">
    <input id="player-2-name" placeholder="Player 2 Name" type="text">
    <button id="new-game" disabled>New Game</button>
  </div>
  <div id="board-holder">
    <div id="click-targets">
      <div id="column-0" class="click-target"></div>
      <div id="column-1" class="click-target"></div>
      <div id="column-2" class="click-target"></div>
      <div id="column-3" class="click-target"></div>
      <div id="column-4" class="click-target"></div>
      <div id="column-5" class="click-target"></div>
      <div id="column-6" class="click-target"></div>
    </div>
    ...
    <div id="board-squares"> == $0
      <div id="square-0-0" class="token-square"></div>
      <div id="square-0-1" class="token-square"></div>
      <div id="square-0-2" class="token-square"></div>
      <div id="square-0-3" class="token-square"></div>
      <div id="square-0-4" class="token-square"></div>
      <div id="square-0-5" class="token-square"></div>
      <div id="square-0-6" class="token-square"></div>
      <div id="square-1-0" class="token-square"></div>
      <div id="square-1-1" class="token-square"></div>
      <div id="square-1-2" class="token-square"></div>
      <div id="square-1-3" class="token-square"></div>
```

html body main div#board-holder div#board-squares

Styles Computed Event Listeners DOM Breakpoints

Filter :hov .cls +