

Screenshots of Code:

```
game.html x JS game.js # style.css
Users > Ashley > Desktop > Tic-Tac-Toe > game.html > html > body > script
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title>Tic-Tac-Toe</title>
7   <link rel="stylesheet" href="style.css">
8
9 </head>
10 <body>
11   <header>
12     <h1>Tic Tac Toe</h1>
13     <h2 id="message">It's X's Turn</h2>
14   </header>
15
16   <main>
17     <section id="gameboard">
18       <div data-index="0" class="square bottom"></div>
19       <div data-index="1" class="square bottom left right"></div>
20       <div data-index="2" class="square bottom"></div>
21       <div data-index="3" class="square"></div>
22       <div data-index="4" class="square left right"></div>
23       <div data-index="5" class="square"></div>
24       <div data-index="6" class="square top"></div>
25       <div data-index="7" class="square top left right"></div>
26       <div data-index="8" class="square top"></div>
27     </section>
28     <section>
29       <button id="reset-btn">Reset</button>
30     </section>
31   </main>
32
33   <script src="game.js"></script>
34
35 </body>
36 </html>
```

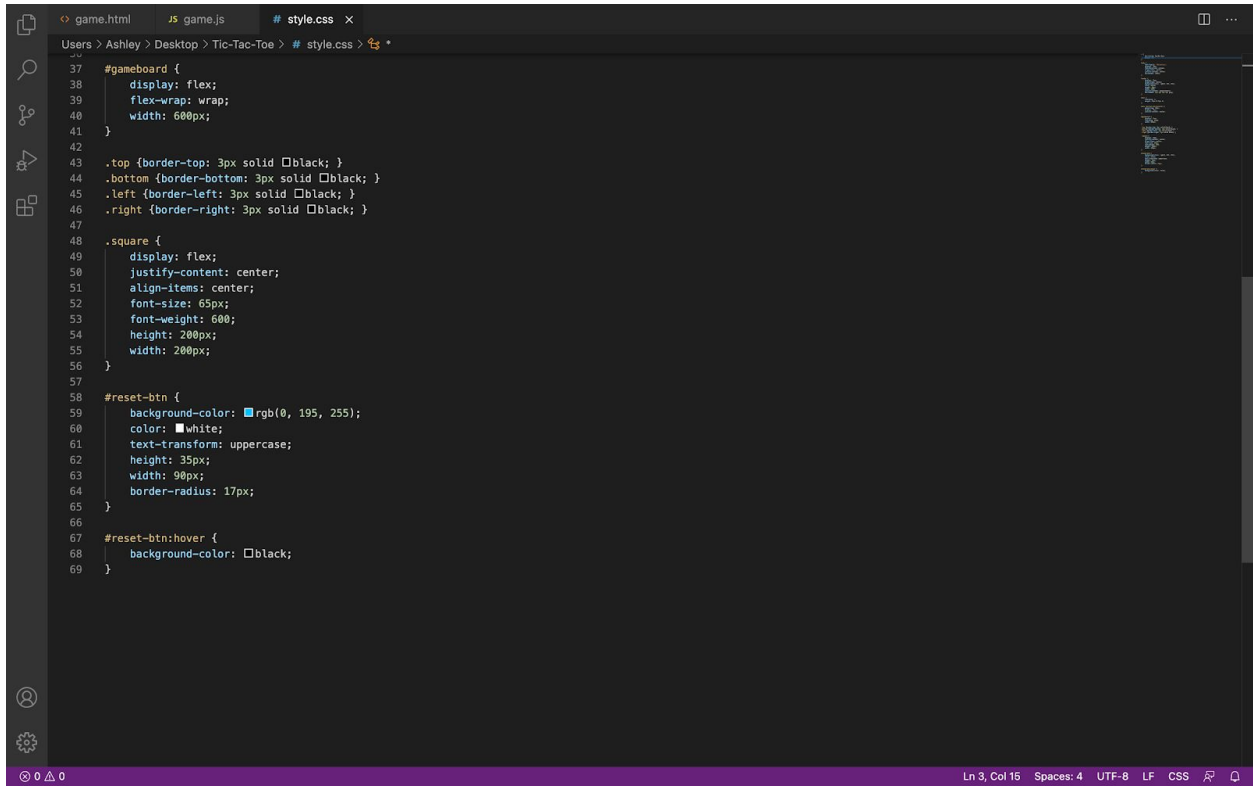
```
game.html JS game.js x # style.css
Users > Ashley > Desktop > Tic-Tac-Toe > JS game.js > render
1 const combos = [
2   [0, 1, 2],
3   [3, 4, 5],
4   [6, 7, 8],
5   [0, 3, 6],
6   [1, 4, 7],
7   [2, 5, 8],
8   [0, 4, 8],
9   [2, 4, 6],
10 ];
11
12 const lookUp = {
13   '1': 'X',
14   '-1': 'O',
15   'null': ''
16 };
17
18 let turn, winner, gameboard;
19
20 const messageEl = document.getElementById('message');
21 const gameboardEl = document.getElementById('gameboard');
22 const squareEls = document.querySelectorAll('.square');
23 const buttonEl = document.getElementById('reset-btn');
24
25 gameboardEl.addEventListener('click', handleMove);
26 buttonEl.addEventListener('click', initialize);
27
28 initialize();
29
30 function initialize() {
31   gameboard = new Array(9).fill().map(() => null);
32   turn = 1;
33   winner = false;
34   render();
35 }
36
37 function handleCheckWinner() {
38   for(let i = 0; i < combos.length; i++) {
39     if(Math.abs(
40       gameboard[combos[i][0]] +
41       gameboard[combos[i][1]] +
42       gameboard[combos[i][2]] === 3) {
43       return gameboard[combos[i][0]]
44     }
45   } if (gameboard.includes(null)) return false;
46   return 'X';
47 }
```

```
game.html JS game.js X # style.css
Users > Ashley > Desktop > Tic-Tac-Toe > JS game.js > render
37 function handleCheckWinner() {
38   for(let i = 0; i < combos.length; i++) {
39     if(Math.abs(
40       gameboard[combos[i][0]] +
41       gameboard[combos[i][1]] +
42       gameboard[combos[i][2]] === 3) {
43       return gameboard[combos[i][0]]
44     }
45   } if (gameboard.includes(null)) return false;
46   return 'T';
47 }
48
49 function handleMove(event) {
50   const position = event.target.dataset.index;
51   if(gameboard[position]) return;
52   gameboard[position] = turn;
53   winner = handleCheckWinner();
54   turn *= -1;
55   render();
56 }
57
58 function render() {
59   gameboard.forEach((value, index) => {
60     squareEls[index].textContent = lookUp[value];
61   });
62
63   if(!winner) {
64     messageEl.textContent = `It's ${lookUp[turn]}'s Turn`;
65   } else if(winner === 'T') {
66     messageEl.textContent = 'Tie Game!';
67   } else {
68     messageEl.textContent = `Congratulations ${lookUp[winner]} Wins!`;
69   }
70 }
71
```

Ln 70, Col 1 Spaces: 4 UTF-8 LF JavaScript

```
game.html JS game.js X # style.css X
Users > Ashley > Desktop > Tic-Tac-Toe > # style.css > *
1 *
2 box-sizing: border-box;
3 margin: 0;
4
5
6 body {
7   font-family: 'Helvetica';
8   display: flex;
9   flex-direction: column;
10  align-items: center;
11  justify-content: center;
12  min-height: 100vh;
13 }
14
15 header {
16   display: flex;
17   align-items: center;
18   background-color: #000080;
19   color: white;
20   height: 60px;
21   width: 100%;
22   justify-content: space-between;
23   box-shadow: 1px 3px 3px 1px #ccc;
24 }
25
26 main {
27   flex-grow: 1;
28   margin: 25px 0 25px 0;
29 }
30
31 main section:nth-child(2) {
32   margin-top: 50px;
33   display: flex;
34   justify-content: center;
35 }
36
37 #gameboard {
38   display: flex;
39   flex-wrap: wrap;
40   width: 600px;
41 }
42
43 .top {border-top: 3px solid black; }
44 .bottom {border-bottom: 3px solid black; }
45 .left {border-left: 3px solid black; }
46 .right {border-right: 3px solid black; }
```

Ln 3, Col 15 Spaces: 4 UTF-8 LF CSS

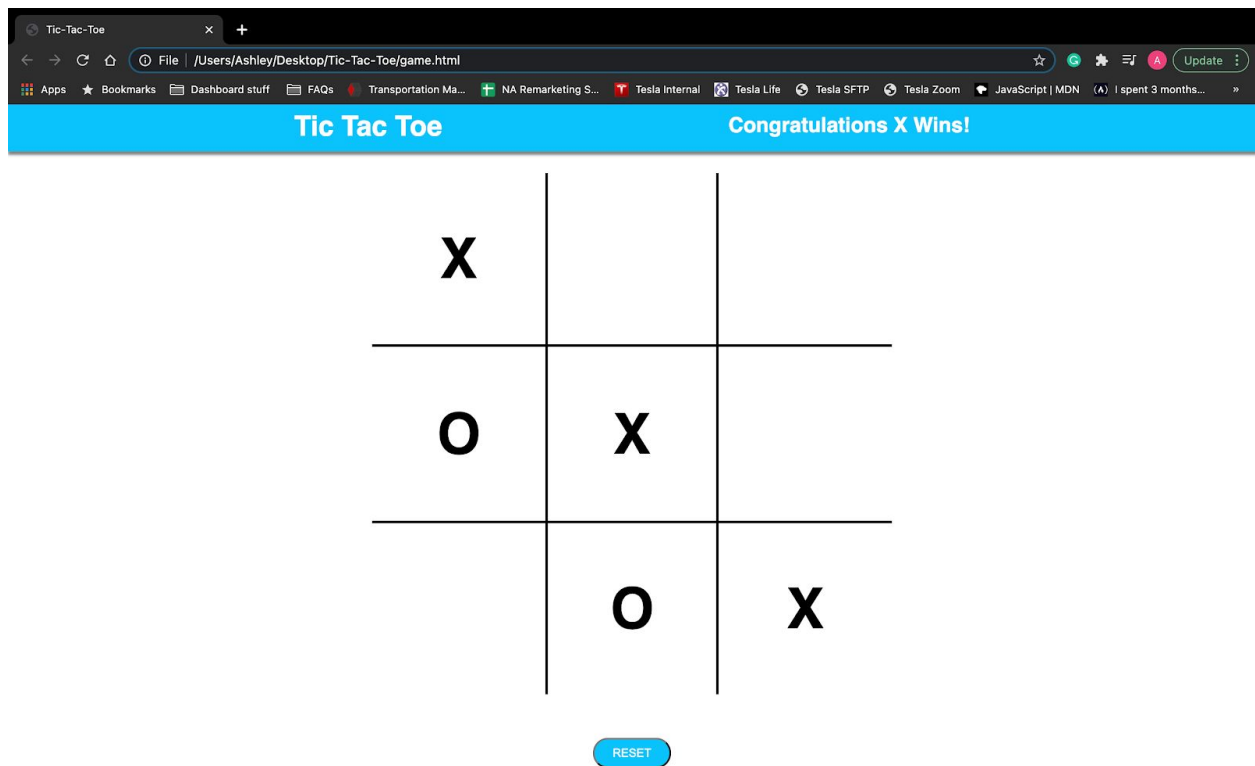
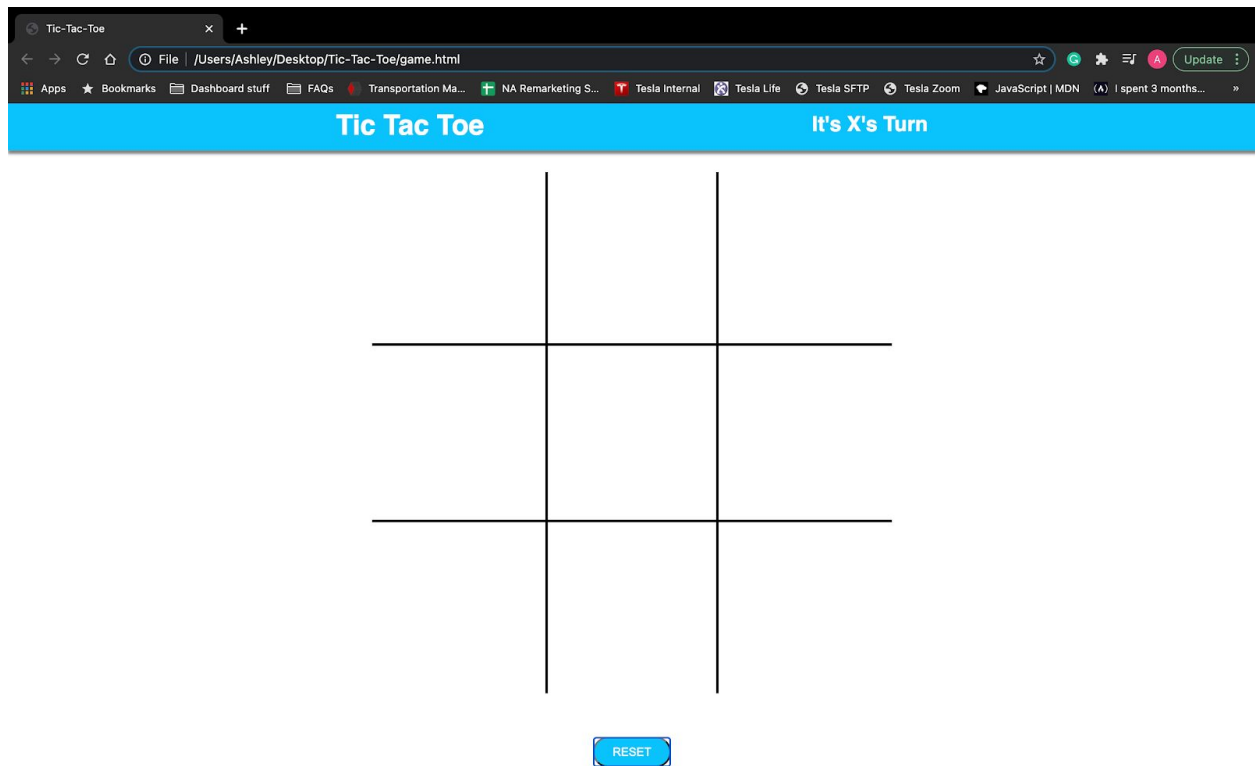


The screenshot shows a code editor with three tabs: 'game.html', 'js game.js', and '# style.css'. The active tab is '# style.css', which contains the following CSS code:

```
37 #gameboard {
38   display: flex;
39   flex-wrap: wrap;
40   width: 600px;
41 }
42
43 .top {border-top: 3px solid black; }
44 .bottom {border-bottom: 3px solid black; }
45 .left {border-left: 3px solid black; }
46 .right {border-right: 3px solid black; }
47
48 .square {
49   display: flex;
50   justify-content: center;
51   align-items: center;
52   font-size: 65px;
53   font-weight: 600;
54   height: 200px;
55   width: 200px;
56 }
57
58 #reset-btn {
59   background-color: rgb(0, 195, 255);
60   color: white;
61   text-transform: uppercase;
62   height: 35px;
63   width: 90px;
64   border-radius: 17px;
65 }
66
67 #reset-btn:hover {
68   background-color: black;
69 }
```

The editor's status bar at the bottom indicates 'Ln 3, Col 15', 'Spaces: 4', 'UTF-8', 'LF', 'CSS', and a search icon.

Screenshots of Running Application:



Tic-Tac-Toe

File

/Users/Ashley/Desktop/Tic-Tac-Toe/game.html

Update

AppsBookmarksDashboard stuffFAQsTransportation Ma...NA Remarketing S...Tesla InternalTesla LifeTesla SFTPTesla ZoomJavaScript | MDN(A) I spent 3 months...

Tic Tac Toe

Tie Game!

X	O	X
O	O	X
X	X	O

RESET