Project 4

**Date Assigned: 11/23/2015**

**Lab Report Due: Midnight 12/07/2015 on iLearn**

**Section 1: Beyond 3 \* 3 Table**

Right now, users can play the tictactoe game in a 3\*3 table. Let’s modify our project a little bit to allow users to play in a larger table (4\*4, 5\*5, or even larger).

1. Create a folder **project4** on the desktop. Copy and paste html/css files you made in **project3**.
2. First, you need to change the table of buttons in **tictactoe.html** from 3\*3 to a larger table (you can decide the number of columns and rows, at least 4\*4).
3. As we have more buttons, the winning combinations are going to be different. Write down all the winning combinations, and save your answers in **project4.txt/pdf/doc**.
4. Then we need to change the function **check\_win()** in tictactoe.js (check\_win() is the only function you need to change. You should keep the rest of functions the same). You need to modify the function by checking all the winning combinations obtained at step 3.
5. Launch tictactoe.html in Chrome, and see if your function works.

**Section 2: Project Presentation**

1. You are expected to present your project on 12/07/2015 in our last lab. Each of you have about 3 minutes. Powerpoints are not required. What you need to do in presentation:
2. Show us your project (You need to make sure every webpage/link/function is working)
3. Play the tictactoe game a number of times
4. Explain your code (html, css, js) briefly.
5. Log into iLearn, find our course, and click “Sign up” on the menu (on the left). Register for your presentation. There are 26 slots available, at most one person each slot.

**TURN-IN CHECKLIST:**

1. **Source Code (.html/.css/.js files) created in this assignment. Remember to include your name, the date, and the lab number in comments near the beginning of your code.**

**Create a folder and name it 'FirstName\_LastName\_Project4'. In the newly created folder copy and paste your source code (.html/.css/.js). Then compress the folder, and upload it to iLearn.**