

TIC TAC TOE

INSTRUCTIONS

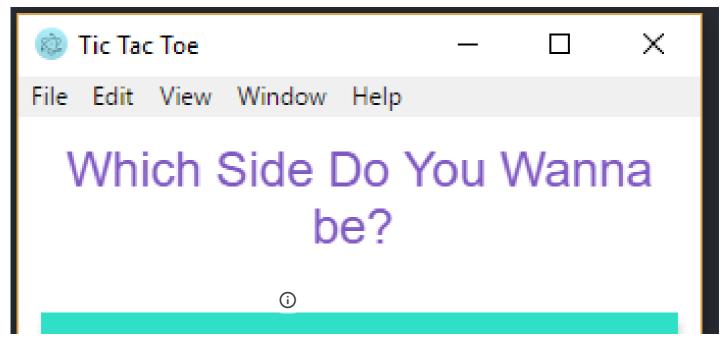
Run the code using

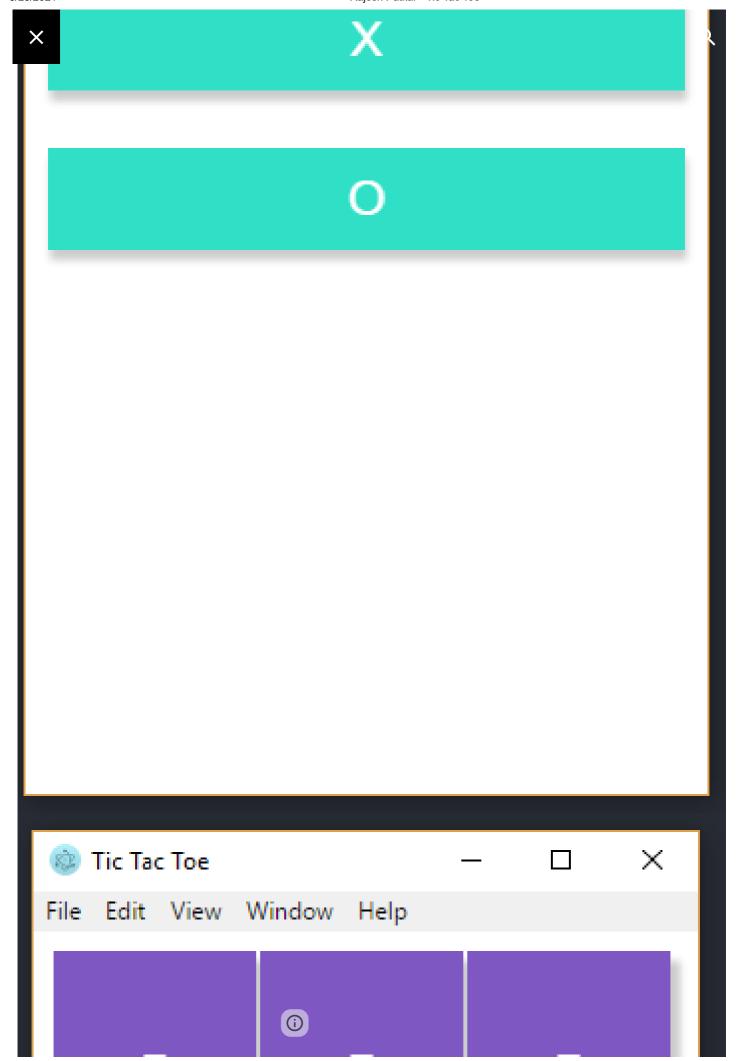
npm start

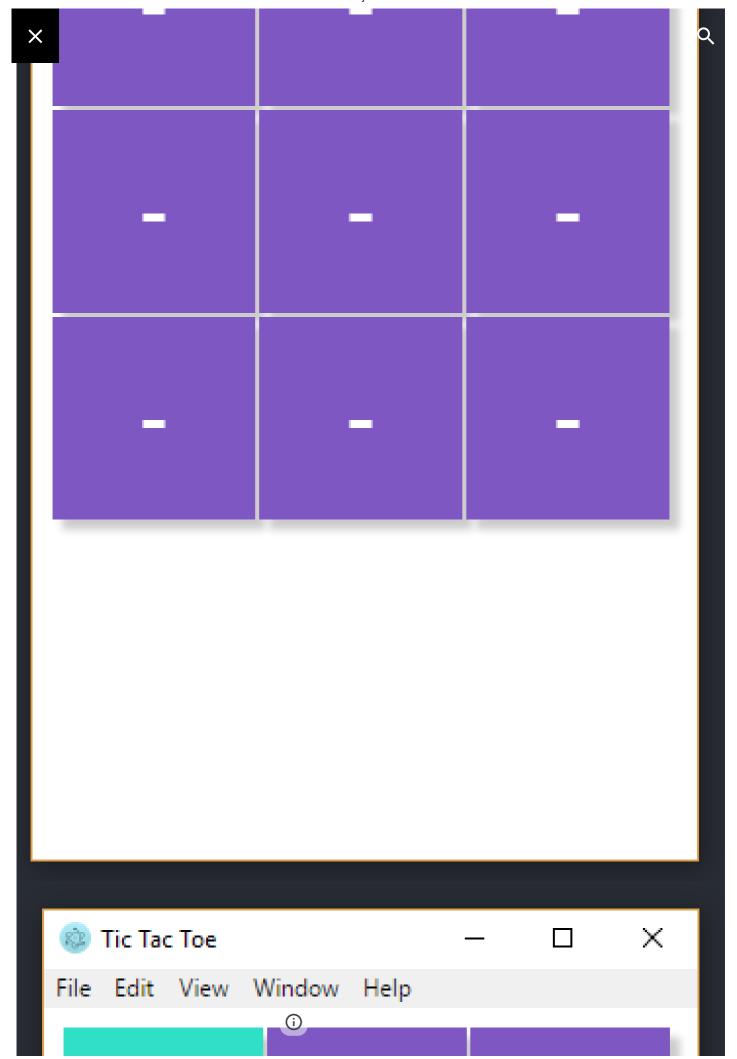
OBSERVATION

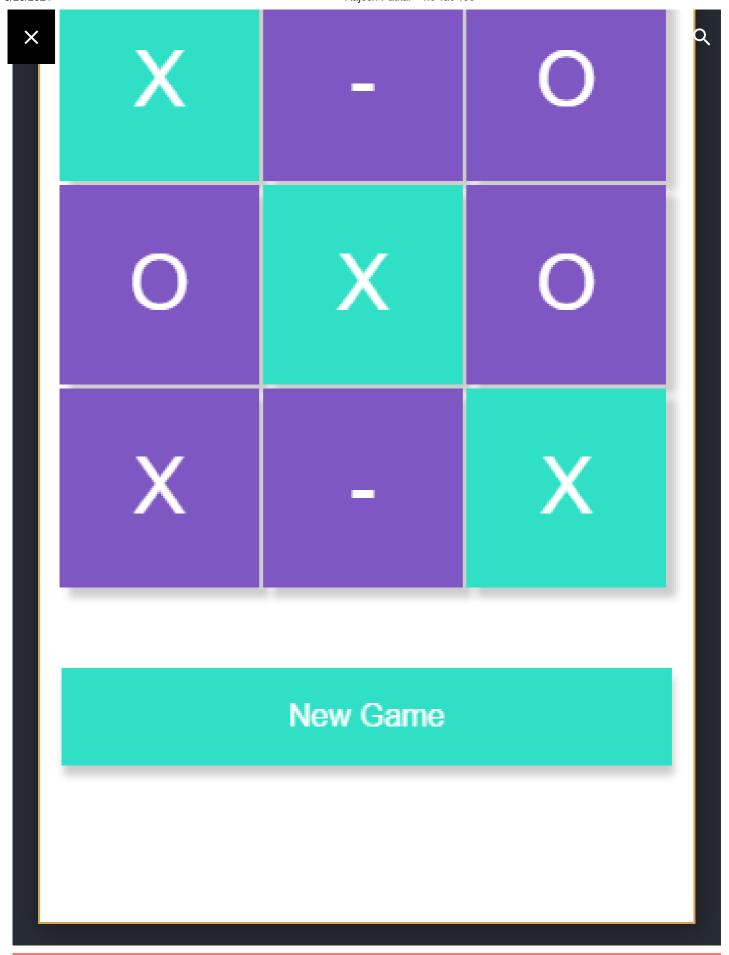
A window will appear with html rendered from Welcome.html

OUTPUT











```
x st electron = require("electron");
const App = electron.app;

const BrowserWindow = electron.BrowserWindow;

var MainWindow = null;

App.on("ready", () => {
   MainWindow = new BrowserWindow({width:350,height:550});
   MainWindow.loadURL(`file:///${__dirname}/Welcome.html`);
})
```

WELCOME.HTML

```
<!DOCTYPE html>
<html>
    <head>
        <title>Tic Tac Toe</title>
        <style>
            td
            {
                background-color: #7E57C2;
                text-align: center;
                height: 100px;
                width: 100px;
                font-size: 250%;
                color: white;
                font-family: Arial, Helvetica, sans-serif;
                box-shadow: 5px 5px 5px #ccccc;
            }
            body
            {
                background-color: white;
            }
                          (i)
```

```
button
                height:50px;
                width: 312px;
                background-color:#2FE0C7;
                color:white;
                border-style:solid;
                border-color:#2FE0C7;
                border-width:0px;
                font-size:40%;
                box-shadow: 1px 5px 5px #ccccc;
            }
            #trb
            {
              background-color:#FFFFF;
              box-shadow: 0px 0px 0px #999999;
            }
            #d
            {
              font-family: Arial, Helvetica, sans-serif;
              font-size: 150%;
              text-align: center;
              color: #7E57C2;
        </style>
    </head>
    <body id="b">
           <table style='margin-top: 0px;margin-
bottom:10px;display:none;' id="tb1">
            <td id='td1' onclick='changingValue()'
style="background-color: #7E57C2;">-
                <td id='td2' onclick='changingValue()'
style="background-color: #7E57C2;">-
                <td id='t(3' onclick='changingValue()'
```

```
te- background-color, #/E5/C2; /-\/tu/
          <td id='td4' onclick='changingValue()'
style="background-color: #7E57C2;">-
              <td id='td5' onclick='changingValue()'
style="background-color: #7E57C2;">-
              <td id='td6' onclick='changingValue()'
style="background-color: #7E57C2;">-
          <td id='td7' onclick='changingValue()'
style="background-color: #7E57C2;">-
              <td id='td8' onclick='changingValue()'
style="background-color: #7E57C2;">-
              <td id='td9' onclick='changingValue()'
style="background-color: #7E57C2;">-
          <div id="d" style="">
        Which Side Do You Wanna be?
       <br>
       <br>
       <button type="button" onclick="one()" style="background-</pre>
color:#2FE0C7;font-size:100%">X</button>
       <br>
       <br>
       <button type="button" onclick='two()' style="background-</pre>
color:#2FE0C7;font-size:100%">0</button>
       </div>
   </body>
     <script>
                     (i)
```



```
</script>
<script>
     var X = "X";
     var 0 = "0";
     var flag;
     var dy = document.getElementById("d");
     var table1=document.getElementById("tb1");
     var trb = document.getElementById("trb");
     var gameover = false;
     var td1 = document.getElementById("td1");
     var td2 = document.getElementById("td2");
     var td3 = document.getElementById("td3");
     var td4 = document.getElementById("td4");
     var td5 = document.getElementById("td5");
     var td6 = document.getElementById("td6");
     var td7 = document.getElementById("td7");
     var td8 = document.getElementById("td8");
     var td9 = document.getElementById("td9");
     var a = [9];
     a[0] = td1;
     a[1]=td2;
     a[2]=td3;
     a[3]=td4;
     a[4] = td5;
     a[5] = td6;
     a[6] = td7;
     a[7]=td8;
     a[8] = td9;
     function changingValue() {
         var id = event.target;
         if (gameover == false)
         {
             if (id.innerHTML == "-")
```

```
{
                         if (flag == true)
                         {
                              id.innerHTML = X;
                              flag = false;
                         }
                         else
                         {
                              id.innerHTML = 0;
                              flag = true;
                         }
                     }
                     check(X);
                     check(0);
                 }
            }
            function reload()
            {
                for(var i = 0; i < 9; i++)
                {
                  a[i].innerHTML = "-";
                  a[i].style.backgroundColor = "#7E57C2";
                  gameover = false;
                  flag= true;
                  trb.innerHTML = "";
                }
              table1.style.display ="none";
              trb.style.display ="none";
              d.style.display ="block";
            }
            function check(s)
                 if (td1.innerHTML == s && td5.innerHTML == s &&
                          (i)
td9.innerHTML == s)
```

```
td1.style.backgroundColor = "#2FE0C7";
                    td5.style.backgroundColor = "#2FE0C7";
                    td9.style.backgroundColor = "#2FE0C7";
                    gameover = true;
                    trb.innerHTML ="<button onclick='reload()'>New
Game</button>";
                }
                if (td3.innerHTML == s && td5.innerHTML == s &&
td7.innerHTML == s)
                {
                    td3.style.backgroundColor = "#2FE0C7";
                    td5.style.backgroundColor = "#2FE0C7";
                    td7.style.backgroundColor = "#2FE0C7";
                    gameover = true;
                    trb.innerHTML ="<button onclick='reload()'>New
Game</button>";
                }
                if (td2.innerHTML == s && td5.innerHTML == s &&
td8.innerHTML == s)
                {
                    td2.style.backgroundColor = "#2FE0C7";
                    td5.style.backgroundColor = "#2FE0C7";
                    td8.style.backgroundColor = "#2FE0C7";
                    gameover = true;
                    trb.innerHTML ="<button onclick='reload()'>New
Game</button>";
                }
                if (td1.innerHTML == s && td4.innerHTML == s &&
td7.innerHTML == s)
                {
                    td1.style.backgroundColor = "#2FE0C7";
                    td4.style.backgroundColor = "#2FE0C7";
                    td7.style.backgroundColor = "#2FE0C7";
                    gameover = true;
                    trb.i@nerHTML ="<button onclick='reload()'>New
Game</button>";
```

```
}
                if (td3.innerHTML == s && td6.innerHTML == s &&
td9.innerHTML == s)
                {
                    td3.style.backgroundColor = "#2FE0C7";
                    td6.style.backgroundColor = "#2FE0C7";
                    td9.style.backgroundColor = "#2FE0C7";
                    gameover = true;
                    trb.innerHTML ="<button onclick='reload()'>New
Game</button>";
                }
                if (td4.innerHTML == s && td5.innerHTML == s &&
td6.innerHTML == s)
                {
                    td4.style.backgroundColor = "#2FE0C7";
                    td5.style.backgroundColor = "#2FE0C7";
                    td6.style.backgroundColor = "#2FE0C7";
                    gameover = true;
                    trb.innerHTML ="<button onclick='reload()'>New
Game</button>";
                }
                if (td1.innerHTML == s && td2.innerHTML == s &&
td3.innerHTML == s)
                {
                    td1.style.backgroundColor = "#2FE0C7";
                    td2.style.backgroundColor = "#2FE0C7";
                    td3.style.backgroundColor = "#2FE0C7";
                    gameover = true;
                    trb.innerHTML ="<button onclick='reload()'>New
Game</button>";
                }
                if (td7.innerHTML == s && td8.innerHTML == s &&
td9.innerHTML == s)
                {
                    td7.style.backgroundColor = "#2FE0C7";
```

```
td8.style.backgroundColor = "#2FE0C7";
                    td9.style.backgroundColor = "#2FE0C7";
                    gameover = true;
                    trb.innerHTML ="<button onclick='reload()'>New
Game</button>";
                }
                if (td1.innerHTML != "-" && td2.innerHTML != "-"
&& td3.innerHTML != "-" && td4.innerHTML != "-" && td5.innerHTML
!= "-" && td6.innerHTML != "-" && td7.innerHTML != "-" &&
td8.innerHTML != "-" && td9.innerHTML != "-")
                {
                    gameover = true;
                    trb.innerHTML ="<button onclick='reload()'>New
Game</button>";
                }
            }
            function one()
            {
              flag=true;
              table1.style.display ="block";
              trb.style.display ="block";
              d.style.display ="none";
            }
            function two()
            {
              flag=false;
              table1.style.display ="block";
              trb.style.display ="block";
              d.style.display ="none";
            }
        </script>
</html>
                         (i)
```



PACKAGE.JSON

```
"name": "electrontest",
    "version": "1.0.0",
    "description": "",
    "main": "index.js",
    "scripts": {
        "start":"electron .",
    },
    "author": "",
    "license": "ISC"
}
```

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