

## Github URL

W02-P1: checkWin to determine who wins, you need to create four images as said in class

The screenshot displays a web application for a Tic Tac Toe game. The board is a 3x3 grid with 'X' and 'O' pieces. The game is titled 'Tic Tac Toe - 123456789'. The board state is: Row 1: X, O, X; Row 2: O, O, O; Row 3: X, O, X. The 'checkWin' function is highlighted in the code, showing the logic for checking rows, columns, and diagonals. The console log shows the game state and the result of the checkWin function.

```
const checkWin = (player) => {
  let p = []
  allIi.forEach( (item) => {
    p.push(item.classList.contains(player))
  });
  console.log('p', p);

  const [p1, p2, p3, p4, p5, p6, p7, p8, p9] = p;

  if(
    (p1 && p2 && p3) ||
    (p4 && p5 && p6) ||
    (p7 && p8 && p9)
  ) {
    return true;
  }
  else {
    return false;
  }
}
```

The console log shows the game state and the result of the checkWin function:

```
p [true, false, true, false, false, true, false, false, false]
checkWin(o) false
p [false, false, false, true, true, true, false, false, false]
checkWin(x) true
```

The image displays a web development project for a Tic Tac Toe game, showing the initial state and the state after a move.

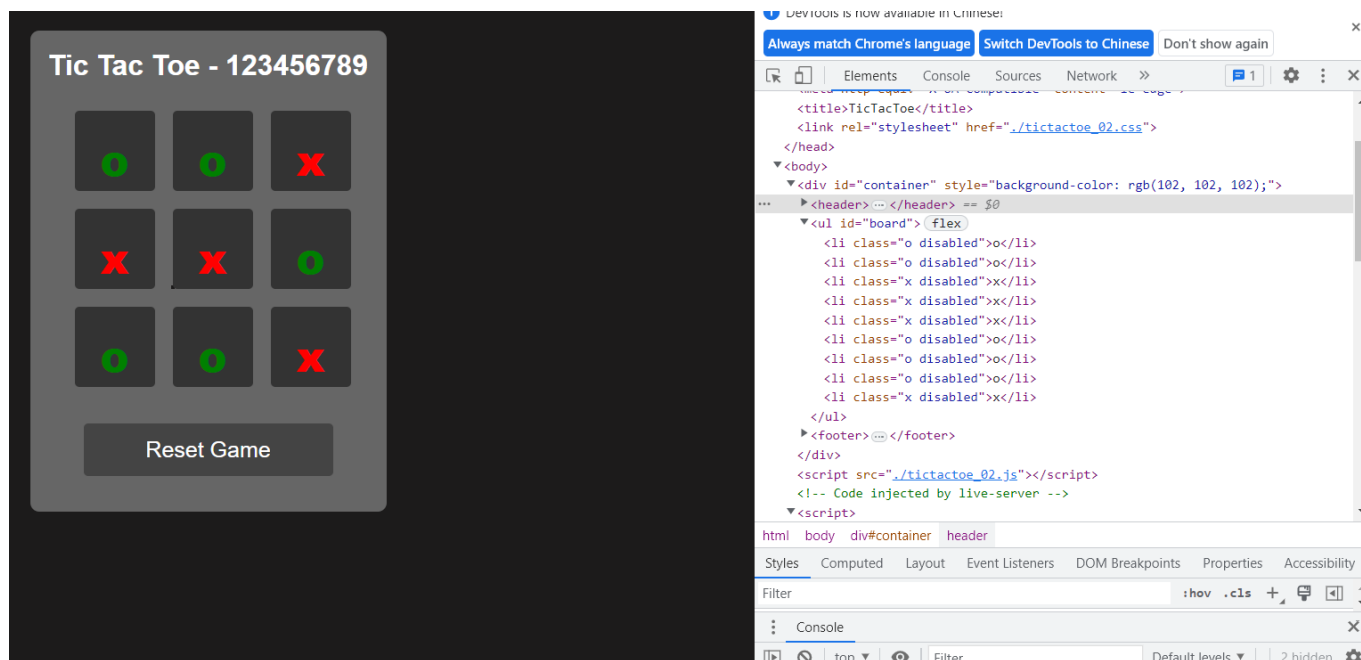
**Initial State (Top):**

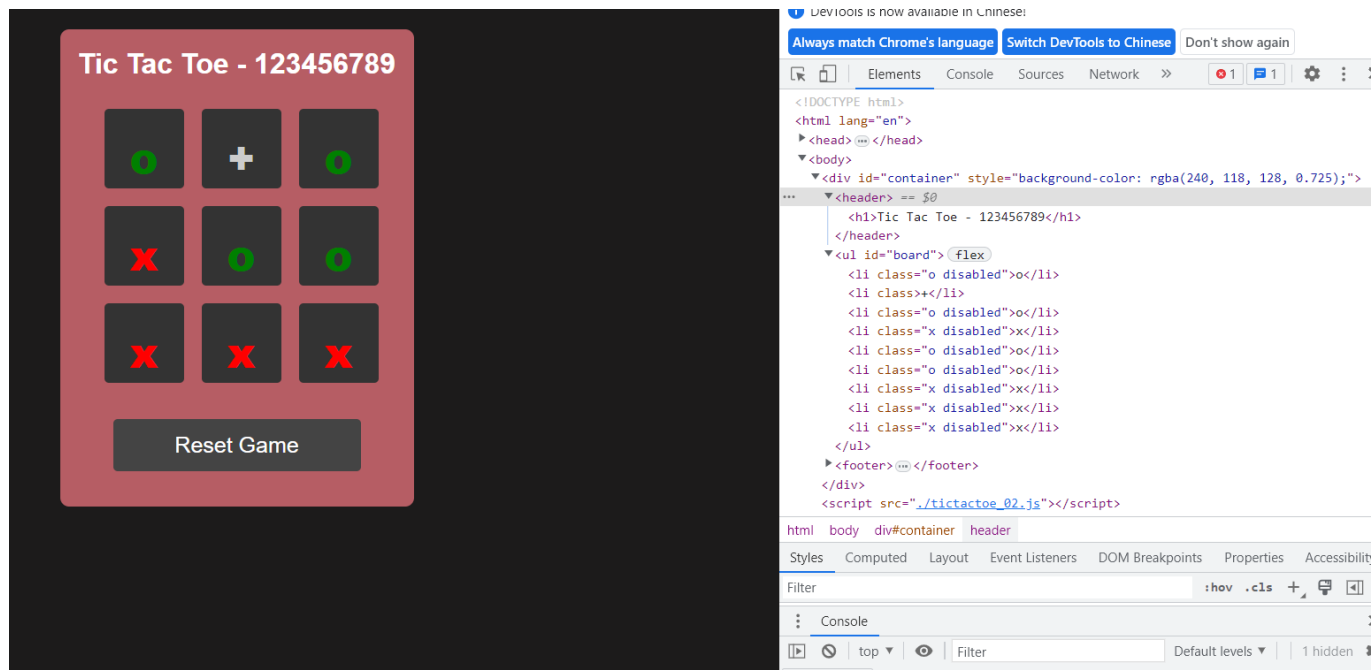
- HTML:** The board is a 3x3 grid of empty cells. The header shows "Tic Tac Toe - 123456789".
- JavaScript:** The `checkWin` function is defined, and the `reset` function is also defined. The `checkWin` function uses `all1i.forEach` to iterate over the board elements.
- DevTools Console:** Shows the initial array of elements: `all1i` (NodeList(9) [li.x, li, li.o, li.o, li.x, li.o, li, li, li.x]).

**State After Move (Bottom):**

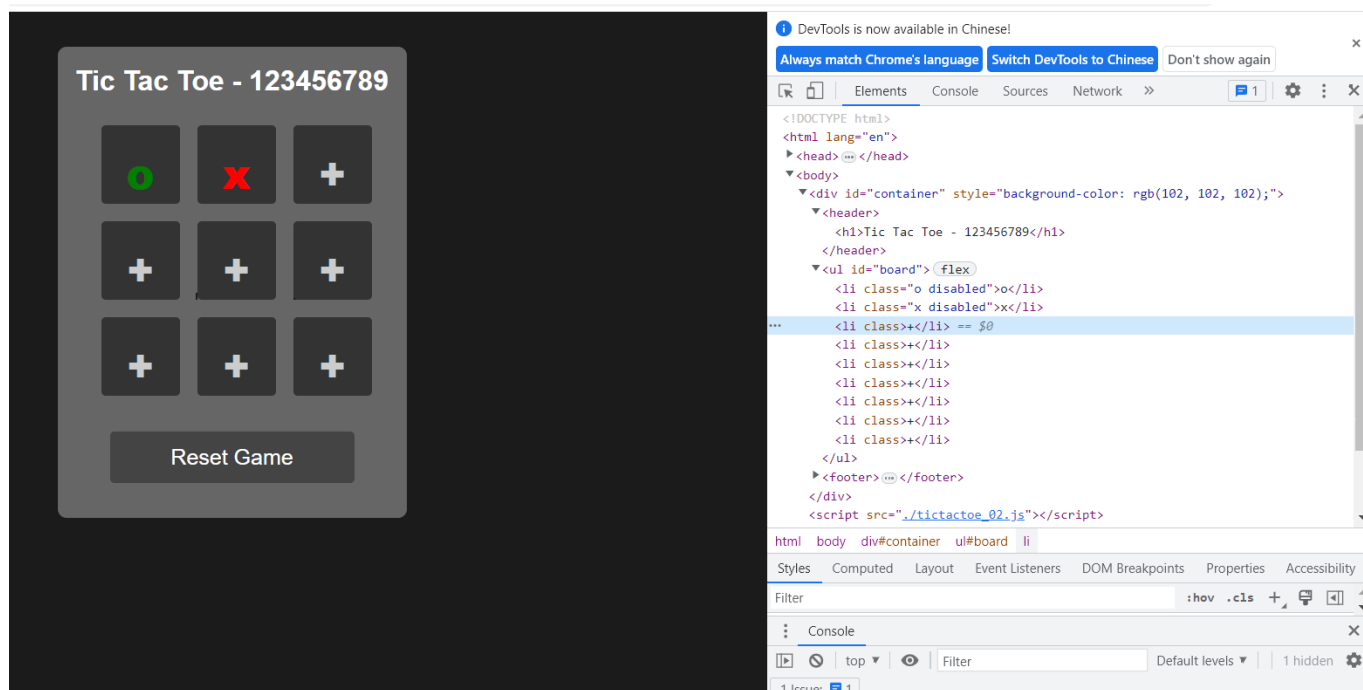
- HTML:** The board is updated with 'X' and 'O' moves. The header shows "Tic Tac Toe - 123456789".
- JavaScript:** The `checkWin` function is defined, and the `reset` function is also defined. The `checkWin` function uses `all1i.forEach` to iterate over the board elements.
- DevTools Console:** Shows the updated array of elements: `all1i` (NodeList(9) [li.x, li, li.o, li.x, li.o, li.x, li.o, li, li]).

W02-P2: O win (9 times), X wins (8 times), tie (9 times)

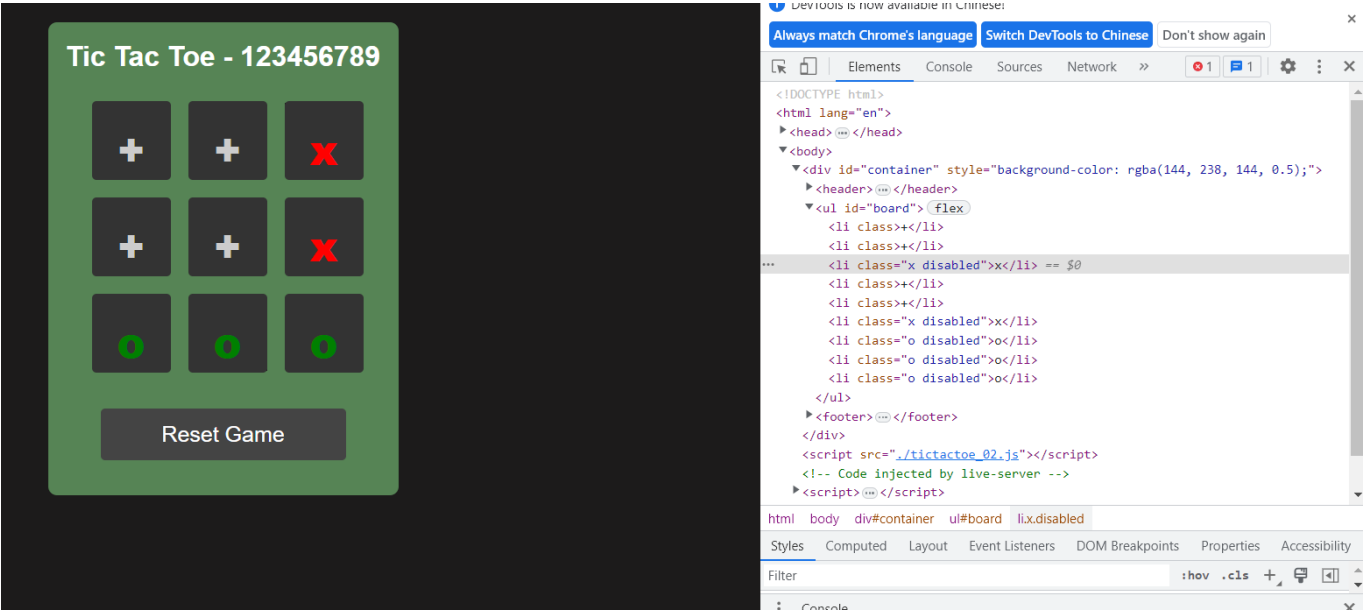




W02-P3: debug -- 已經走過的，不能走，但是 turn 加 1，下一步還是同一個 player



W02-P4: debug -- 已經贏了，還可以繼續往下玩



W02-P5: 邀請老師跟助教

