

Github repo url

My Github repo URL

<https://github.com/JKYROC/1111-sweb2-demo-208410349.git>

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

The image shows a web development environment with three main components:

- HTML File (tictactoe_xx.html):** Contains the structure of the game. A red box highlights the `<ul id="board">` section, which lists 9 items with classes like `class="x">X` and `class="o">O`.
- JavaScript File (tictactoe_xx.js):** Contains the game logic. A red box highlights the `checkWin` function, which iterates through the board items to determine if a player has won.
- Browser Preview:** Shows the rendered Tic Tac Toe game. The board is a 3x3 grid with 'X' and 'O' pieces. A 'Reset Game' button is at the bottom.

The browser's DevTools console shows the following output:

```
allli > NodeList(9)
p > Array(9)
checkWin(o) true
p > Array(9)
checkWin(x) false
Live reload enabled.
```

```
tictactoe_xx.html > tictactoe_xx.html > html > body > div#container > ul#board >
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4 <meta charset="UTF-8" />
5 <meta name="viewport" content="width=device-width, in
6 <meta http-equiv="X-UA-Compatible" content="ie=edge"
7 <title>TicTacToe</title>
8 <link rel="stylesheet" href="tictactoe_xx.css" />
9 </head>
10 <body>
11 <div id="container">
12 <div id="header">
13 <h1>Tic Tac Toe - 123456789</h1>
14 </div>
15 <div id="board">
16 <div class="x">X</div>
17 <div class="o">O</div>
18 <div class="x">X</div>
19 <div class="o">O</div>
20 <div class="x">X</div>
21 <div class="o">O</div>
22 <div class="x">X</div>
23 <div class="o">O</div>
24 <div class="x">X</div>
25 </div>
26 <div id="reset">Reset Game</div>
27 </div>
28 </body>
29 </html>
30 <script src="tictactoe_xx.js"></script>
31 </script>
32 </script>
33 </script>
```

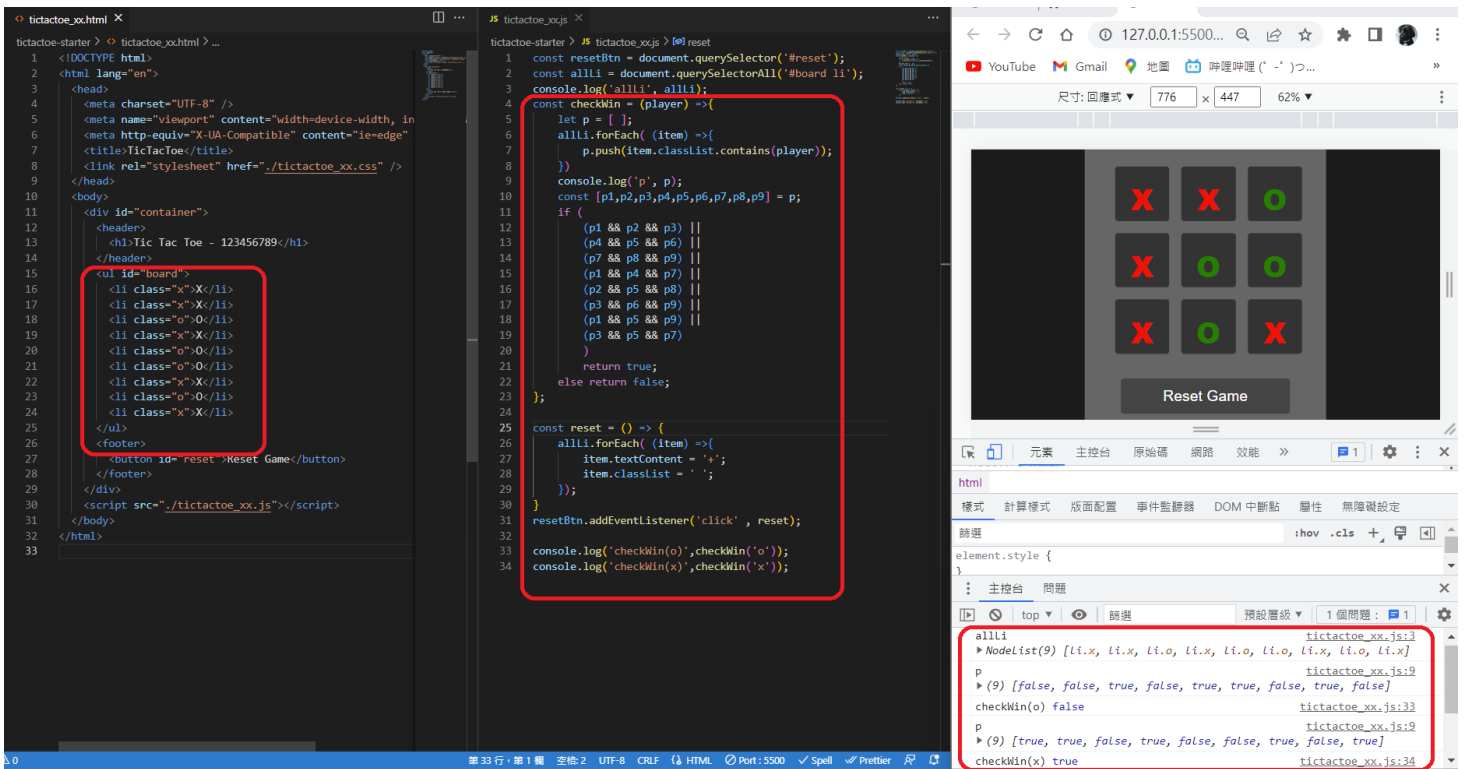
```
tictactoe_xx.js > tictactoe_xx.js > checkWin
1 const resetBtn = document.querySelector('#reset');
2 const allLi = document.querySelectorAll('#board li');
3 console.log('allLi', allLi);
4 const checkWin = (player) =>{
5 let p = [ ];
6 allLi.forEach( (item) =>{
7 p.push(item.classList.contains(player));
8 })
9 console.log('p', p);
10 const [p1,p2,p3,p4,p5,p6,p7,p8,p9] = p;
11 if (
12 (p1 && p2 && p3) ||
13 (p4 && p5 && p6) ||
14 (p7 && p8 && p9) ||
15 (p1 && p4 && p7) ||
16 (p2 && p5 && p8) ||
17 (p3 && p6 && p9) ||
18 (p1 && p5 && p9) ||
19 (p3 && p5 && p7)
20 )
21 return true;
22 else return false;
23 };
24
25 const reset = () => {
26 allLi.forEach( (item) =>{
27 item.textContent = '+';
28 item.classList = ' ';
29 });
30 resetBtn.addEventListener('click', reset);
31
32 console.log('checkWin(o)',checkWin('o'));
33 console.log('checkWin(x)',checkWin('x'));
34 }
```



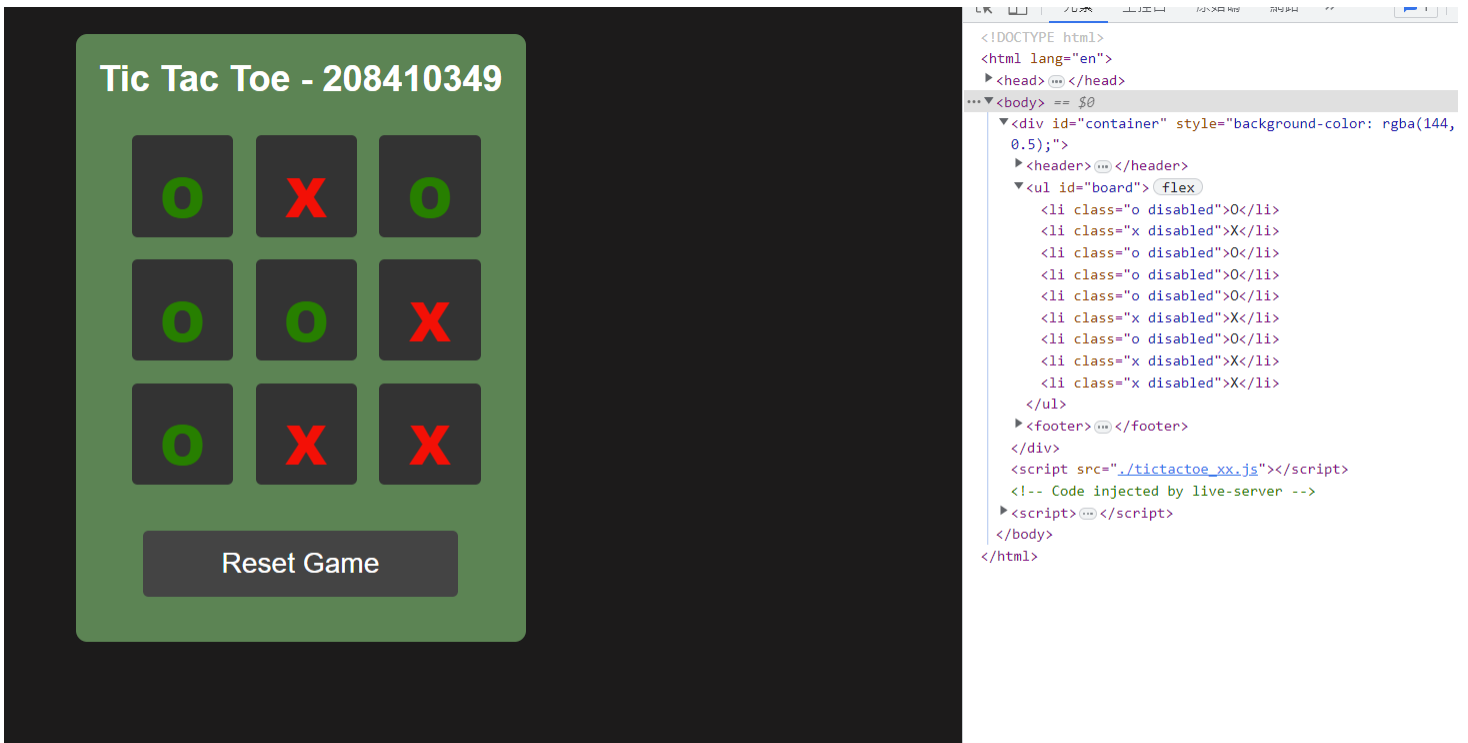
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3 <head>
4 <meta charset="UTF-8" />
5 <meta name="viewport" content="width=device-width, in
6 <meta http-equiv="X-UA-Compatible" content="ie=edge"
7 <title>TicTacToe</title>
8 <link rel="stylesheet" href="tictactoe_xx.css" />
9 </head>
10 <body>
11 <div id="container">
12 <div id="header">
13 <h1>Tic Tac Toe - 123456789</h1>
14 </div>
15 <div id="board">
16 <div class="x">X</div>
17 <div class="o">O</div>
18 <div class="o">O</div>
19 <div class="x">X</div>
20 <div class="o">O</div>
21 <div class="o">O</div>
22 <div class="o">O</div>
23 <div class="x">X</div>
24 <div class="x">X</div>
25 </div>
26 <div id="reset">Reset Game</div>
27 </div>
28 </body>
29 </html>
30 <script src="tictactoe_xx.js"></script>
31 </script>
32 </script>
33 </script>
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5 let p = [ ];
6 allLi.forEach( (item) =>{
7 p.push(item.classList.contains(player));
8 })
9 console.log('p', p);
10 const [p1,p2,p3,p4,p5,p6,p7,p8,p9] = p;
11 if (
12 (p1 && p2 && p3) ||
13 (p4 && p5 && p6) ||
14 (p7 && p8 && p9) ||
15 (p1 && p4 && p7) ||
16 (p2 && p5 && p8) ||
17 (p3 && p6 && p9) ||
18 (p1 && p5 && p9) ||
19 (p3 && p5 && p7)
20 )
21 return true;
22 else return false;
23 };
24
25 const reset = () => {
26 allLi.forEach( (item) =>{
27 item.textContent = '+';
28 item.classList = ' ';
29 });
30 resetBtn.addEventListener('click', reset);
31
32 console.log('checkWin(o)',checkWin('o'));
33 console.log('checkWin(x)',checkWin('x'));
34 }
```





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



Tic Tac Toe - 208410349



Reset Game

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <title>Tic Tac Toe</title>
  </head>
  <body>
    <div id="container" style="background-color: rgba(240, 0.725);">
      <header>
        <h2>Tic Tac Toe - 208410349</h2>
      </header>
      <ul id="board">
        <li class="o disabled">O</li>
        <li class="x disabled">X</li>
        <li class="o disabled">O</li>
        <li class="o disabled">O</li>
        <li class="x disabled">X</li>
        <li class="o disabled">O</li>
        <li class="x disabled">X</li>
        <li class="x disabled">X</li>
        <li class=" " >+</li>
      </ul>
      <footer>
        <button>Reset Game</button>
      </footer>
    </div>
    <script src="./tictactoe_xx.js"></script>
    <!-- Code injected by live-server -->
  </body>
</html>
```

Tic Tac Toe - 208410349



Reset Game

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <title>Tic Tac Toe</title>
  </head>
  <body>
    <div id="container" style="background-color: rgb(102, 102, 102);">
      <header>
        <h2>Tic Tac Toe - 208410349</h2>
      </header>
      <ul id="board">
        <li class="o disabled">O</li>
        <li class="o disabled">O</li>
        <li class="x disabled">X</li>
        <li class="x disabled">X</li>
        <li class="x disabled">X</li>
        <li class="o disabled">O</li>
        <li class="o disabled">O</li>
        <li class="x disabled">X</li>
        <li class="o disabled">O</li>
      </ul>
      <footer>
        <button>Reset Game</button>
      </footer>
    </div>
    <script src="./tictactoe_xx.js"></script>
    <!-- Code injected by live-server -->
  </body>
</html>
```

html body