



葡萄棋

10 – 賴冠穎

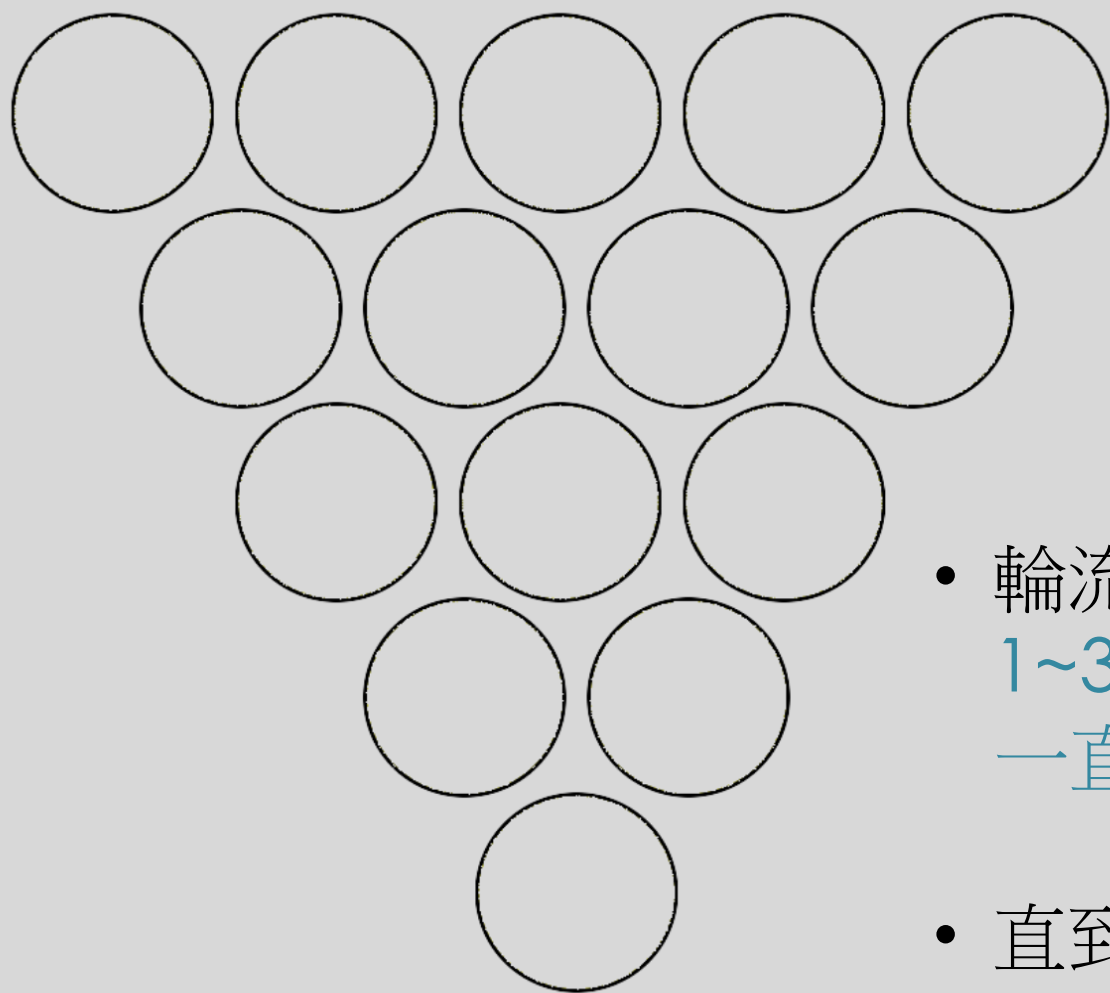
使用工具



React



Bootstrap



葡萄棋

- 輪流拿取棋盤上的棋子，每次可拿取1~3顆，且這些棋子必須是相連成一直線的(橫線或斜線)。
- 直到一方拿取最後一顆棋子，就是輸家。

四個部分

- doNumberPass -- 傳值
- doBtnDisabled -- 控制按鈕點選數量
- doBtnL -- 判斷是否為直線
- btnDelete -- 隱藏按鈕 (visibility: hidden)

```
// doNumberPass
doNumberPass = (value, x) => { ...
}

// doBtnDisabled
doBtnDis = () => { ...
}

// doBtnL
doBtnL =(x) => { ...
}

// btnDelete
btnDelete = () => { ...
}
```

```
// doBtnDisabled
```

```
doBtnDis = () => {
```

```
  let aid = [];
```

```
  for (var x= 0; x<15; x++) { var a = this.state.btn[x] ; if ( a.isChecked === true) {aid.push(a)} }
```

```
  if (aid.length < 13) {
```

```
    for (var y= 0; y < aid.length; y++) {
```

```
      var x = {...this.state.btn[aid[y].value], disabled:"disabled", border: ""};
```

```
      this.state.btn.splice(aid[y].value, 1, x);
```

```
    }
```

```
  }
```

```
  else {
```

```
    for (var z= 0; z < aid.length; z++) {
```

```
      var x = {...this.state.btn[aid[z].value], border: ""};
```

```
      delete x.disabled;
```

```
      this.state.btn.splice(aid[z].value, 1, x);
```

```
    }
```

```
  }
```

```
}
```

```
// doNumberPass
```

```
doNumberPass = (value, x) => {
```

```
  let newBtn1 = this.state.btn[value]
```

```
  newBtn1.isChecked = x
```

```
  this.setState({newBtn1})
```

```
}
```

```

let g = []
for (var s= 0; s<15; s++)
    { var a = this.state.btn[s]; if ( a.isChecked === false ) {g.push(a)}}
if ( g.length === 0 ) { ...
}
if ( g.length === 1 ) { ...
}
if ( g.length === 2 ) { ...
}
if ( g.length === 3 ) { ...
}

```

```

// btnDelete
btnDelete = () => {
    let g = []
    for (var s= 0; s<15; s++) { var a = this.state.btn[s]; if ( a.isChecked === false ) {g.push(a)}}
    if ( g.length === 0 ) { ...
    }
    else { ...
    }
    let f = []
    for (var s= 0; s<15; s++) { var a = this.state.btn[s]; if ( a.visibility !== 'hidden' ) {f.push(a)}}
    if ( f.length === 1 ) { ...
    }
}

```

謝謝大家