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QA MODULE testing for tic tac to app.

1. Usage

   - I enter the page, upon examining it, its a tic tac toe board made with basic HTML
   - Clicking the start button activates the game
   - Upon activation you must click a box.
   - Clicking a box fills in a X while the Programming runs and implements a random O symbol in a box
   - Until one is ina row the game ends

2. examing the code
   The board is a simple 9 element array of null for empty X or O
   Its interesting for the computer move function. I think its stating that if certainspots are greater than the others it fills in the other spot?
   The usage of the click function for empty boxes as well as human and computer moves is interesting as well. I may be reading the code too fast.

Bugs

1. I won one game(the first game but it said X lost) that is a bug. It should say X won
   - Same difference if O wins, it states it lost
   - Could be something wrong with the return statements
   - On line 175 its written as if you are a winner it means you lost

```
$("h1").text(winner + " lost");
      gameOver = true;
```

Lost should be win
   - As it should be with the O as well

2. Ran the game 4 different times clicking the same spot.
   - O appears in the same spot when clicking the top right box
   - O appears in the same spot when clicked the middle right box
   - No O appears in the spot when clicked in the bottom right box
     The O should appear in the bottom left box

There is an error with the Vertical part of the code. On linee 110-119

```
// vertical
    for (var coli = 0; coli < 3; coli++) {
        cell = board[xyToCell(coli, 0)];
        if (cell !== null) {
            if ((board[xyToCell(coli, 1)] === cell) &&
                (board[xyToCell(coli, 2)] === cell)) {
                return cell;
            }
        }
    }
```

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3. Another error with the game i noticed is that i am able to click on the spots the computer fills in. Making them my own. Once filled in they should not be able to be clicked,
   - That goes for all the spots
   - A function should be added to make it so the spots cannot be clicked once filled in,

Graph of deployment
On bottom page

Host server

Deployment automatic

deployment manual

git hub

local host

local enviroment

server

code editor

terminal