

Tic tac toe:

Available functions:

Printing

- `printIcon(positionObject, isPlayerOne)` : For a given player and board position, prints the corresponding icon
- `printMessage(message)` : Prints a message to the screen
- `clearBoard()` : Clears the board
- `clearMessage()` : Clears message

Positioning

- `getPosition(positionObject)` : Returns X or O for a given board position
- `getLine(line)` : Returns an array of elements in a given line
- `getColumn(column)` : Returns an array of elements in a given column

How it works:

Every click inside the board will trigger the `clickedPlace` function that will return a position object.

A position object is essentially an object containing the line and column where the click happened:

```
{ line: 1, column: 1}.
```

The next exercises will push you towards completing the game.

Exercises

1. Every time a user clicks on the board fill the corresponding square.
2. Every time a user clicks on the board add a check to see if it's already filled.
 - If it's filled, print a message to the screen warning about that situation.
3. Add an `isPlayerOne` flag that toggles between `true` and `false` every time a user clicks on the board. Using the flag:
 - Toggle between printing an 'X' or an 'O'
 - Print a message saying whose turn it is
4. Check if a user won by *line*
 - Add a message saying which player won by line
 - Clear the board (only add this functionality after you're certain everything works properly)
5. ...Now check *column* doing the same things cited above
6. ...Now check *diagonals* doing the same things cited above

7. (Conditional) If the game isn't complete. Write the code that completes the game.