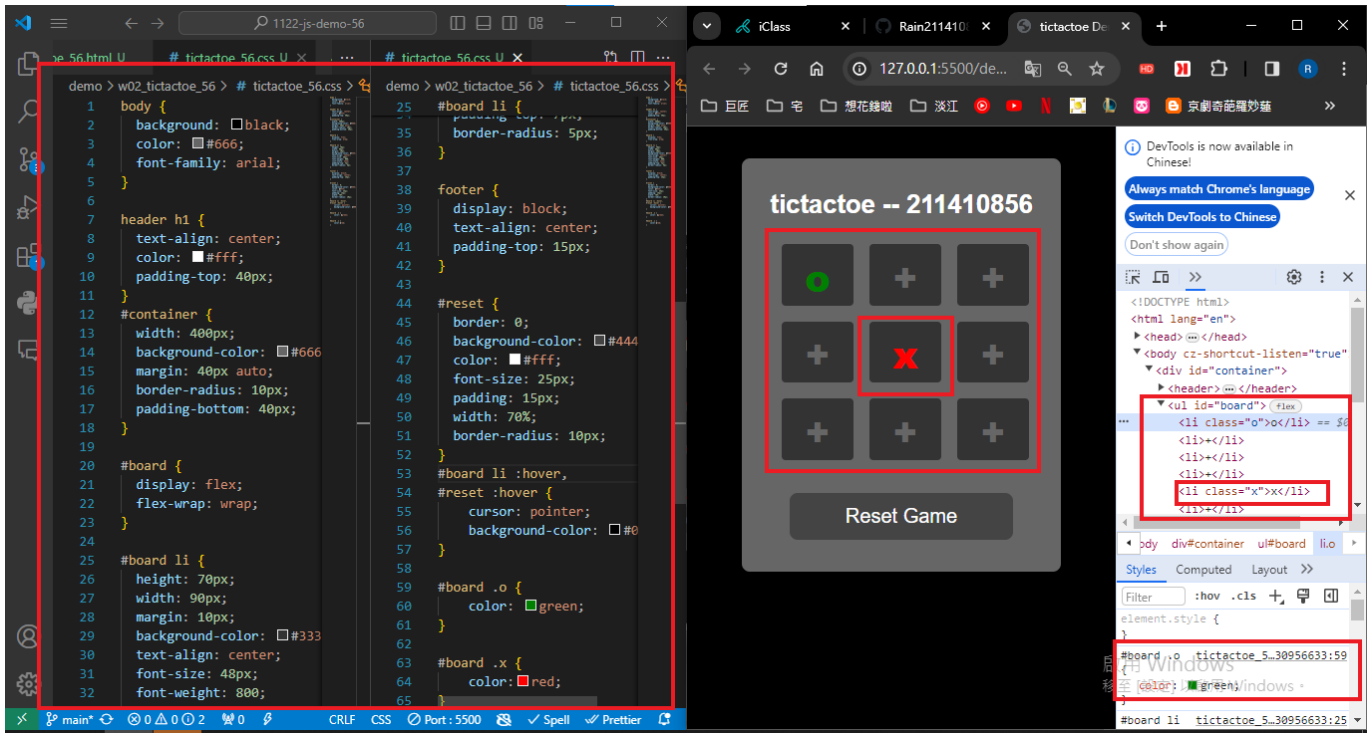
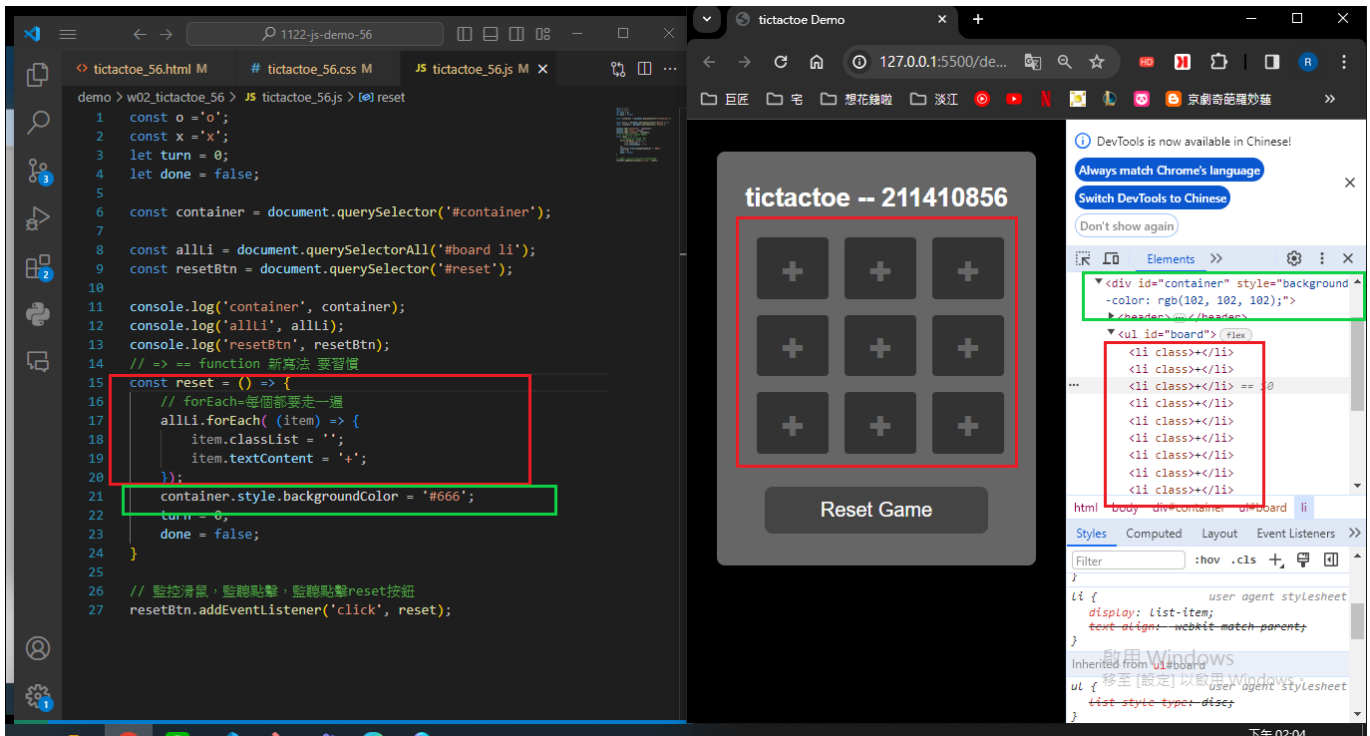


W02-P1: Show Tictactoe css



159ffec Rain211410856 Tue Mar 12 16:22:22 2024 +0800 W02-P1: Show Tictactoe css

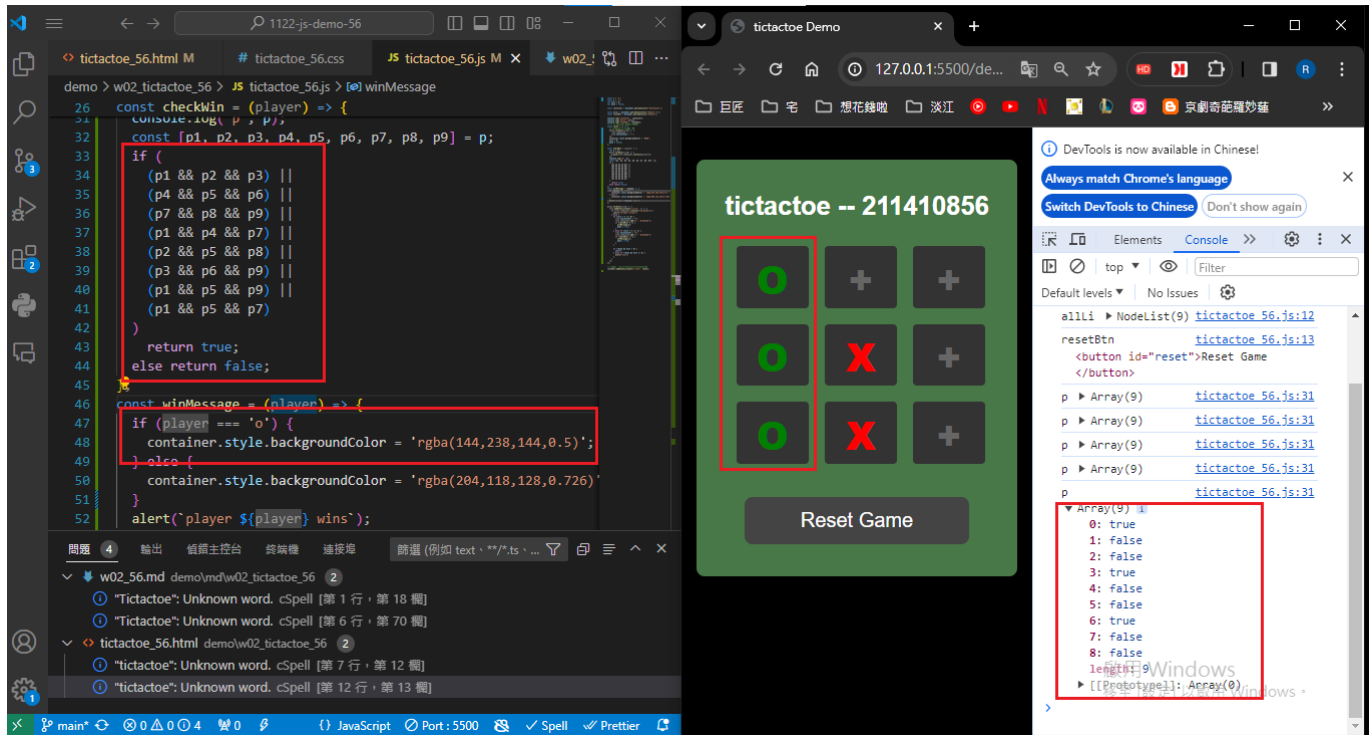
W02-P2: implement reset button



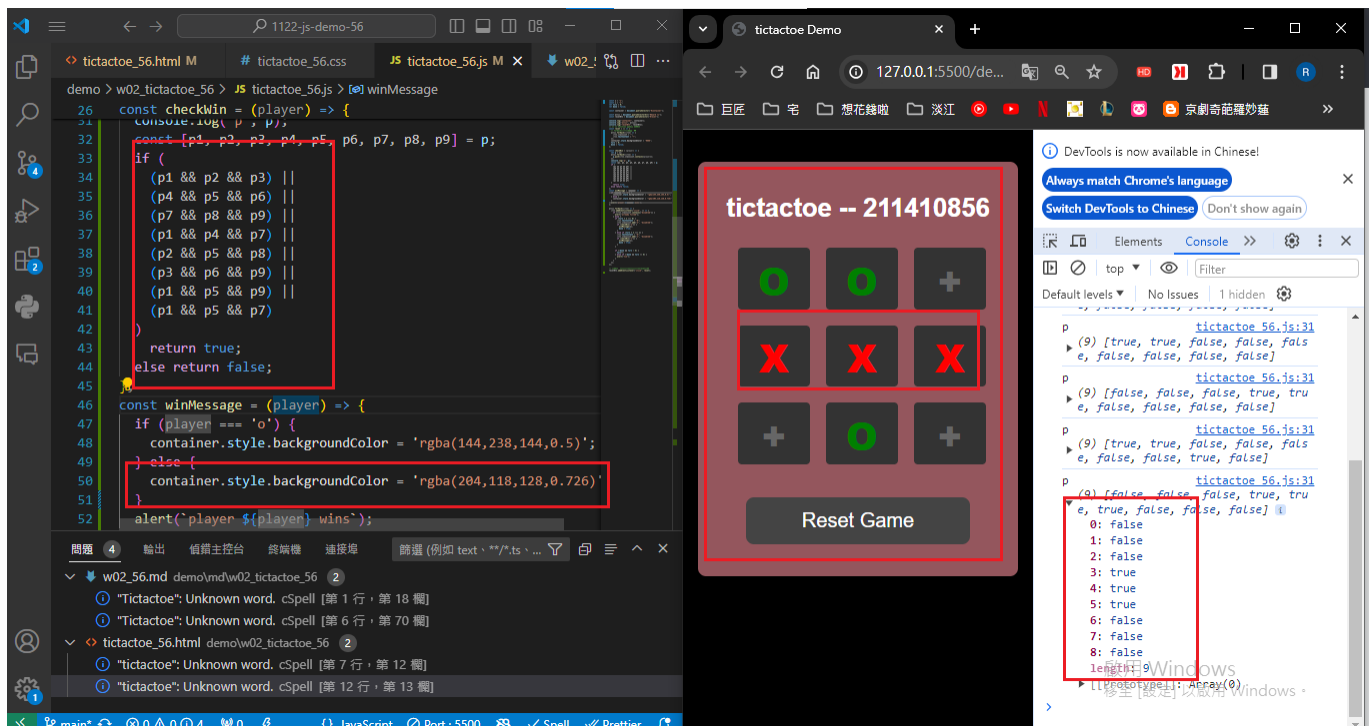
54a40af Rain211410856 Wed Mar 13 14:07:53 2024 +0800 W02-P2: implement reset button

W02-P3: implment checkWin(player), and winMessage(player)

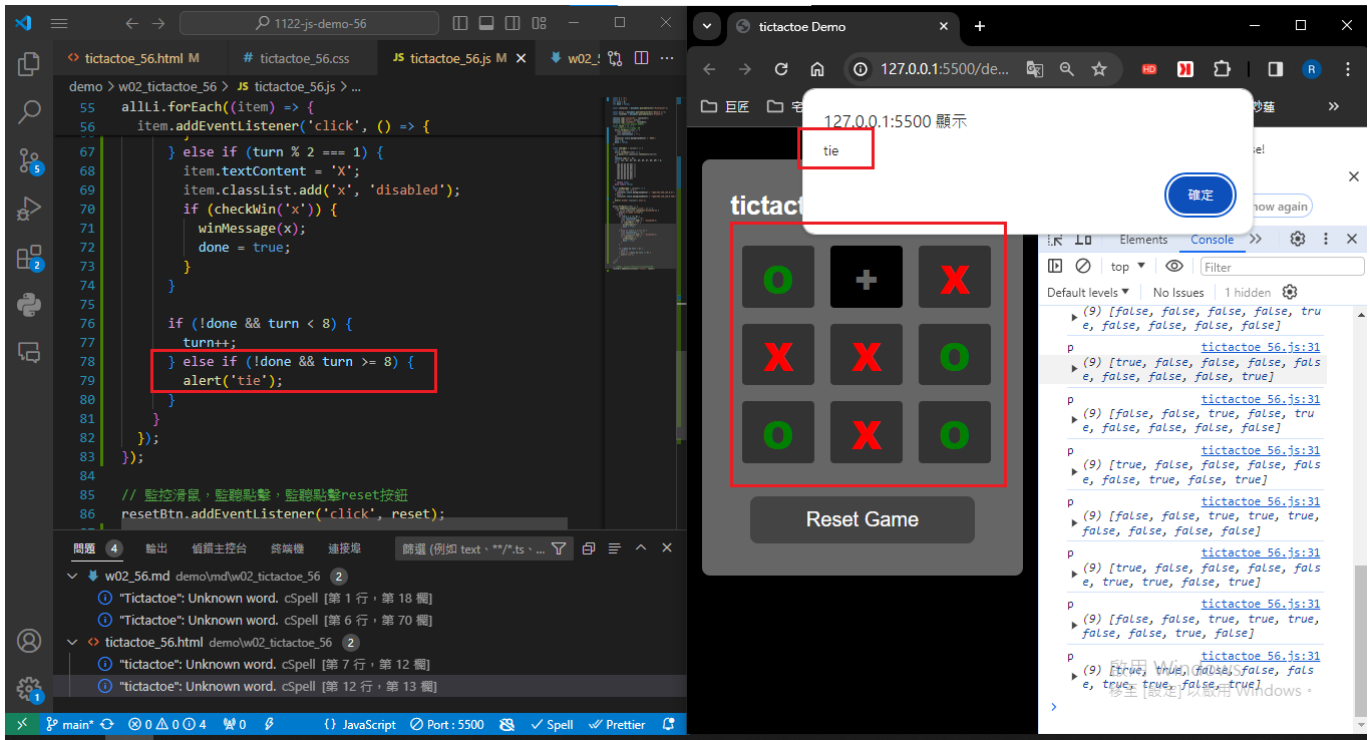
=> player O wins



=> player X wins



=> tie game



cf0f4e0 Rain211410856 Wed Mar 13 17:03:24 2024 +0800 W02-P3: implment
checkWin(player), and winMessage(player)

W01-P4: git logs for W02

```
$ git log --pretty=format:"%h%x09%an%x09%ad%x09%s" --after="2024-02-28"
cf0f4e0 Rain211410856 Wed Mar 13 17:03:24 2024 +0800 W02-P3: implment
checkWin(player), and winMessage(player)
54a40af Rain211410856 Wed Mar 13 14:07:53 2024 +0800 W02-P2: implement reset
button
b540175 Rain211410856 Tue Mar 12 16:54:11 2024 +0800 repush
159ffec Rain211410856 Tue Mar 12 16:22:22 2024 +0800 W02-P1: Show Tictactoe css
```

git log --pretty=format:"%h%x09%an%x09%ad%x09%s" --after="2024-02-28"