



## WEB DEVELOPMENT

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# Intermediate Javascript JQuery Assignment (Spring 2014)

Create a web page using Javascript and JQuery that allows a user to play [Tic-Tac-Toe](#).

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## Suggested way to approach the problem

Here is a suggestion on how to proceed in an orderly fashion...

### Create the HTML + CSS page

Create a page that has a layout suitable for a page displaying a Tic-Tac-Toe board.

### Link to JQuery

Download a copy of the latest JQuery script from the JQuery website, and link to it from your page.

### Verify that JQuery is working

Try to add a simple script that proves that JQuery is integrating and working as expected. Use the alert() method to quickly test parts of your code.

For example...

```
<script>
//wait for page to load, and then pop up an alert.
$(document).ready(function() {
    alert("JQuery is working!");
});
```

```
});  
</script>
```

## Attach click event handlers to the tiles in your game board

When a user clicks on a tile in the game board, the program will have to do something... so make sure that you are able to detect clicks on the game board tiles.

For example...

```
<script>  
//wait for page to load  
$(document).ready(function() {  
  
    //add a click event handler to all divs with the class "tile"  
    $("div.tile").click(function() {  
        //insert code that you want to run when a user clicks a tile  
        alert("You clicked a tile!");  
    });  
  
});  
</script>
```

## Figure out how to alternate turns between two players

In Tic-Tac-Toe, players take turns. Your program has to keep track of whose turn it is at any given moment. So make a global variable that indicates whose turn it is at the beginning. And change the value of this variable with each turn, so that the turns alternate.

```
<script>
```

```
//variable to keep track of whose turn it is  
var currentPlayer = "X"; //this will change  
  
//wait for page to load  
$(document).ready(function() {  
  
    //add a click event handler to all divs with the class "tile"  
    $("div.tile").click(function() {  
        //insert code that you want to run when a user clicks a tile  
  
        //now change turns! If it was X's turn, make it Y's turn. Otherwise, if it was Y's turn, make it X's turn.
```

```
//do this by changing the value of the currentPlayer variable

});

});
</script>
```

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