

Tic Tac Toe Coding Questions

In this exercise we will be coding parts of a tic-tac-toe game in HTML, CSS, and Javascript. You do not need to provide a complete working game, just answer the questions individually.

1) Create HTML markup for the board

A tic-tac-toe board is a 3x3 grid. There are many ways to represent such a grid in html. You will be styling the markup in the next question. Provide HTML for your board, and a brief explanation of your choice of elements and structure.

2) Create CSS for the board

Provide a stylesheet for your board. You do not need to provide a highly polished design. Focus on applying styles to make the cells of the board appear with the correct size and with a border.

3) Write a Javascript function to determine the state of the game after a move

Each time a player places a piece on the board, the page will call an onMove function. The function has access to game state as defined in variables below. Provide an implementation of the onMove function. You may create additional functions and variables as part of your answer.

```
/**
 * An enum of the players
 */
var Player = { X: 'x', O: 'o' };

/**
 * The possible game states after a move
 */
var State = {
  CONTINUE: 1,
  LAST_MOVE_WON: 2,
  STALEMATE: 3
};

/**
 * A two-dimensional array representing the board state.
 * Each coordinate will contain a Player or undefined.
 */
var Board = [[],[]];

/**
 * A function that is called after each move. This function updates
 * the Board and returns the new State.
 * @param player the Player that made the move
 * @param x the x-axis of the move
 * @param y the y-axis of the move
 * @return the new State of the game
 */
function onMove(player, x, y) {

}
```