

Assignment 1

Source code:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Gaming</title>
  <link rel="stylesheet" href="style.css" >
</head>
<body>
  <header>
    <h1><center>My Gaming web</center><hr></h1>
  </header>
  <section id="mc">
    <nav >
      <h1>Menu</h1>
      <a href="task1"><p>Task1.html</p></a>
      <a href="task2.html"><p>Task2.html</p></a>
      <a href="task3"><p>Task3.html</p></a>
    </nav>
    <div class="main">

      <div id="sections">
        <h1><center>Section 1</center></h1>
        <h1>Tic-Tac-Toe</h1>
        <p>The simple game of tic tac toe is a two-player game of Xs and Os. Play begins with nine spaces on a paper created by crossing two perpendicular sets of two parallel lines. One player begins (take turns being the first player) by placing an X in one square. The next player draws an O in another square.
        Aside
        The game continues until there are three Xs or Os in a row or all squares are filled—a draw game, also called cat's.</p>
        
        <h2>Dots and Boxes</h2>
        <p>Remember the time it took to form an array of dots across the page? To play Dots, you need a square of dots on the page (start with 6×6 and challenge your kids to go up to 30×30 or more). Once the square is created, players (2 or more) take turns with a different color pen creating line segments between dots. When a player forms a square with their line, they may put their initial in that square and play again. The game continues until all the lines between the dots have been drawn.</p>
        
        <h1><center>Section 2</center></h1>
        <ul>
          <li><strong style="text-decoration: underline;">Rules for Tic-Tac-Toe</strong></li>
          <li>1. The game is played on a grid that's 3 squares by 3 squares.</li>
          <li>2. You are X , your friend (or the computer in this case) is O . Players take turns putting their marks in empty squares.
          </li>
```

- 3. The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner.
- 4. When all 9 squares are full, the game is over. If no player has 3 marks in a row, the game ends in a tie.

</div>

<aside id="aside">

<h1>Explore the Games Library</h1>

<p>Find games for any occasion.</p>

<input type="text" placeholder="Search games">

<button type="button">Find games</button>

</aside>

</section>

<footer>

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</footer>

</body>

</html>

CSS CODE:

body{

background-color: cornflowerblue;

}

header{

text-align: center;

}

#mc{

display: flex;

}

nav{

flex:1;

border-right: 2px solid black;

}

.main{

flex:5;

display: flex;

}

#sections{

flex:4;

}

#aside{

text-align: center;

flex:1;

padding: 15% 5%;

}

img{

max-width: 100;

height:auto;

}

footer{

background-color: rgb(8, 223, 51);

padding: 10px;

text-align: center;

