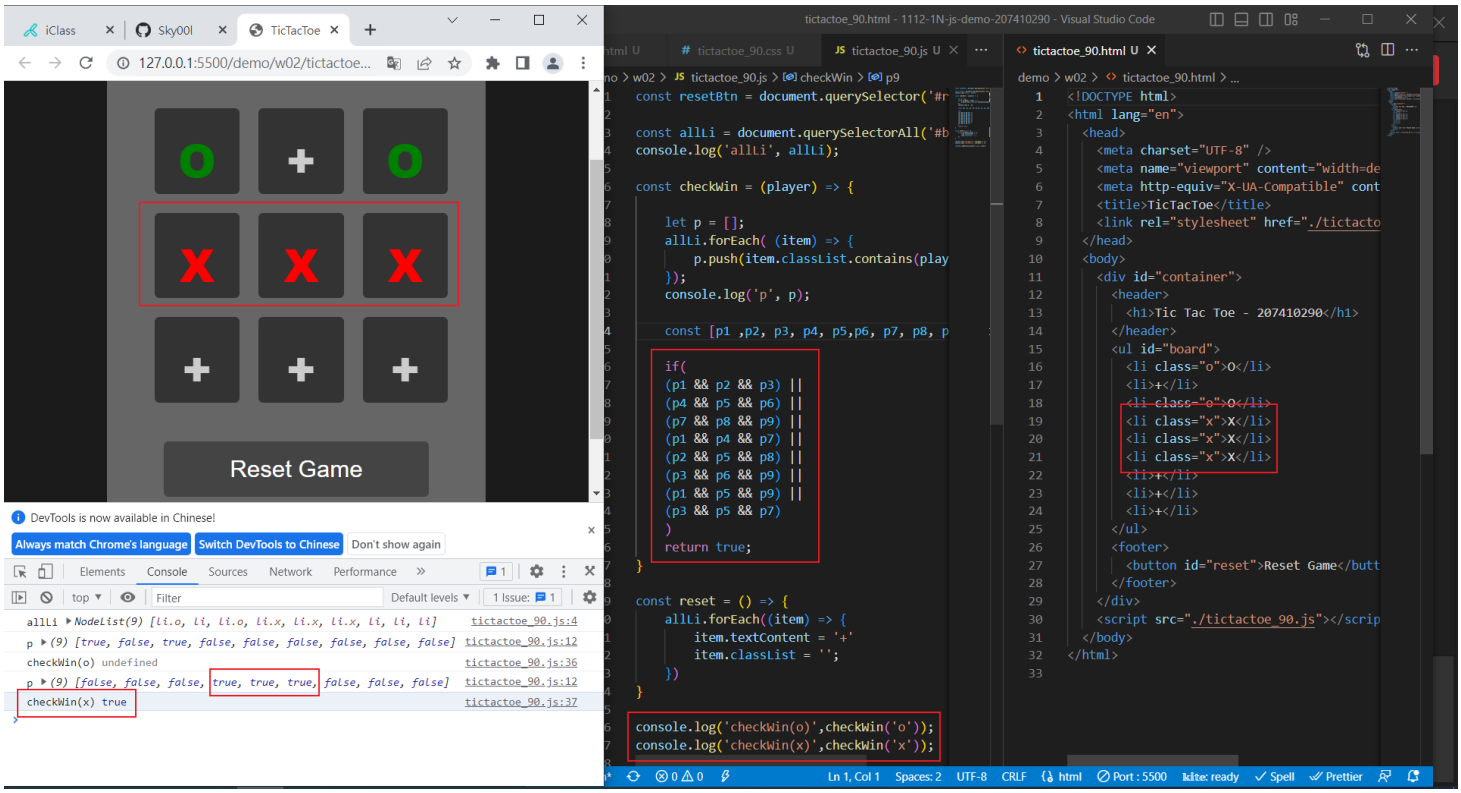
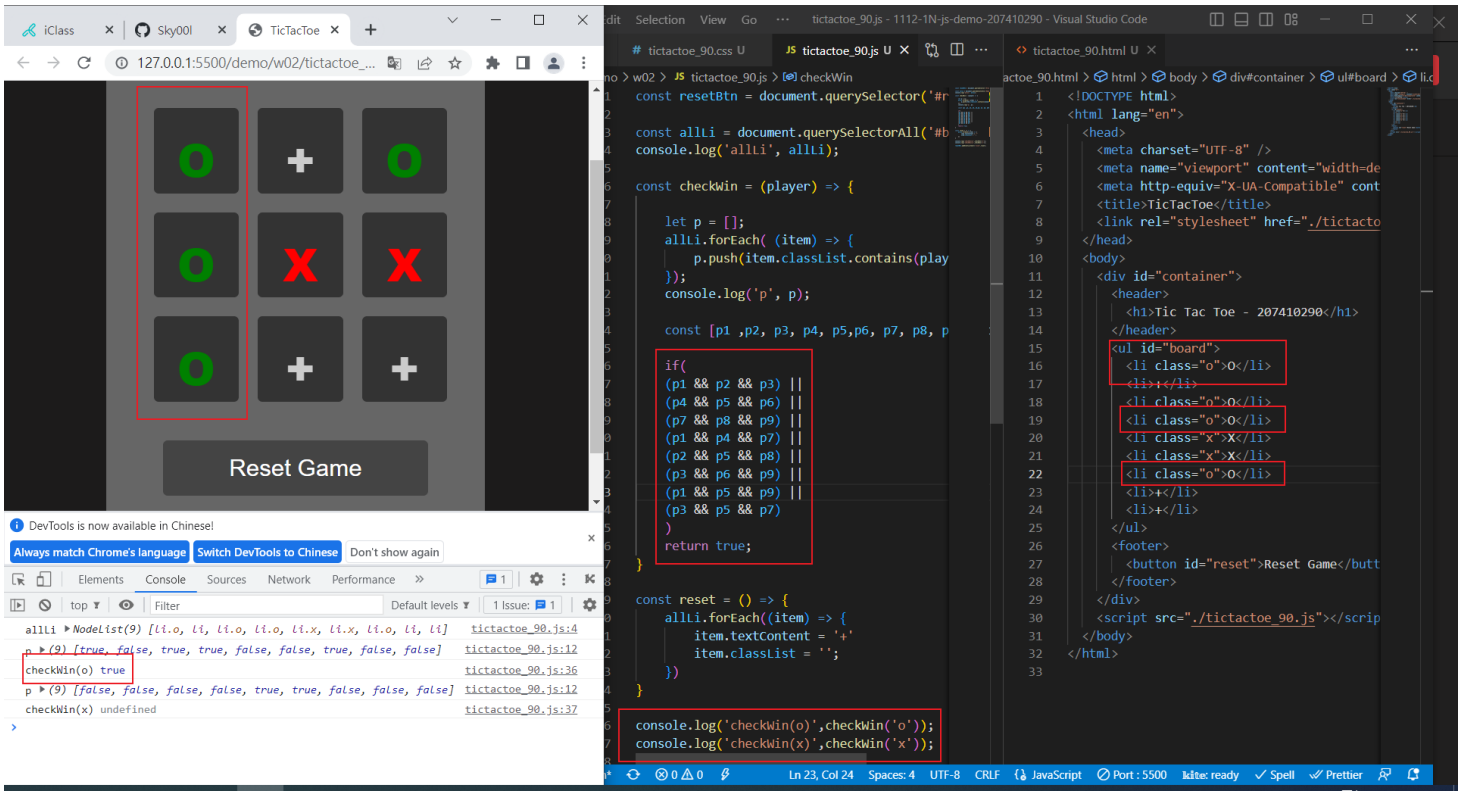
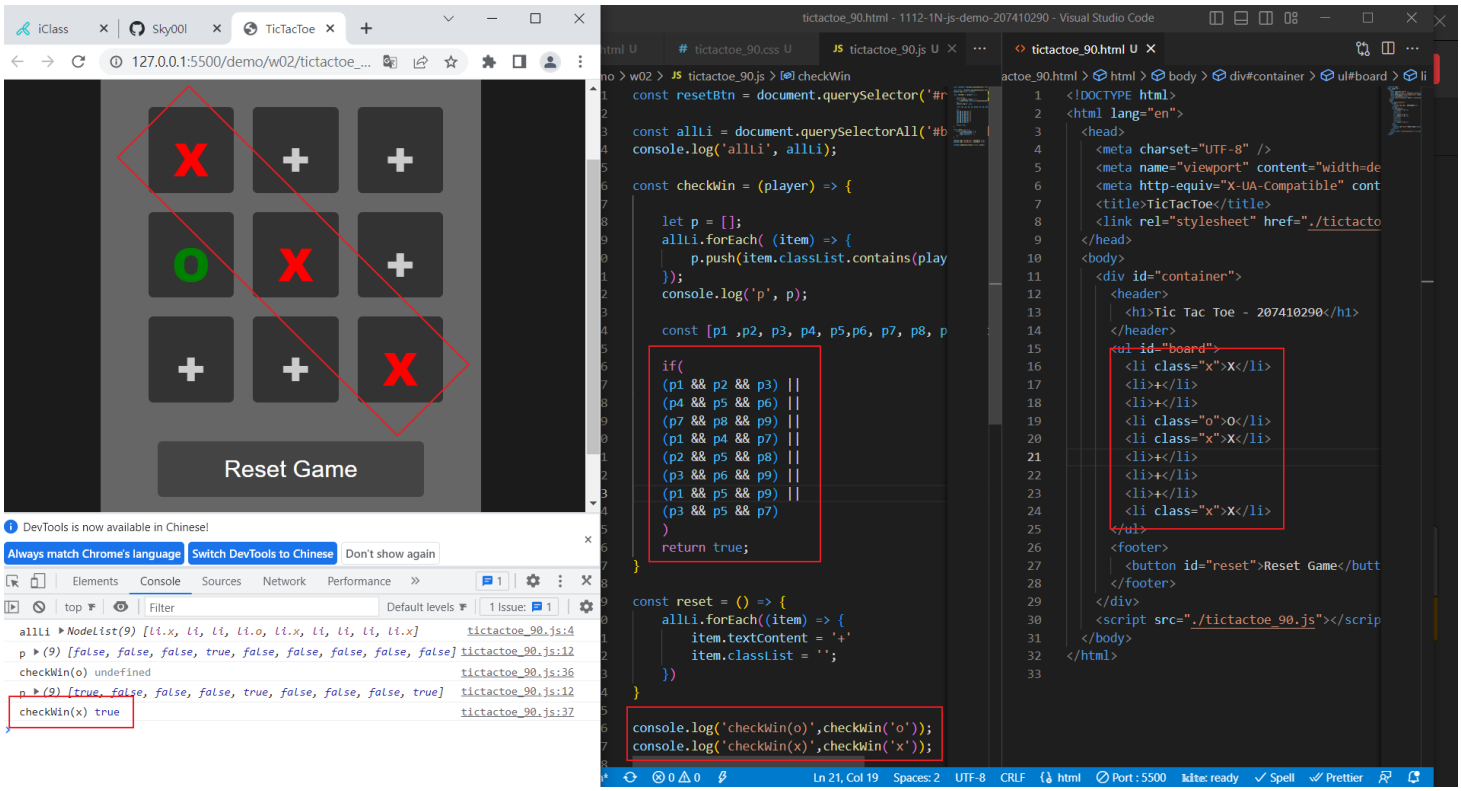
Github URL

W02-P1: checkWin to determine who wins, you need to create four images as said in class



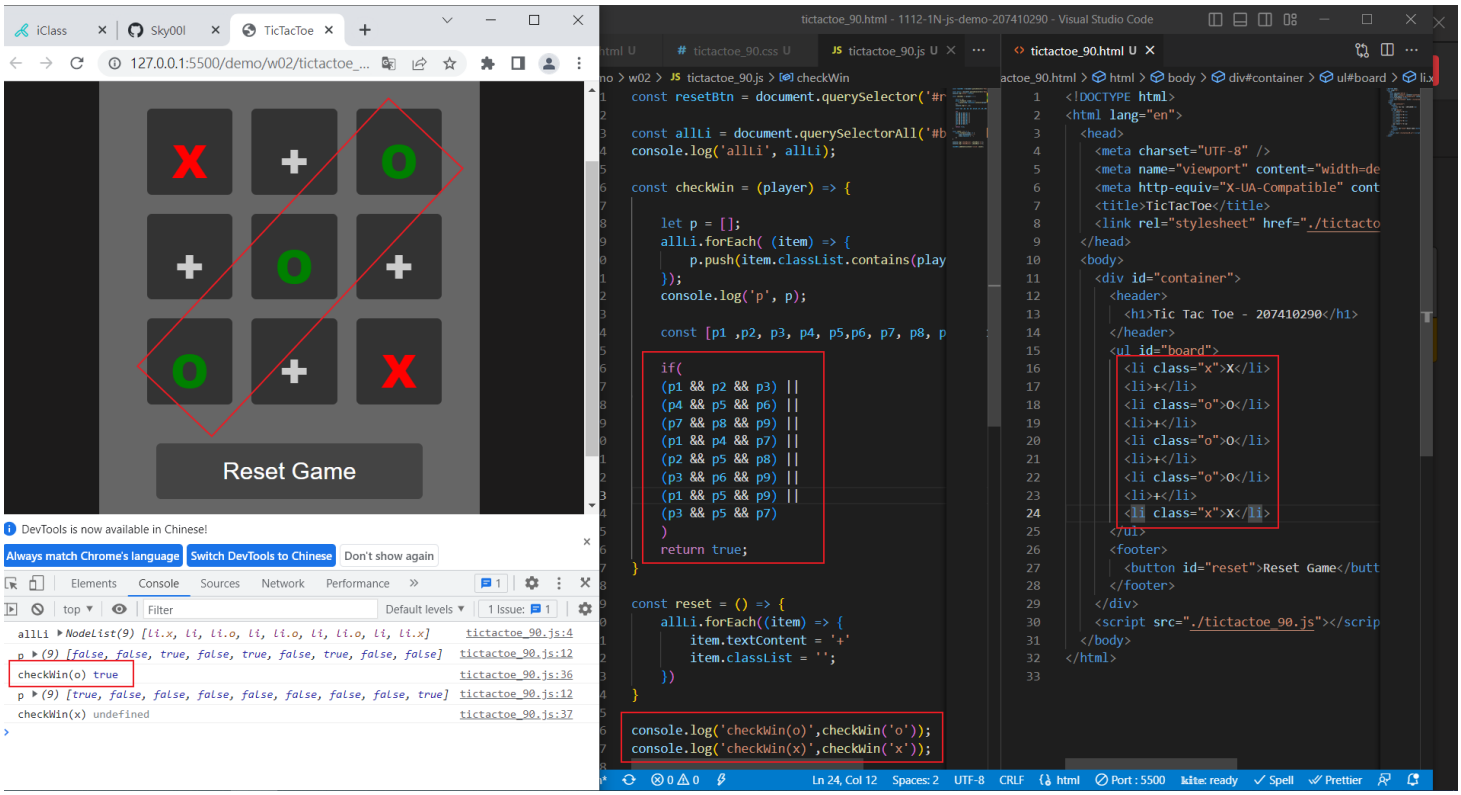



iClass
Sky00l
TicTacToe
127.0.0.1:5500/demo/w02/tictactoe_...
Reset Game
DevTools is now available in Chinese!
Always match Chrome's language
Switch DevTools to Chinese
Don't show again
Elements
Console
Sources
Network
Performance
allLi ▶NodeList(9) [li.x, li, li, li.o, li.x, li, li, li, li.x] tictactoe_90.js:4
p ▶(9) [false, false, false, true, false, false, false, false, false] tictactoe_90.js:12
checkWin(o) undefined tictactoe_90.js:36
p ▶(9) [true, false, false, false, true, false, false, false, true] tictactoe_90.js:12
checkWin(x) true tictactoe_90.js:37
tictactoe_90.html - 1112-1N-js-demo-207410290 - Visual Studio Code
tictactoe_90.css U
tictactoe_90.js U
tictactoe_90.html U
const resetBtn = document.querySelector('#r
const allLi = document.querySelectorAll('#b
console.log('allLi', allLi);
const checkWin = (player) => {
let p = [];
allLi.forEach((item) => {
p.push(item.classList.contains(play
});
console.log('p', p);
const [p1 ,p2, p3, p4, p5,p6, p7, p8, p
if(
(p1 && p2 && p3) ||
(p4 && p5 && p6) ||
(p7 && p8 && p9) ||
(p1 && p4 && p7) ||
(p2 && p5 && p8) ||
(p3 && p6 && p9) ||
(p1 && p5 && p9) ||
(p3 && p5 && p7)
)
return true;
}
const reset = () => {
allLi.forEach((item) => {
item.textContent = '+'
item.classList = '';
})
}
console.log('checkWin(o)',checkWin('o'));
console.log('checkWin(x)',checkWin('x'));
Ln 21, Col 19
Spaces: 2
UTF-8
CRLF
Port : 5500
Prettier
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8" />
<meta name="viewport" content="width=de
<meta http-equiv="X-UA-Compatible" cont
<title>TicTacToe</title>
<link rel="stylesheet" href="./tictacto
</head>
<body>

<header>
<h1>Tic Tac Toe - 207410290</h1>
</header>
<ul id="board">
<li class="x">X
+
+
<li class="o">O
<li class="x">X
+
+
+
<li class="x">X

<footer>
<button id="reset">Reset Game</butt
</footer>

<script src="./tictactoe_90.js"></scrip
</body>
</html>

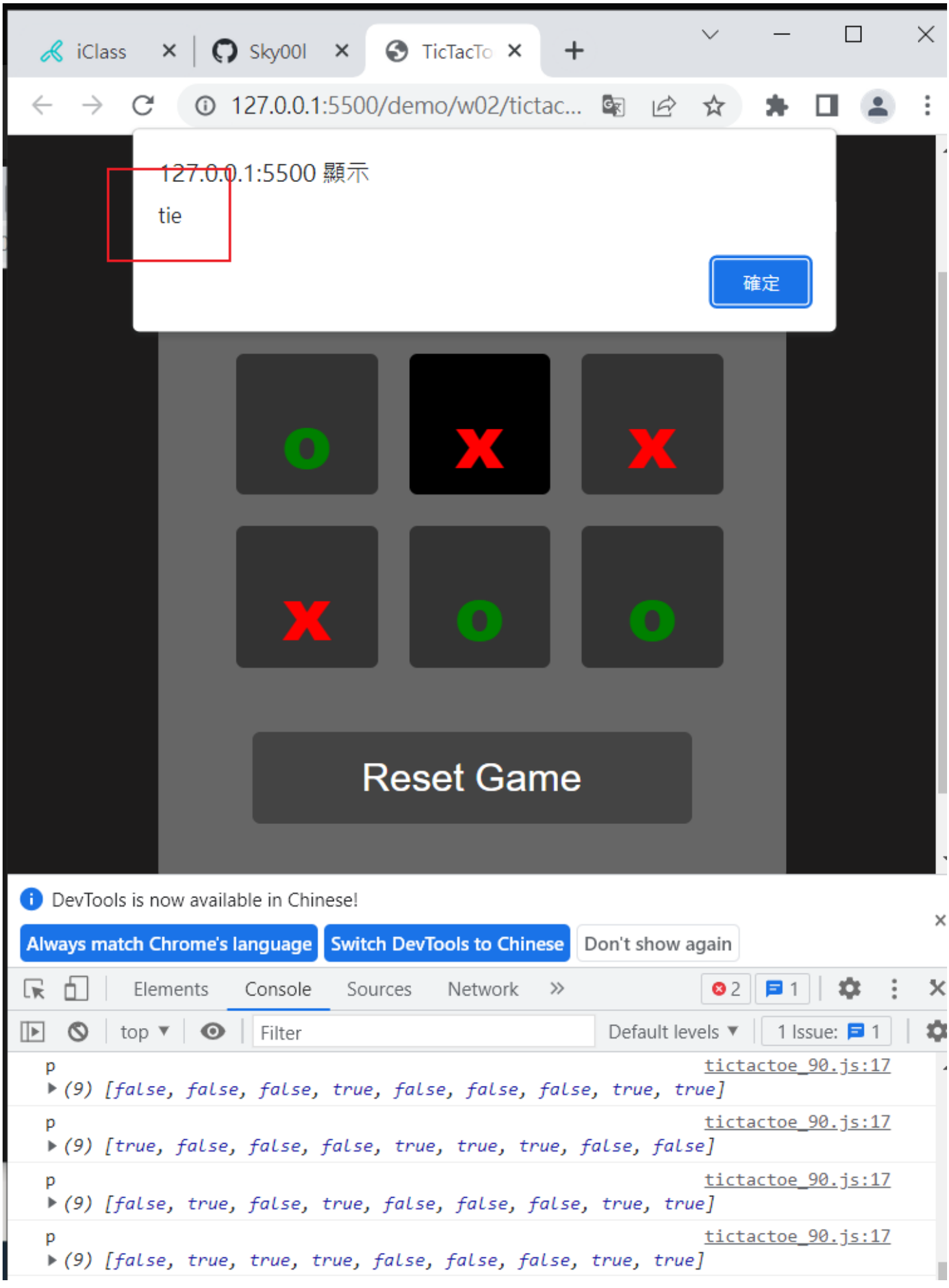

iClass
Sky00l
TicTacToe
127.0.0.1:5500/demo/w02/tictactoe_...
Reset Game
DevTools is now available in Chinese!
Always match Chrome's language
Switch DevTools to Chinese
Don't show again
Elements
Console
Sources
Network
Performance
allLi ▶NodeList(9) [li.x, li, li.o, li, li.o, li, li.o, li, li.x] tictactoe_90.js:4
p ▶(9) [false, false, true, false, true, false, true, false, false] tictactoe_90.js:12
checkWin(o) true tictactoe_90.js:36
p ▶(9) [true, false, false, false, false, false, false, false, true] tictactoe_90.js:12
checkWin(x) undefined tictactoe_90.js:37
tictactoe_90.html - 1112-1N-js-demo-207410290 - Visual Studio Code
tictactoe_90.css U
tictactoe_90.js U
tictactoe_90.html U
const resetBtn = document.querySelector('#r
const allLi = document.querySelectorAll('#b
console.log('allLi', allLi);
const checkWin = (player) => {
let p = [];
allLi.forEach((item) => {
p.push(item.classList.contains(play
});
console.log('p', p);
const [p1 ,p2, p3, p4, p5,p6, p7, p8, p
if(
(p1 && p2 && p3) ||
(p4 && p5 && p6) ||
(p7 && p8 && p9) ||
(p1 && p4 && p7) ||
(p2 && p5 && p8) ||
(p3 && p6 && p9) ||
(p1 && p5 && p9) ||
(p3 && p5 && p7)
)
return true;
}
const reset = () => {
allLi.forEach((item) => {
item.textContent = '+'
item.classList = '';
})
}
console.log('checkWin(o)',checkWin('o'));
console.log('checkWin(x)',checkWin('x'));
Ln 24, Col 12
Spaces: 2
UTF-8
CRLF
Port : 5500
Prettier
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8" />
<meta name="viewport" content="width=de
<meta http-equiv="X-UA-Compatible" cont
<title>TicTacToe</title>
<link rel="stylesheet" href="./tictacto
</head>
<body>

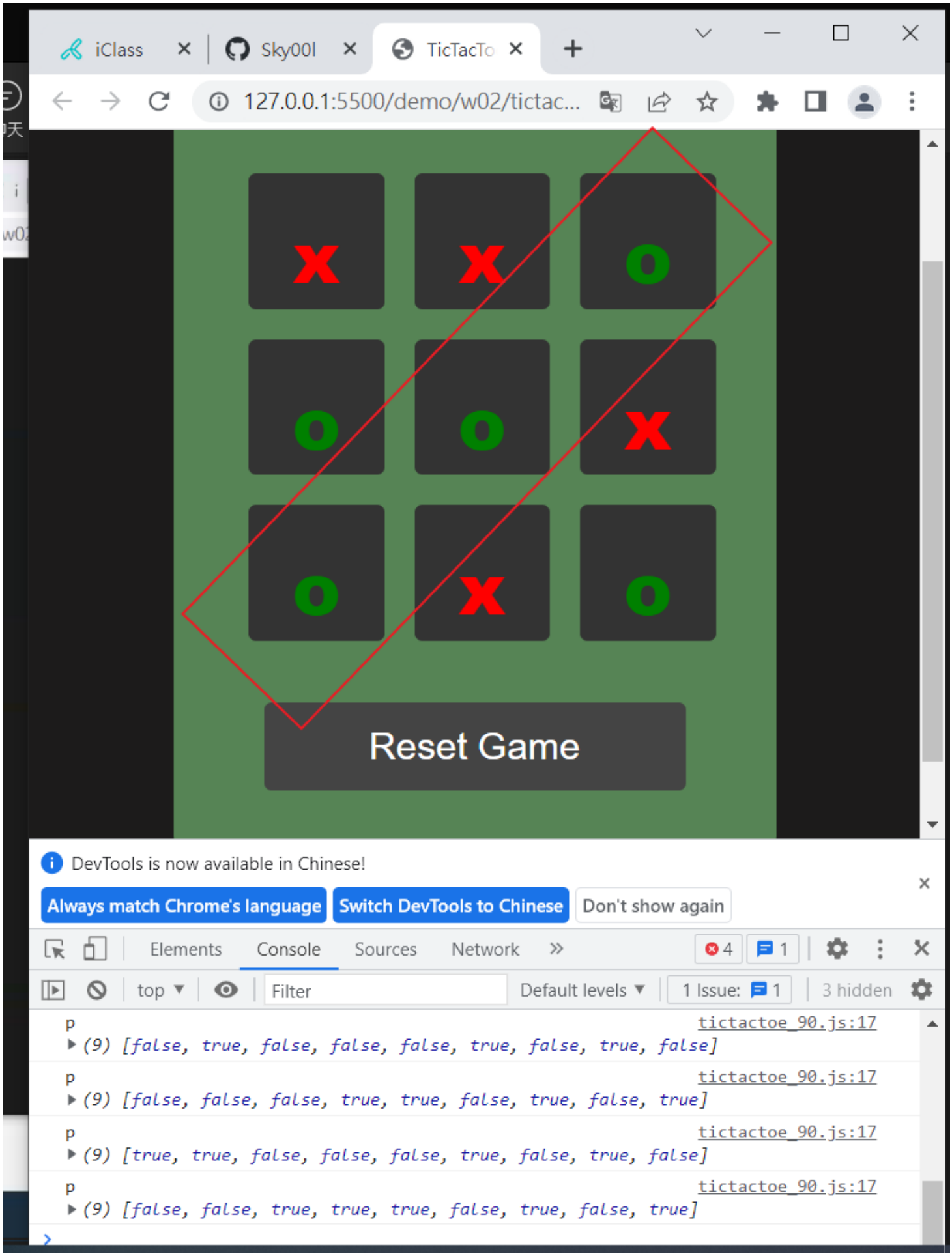
<header>
<h1>Tic Tac Toe - 207410290</h1>
</header>
<ul id="board">
<li class="x">X
+
<li class="o">O
+
<li class="o">O
+
<li class="o">O
+
<li class="x">X

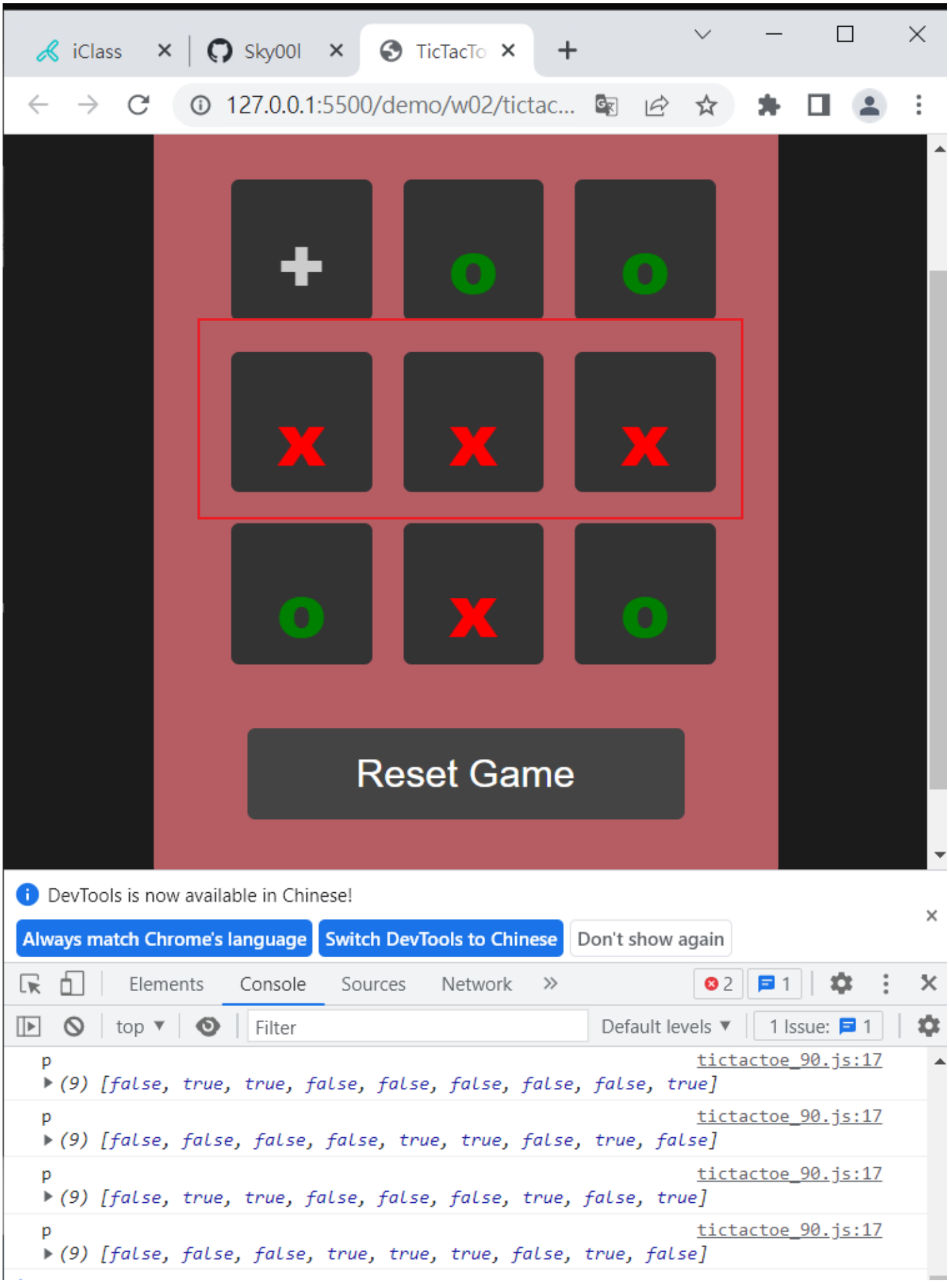
<footer>
<button id="reset">Reset Game</butt
</footer>

<script src="./tictactoe_90.js"></scrip
</body>
</html>

W02-P2: O win (9 times), X wins (8 times), tie (9 times)


iClass
Sky00l
TicTacTo
127.0.0.1:5500/demo/w02/tictac...
127.0.0.1:5500 顯示
tie
確定
o
x
x
x
o
o
Reset Game
DevTools is now available in Chinese!
Always match Chrome's language
Switch DevTools to Chinese
Don't show again
Elements
Console
Sources
Network
top
Filter
Default levels
1 Issue: 1
p
tictactoe_90.js:17
(9) [false, false, false, true, false, false, false, true, true]
p
tictactoe_90.js:17
(9) [true, false, false, false, true, true, true, false, false]
p
tictactoe_90.js:17
(9) [false, true, false, true, false, false, false, true, true]
p
tictactoe_90.js:17
(9) [false, true, true, true, false, false, false, true, true]


iClass
Sky00l
TicTacTo
127.0.0.1:5500/demo/w02/tictac...
x x o
o o x
o x o
Reset Game
DevTools is now available in Chinese!
Always match Chrome's language
Switch DevTools to Chinese
Don't show again
Elements
Console
Sources
Network
top
Filter
Default levels
1 Issue: 1
3 hidden
p
tictactoe_90.js:17
(9) [false, true, false, false, false, true, false, true, false]
p
tictactoe_90.js:17
(9) [false, false, false, true, true, false, true, false, true]
p
tictactoe_90.js:17
(9) [true, true, false, false, false, true, false, true, false]
p
tictactoe_90.js:17
(9) [false, false, true, true, true, false, true, false, true]


iClass
Sky00l
TicTacTo
127.0.0.1:5500/demo/w02/tictac...
Reset Game
DevTools is now available in Chinese!
Always match Chrome's language
Switch DevTools to Chinese
Don't show again
Elements
Console
Sources
Network
top
Filter
Default levels
1 Issue: 1
p
tictactoe_90.js:17
(9) [false, true, true, false, false, false, false, false, true]
p
tictactoe_90.js:17
(9) [false, false, false, false, true, true, false, true, false]
p
tictactoe_90.js:17
(9) [false, true, true, false, false, false, true, false, true]
p
tictactoe_90.js:17
(9) [false, false, false, true, true, true, false, true, false]

[下午 08:32] 鍾興臺

w02-p2-1.png