**Application fact sheet.**

From the childhood, everyone played such an interesting game called tic tac toe. The rules are very simple, two players have field with size 3x3, first player is x the second one is 0, both goes one after another, players need to collect three elements in a row. There are three types of collecting: vertical, horizontal and diagonal. Our field contains nine cells, so let's number them in order starting from zero, following which we can denote subsets with winning situations(below).Each time a user click on cell he calls an event, which will be named as “clickedCell”, which will have an index by which we define the turn.  
After creating the field and players turn, it is necessary to show the results of game. We have subsets of wining conditions, and each time we compare it to game state variable, following which program display wining or draw message. Well, each time when a player wins our application change the colour of the light. In order to realise it, we need to send a request to the server, consisting of internet protocol address of the network plus username. After that, we can set state and colour of the lights.