



Partita a scacchi

```
const validMove$ = playerMove$.pipe(  
    withLatestFrom(gameDetails$),  
    filter(([move, game]) => isInTime(game))  
    filter(isValidMove)  
);
```

```
validMove$.subscribe(updateUI);  
validMove$.subscribe(postMove);  
opponentMove$.subscribe(updateUI);
```



Lookup Form