function Square (props){

return(

<button className= "square" onClick=

{props.onClick}>

{props.value}

</button>

);

}

class Board extends React.Component {

constructor(props){

super(props);

this.state={

squares: Array(9).fill(null),

xIsNext: true,

};

}

handleClick(i){

const squares = this.state.squares.slice();

if (calculateWinner(squares) || sqares[i]) {

return;

}

squares[i] = this.state.xIsNext ? 'X':'O';

this.setState({squares: squares,

xIsNext: !this.state.xIsNext,});

}

renderSquare(i) {

return <Square value={this.state.squares[i]}

onClick={() => this.handleClick(i)}/>;

}

render() {

const winner = calculateWinner(this.state.squares);

let status;

if (winner) {

status = 'Winner: ' + winner;

} else {

status = 'Next player: ' + (this.state.xIsNext ? 'X' : 'O');

}

return (

<div>

<div className="status">{status}</div>

<div className="board-row">

{this.renderSquare(0)}

{this.renderSquare(1)}

{this.renderSquare(2)}

</div>

<div className="board-row">

{this.renderSquare(3)}

{this.renderSquare(4)}

{this.renderSquare(5)}

</div>

<div className="board-row">

{this.renderSquare(6)}

{this.renderSquare(7)}

{this.renderSquare(8)}

</div>

</div>

);

}

}

class Game extends React.Component {

render() {

return (

<div className="game">

<div className="game-board">

<Board />

</div>

<div className="game-info">

<div>{/\* status \*/}</div>

<ol>{/\* TODO \*/}</ol>

</div>

</div>

);

}

}

// ========================================

ReactDOM.render(

<Game />,

document.getElementById('root')

);

function calculateWinner(squares) {

const lines = [

[0, 1, 2],

[3, 4, 5],

[6, 7, 8],

[0, 3, 6],

[1, 4, 7],

[2, 5, 8],

[0, 4, 8],

[2, 4, 6],

];

for (let i = 0; i < lines.length; i++) {

const [a, b, c] = lines[i];

if (squares[a] && squares[a] === squares[b] && squares[a] === squares[c]) {

return squares[a];

}

}

return null;

}