Tic Tac Toe

Function playGame() {

GameNotWon = true;

playerId=”X”;

winnerArray=[];

numSquarePlayed = 0;

/\* initialize winnerArray \*/

for (i=0; I <3; i++) {

for (j=0; j<3; j++) {

winnerArray[i,j]=-1

};

};

while(gameNotWon){

onClickForSquare do{

display x or o

setWinnerArray(square,playerId);

numSquarePlayed +=;

var winnerCheck = checkWinnerArrayForWinner(playerId);

if (winnerCheck) ===true) {

gameNotWon=false;

incrementWinnerTotals();

AlertWinner();

}

else if (winnerCheck ===”Cats”) {

AlertCats();

gameWon=false;

}

else {

togglePlayerId(playerId);

}

} onClickForSquare

}while

}playGame

function checkWinnerArrayForWinner(player)}

if (payer ===”x”) }

var target = 0;

{

else {

var target = 3;

{

for (i=0; I < 3; i++) {

row1sum += winnerArray[0,i];

row2sum += winnerArray[1,i];

row3sum += winnerArray[2,i];

column1 += winnerArray[i,0];

column2 += winnerArray[i,1];

column3 += winnerArray[i,2];

{

diagSum1 = winnerArray[0,0]+winnerArray[1,1]+winnerArray[2,2];

daigSum2 = winnerArray[0,2]+winnerArray[1,1]+winnerArray[2,0];

if (rowsum1 === target || rowsum2 === target|| rowsum3 === target ||

column1 === target || column2 === target || column3 === target ||

diagSum1 === target || diagSum2 === target ) {}

return true;

}

else if (checkForCatsGame() === true) {

return “Cats”;

}

else {

return false;

}

}

function checkForCatsGame(){

if (numSquarePlayed === 9) {

return true;

}

else {

return false;

}

}playGame;