

# Let's code Tic-Tac-Toe!

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# **What kind of information is contained in a game of tic-tac-toe?**

We'll be turning this information into variables,  
loops, and functions



**1) Write a variable that creates an empty tic-tac-toe board**



**2) Write a variable that represents whose turn it is (“X” or “O”)**



**3) Write a function that **returns** the value at a given **row-column** position**

Hint: row and column should be the input parameters



**4) Write a function that prints the tic-tac-toe board nicely in the console**

Hint: you can use your function from #3



**5) Write a function that sets a given **value** at a given **row-column** position**

Hint: No need to return anything in this function!



**6) Modify the function from #5 so that it prints the board to the console after changing it**

Hint: Use your function from #4





## 7) Write a function that:

- a) Prompts the user for a row
- b) Prompts the user for a column
- c) Sets either an “X” or “O” on the board

Hint: You can prompt for input with `var row=prompt(“enter a row”);`

Hint: `parseInt(string)` will turn a string into a number

Hint: use the function you wrote in #5



**8) Modify the function from #7 so that it changes whose turn it is**



## **9) Modify the function again so that it only runs if the row-column position is blank**

Otherwise “X” could just overwrite “O”s tiles! (and vice versa)



**10) Write a function that looks at the tic-tac-toe board and decides who's won the game - “X”, “O”, or no one!**



**11) Write a loop that ask for user input until someone wins the game**



**12) As soon as someone wins,  
announce the victor with an  
alert(“message”) call**



# My God, you've done it!

