DGMD E-28  
Developing Single Page Web Applications  
Assignment 2b: Tic Tac Toe part 2

## Summary

Your assignment is to continue the Tic Tac Toe game started last week.

## Ground Rules

* You may use HTML, CSS, Javascript and JQuery only
* DO NOT look up how to do this online.
* You must do each part as specified.
* Use the techniques we reviewed in class and in the notes.
* You may host anywhere you want, but it must be online.
* You may add enhancements or variations after meeting the requirements.

## Task for this week:

Copy ttt2.html to ttt3.html. Add the following functionality.

* Add an event handler for the <div>’s that represent the squares such that when you click in a square it will put an X in the square and a popup will display the number of the square where 0 is the first square up to 8 for the last square. One event handler should be able to work for all squares. Modify the previous Javascript as needed.

Copy ttt3.html to ttt4.html. Add the following functionality.

* Alternate between X’s turn or O’s turn. Put the appropriate symbol (X or O) in the square when clicked.
* Display whose turn it is in the div created previously.
* A square should not be allowed to be changed once an X or O is placed.
* Randomly choose whether X or O will start.

Note: for both ttt3 and ttt4, the board should be constructed with the JavaScript loop provided in ttt2.

**Deliverables**:   
  
ttt13.html/ttt4.html along with the URL’s ***online***

Answer to question:

Careful planning of the structure of the HTML can assist with identifying selectors in both CSS and Javascript. How do you think the structure of the ttt files so far do or do not help with that goal?

## Rubric

20 points Creativity & Effort  
50 points Meets requirements  
30 points Overall quality/technical proficiency