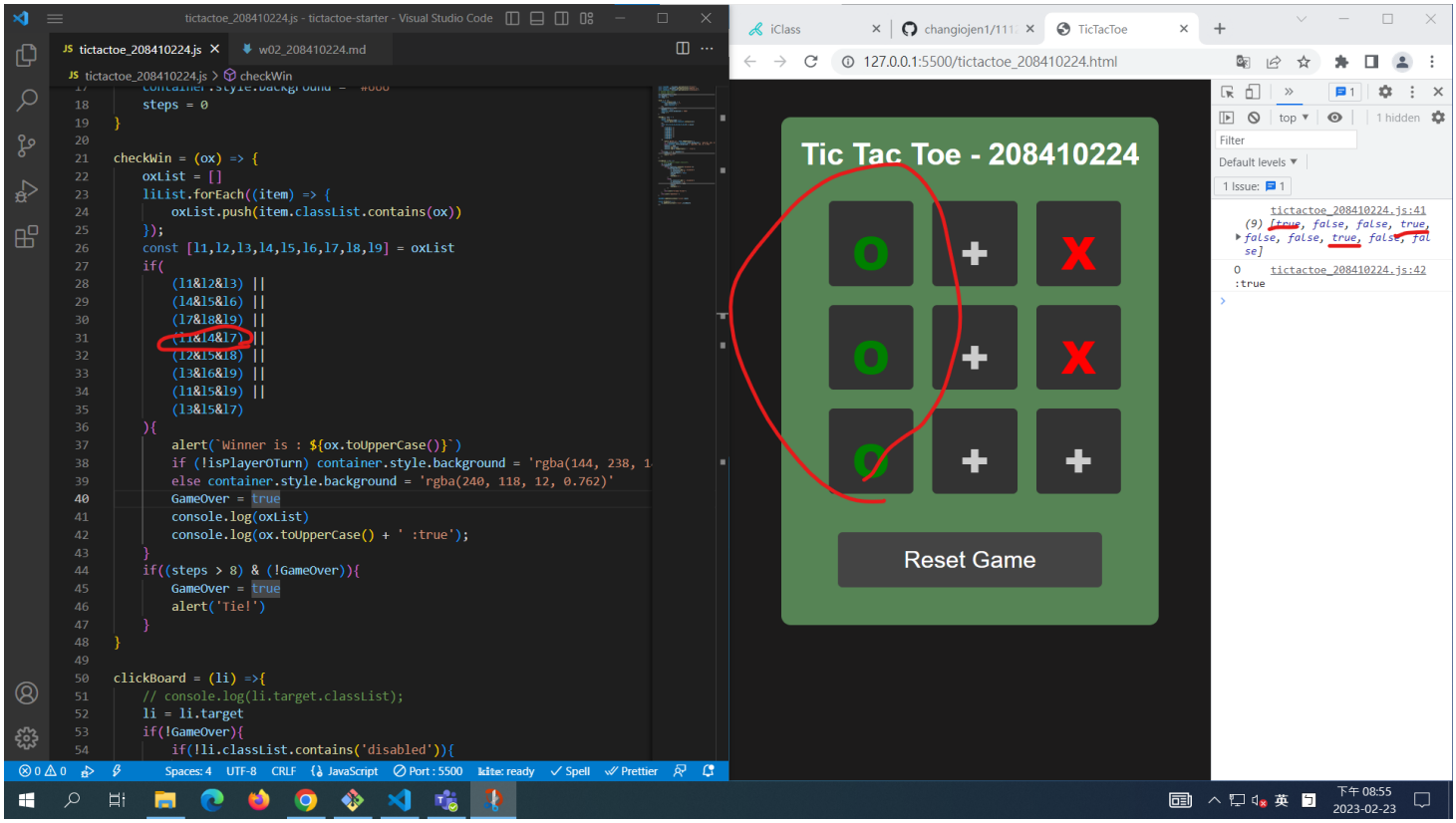
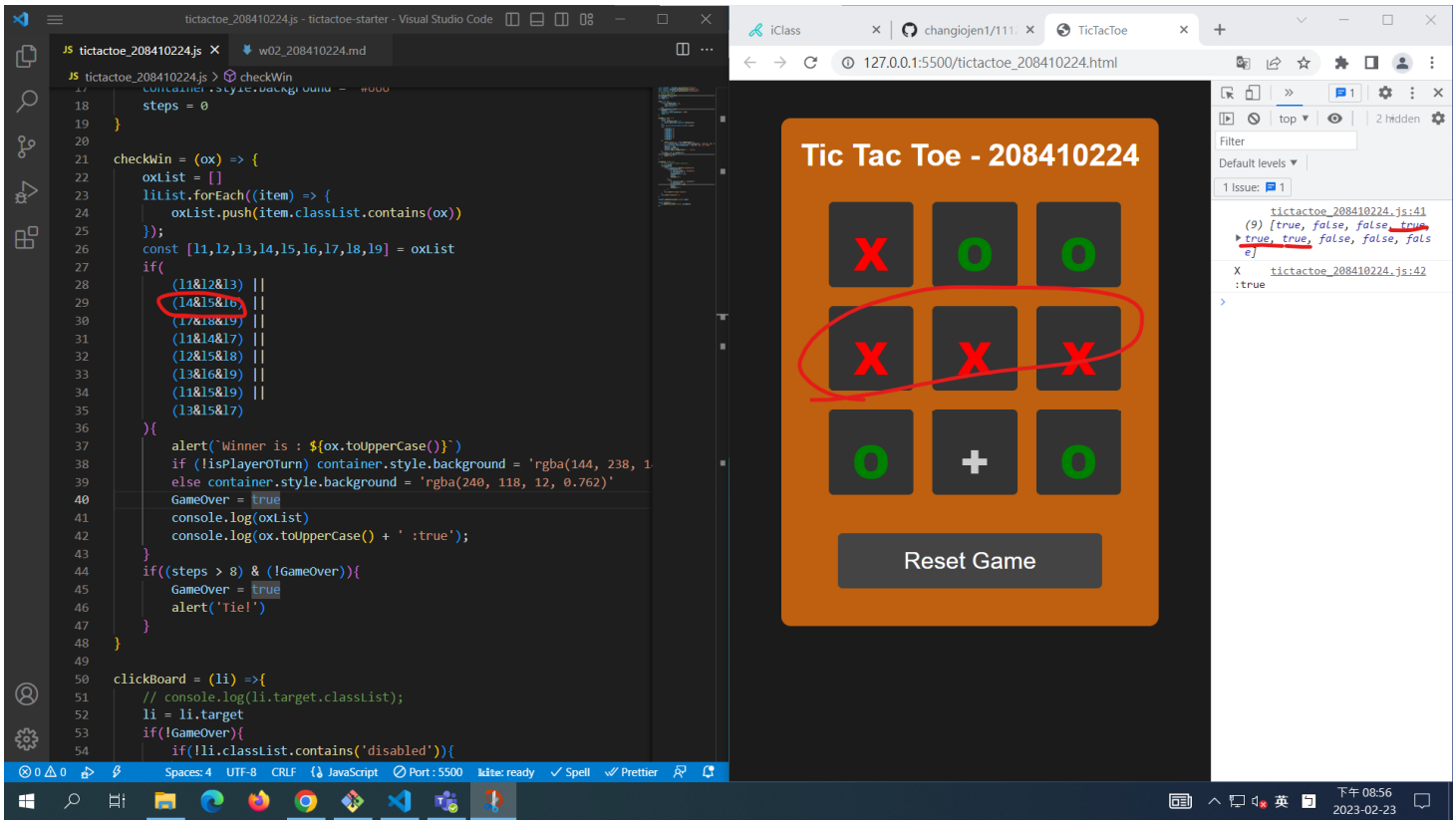
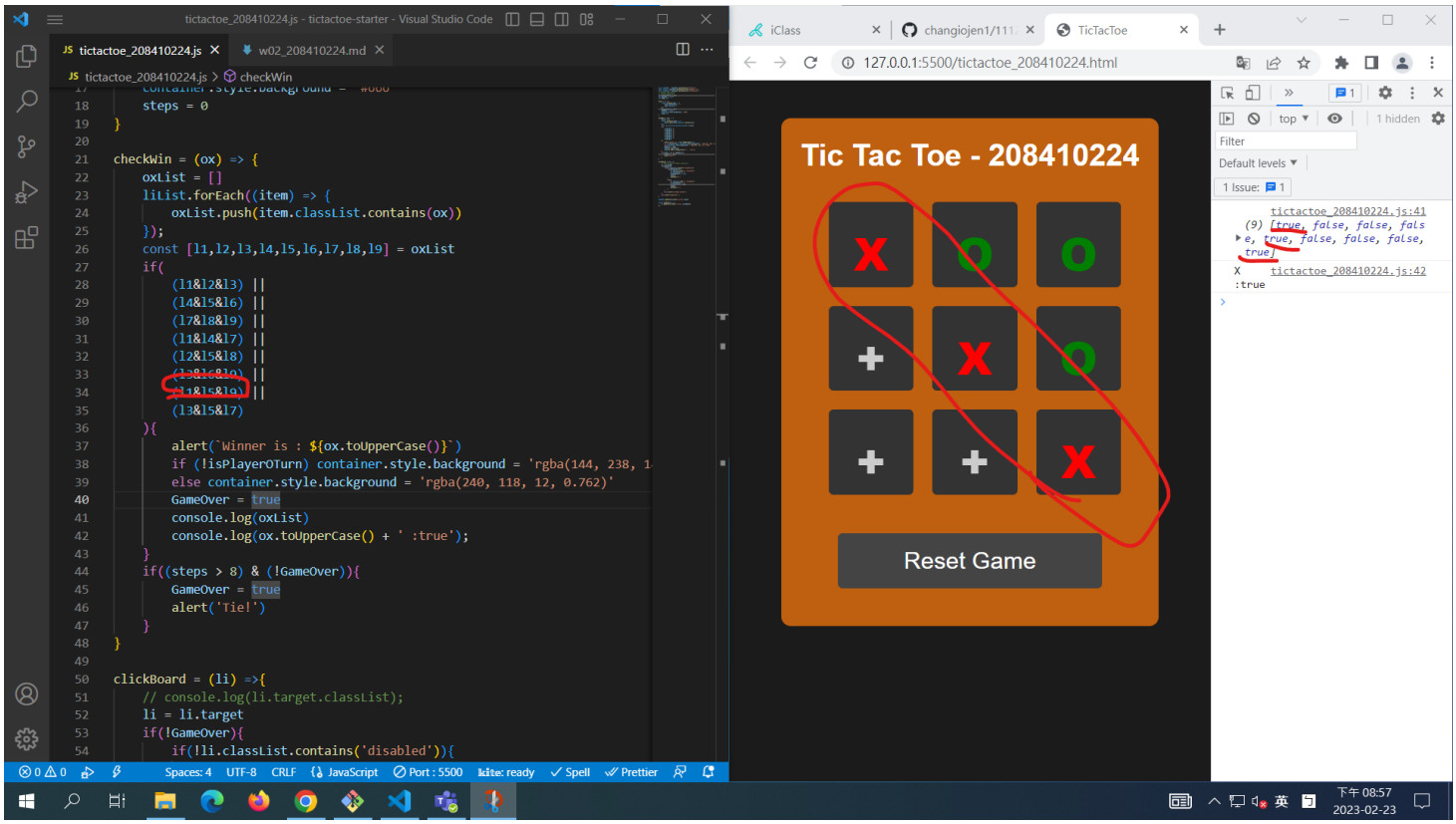
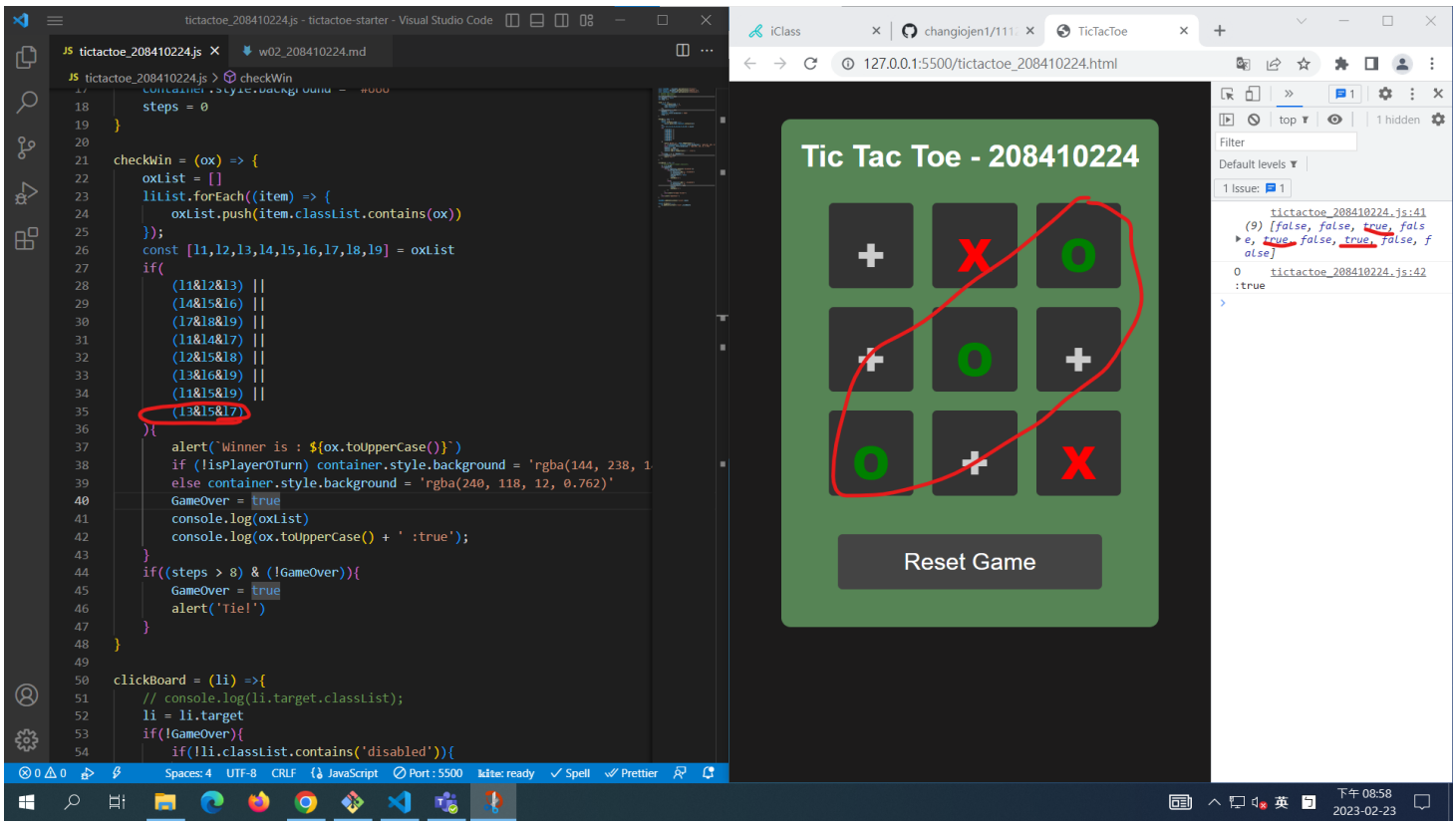
W02-P1: checkWin to determine who wins, you need to create four images as said in class

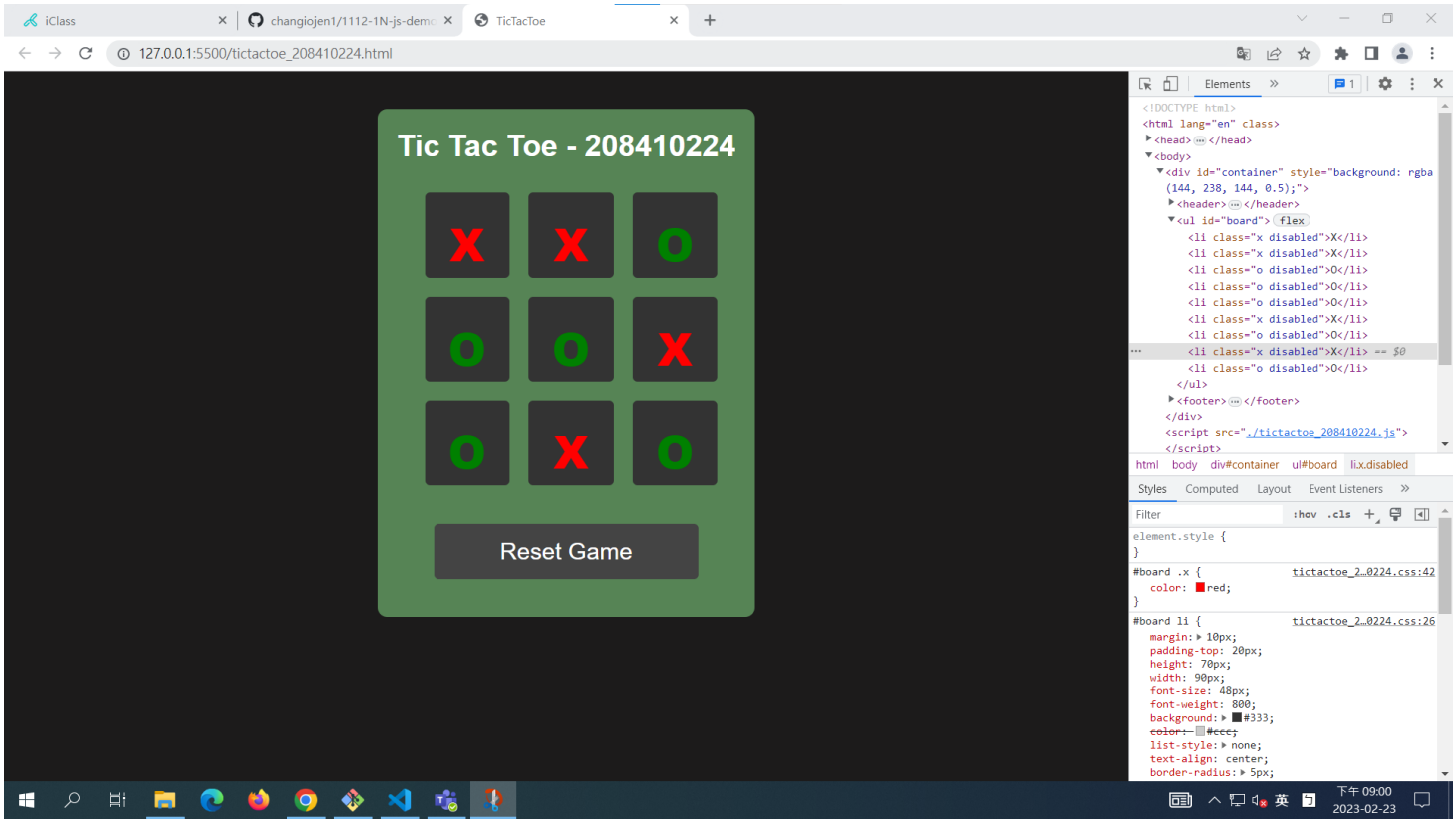


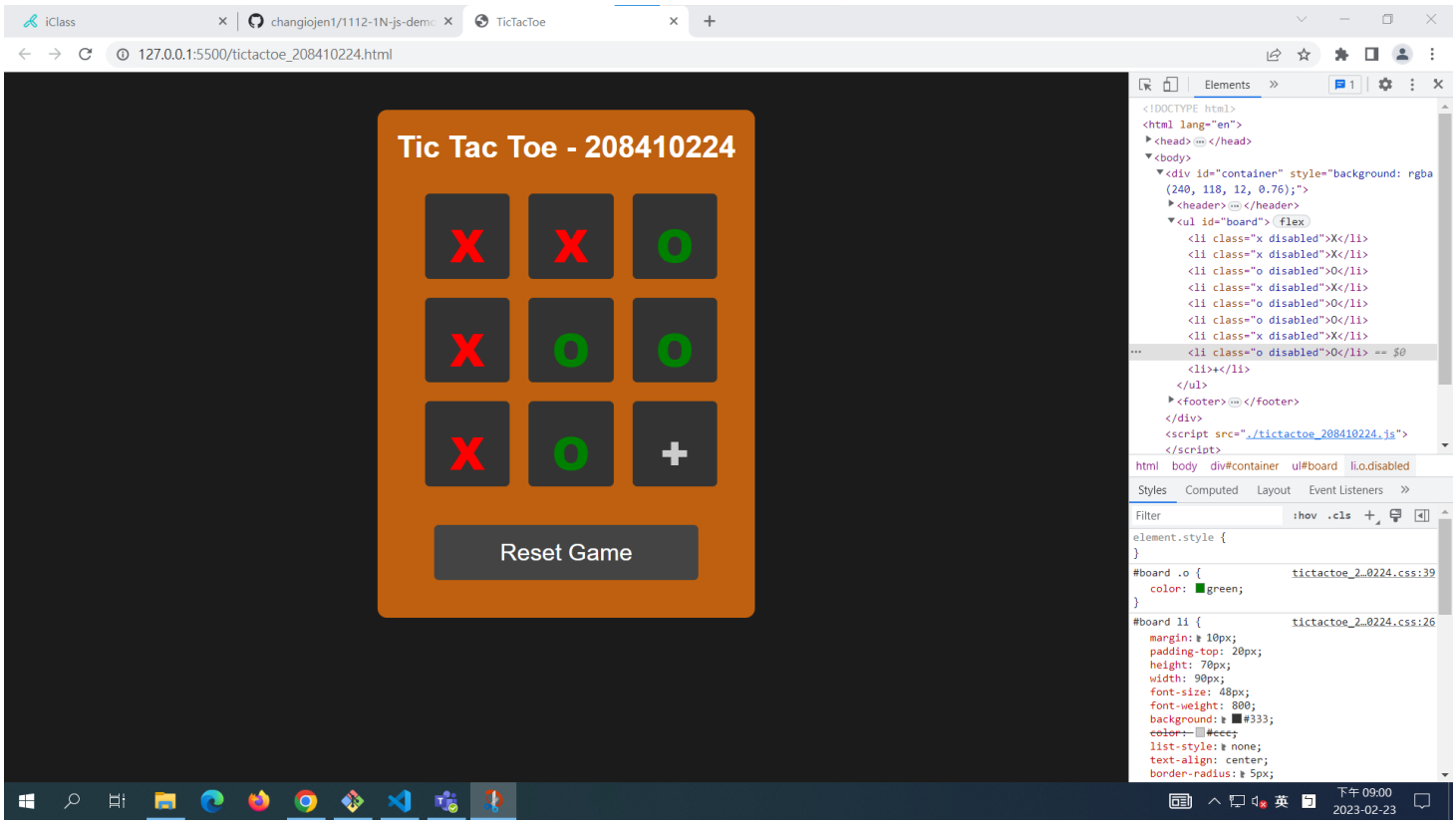


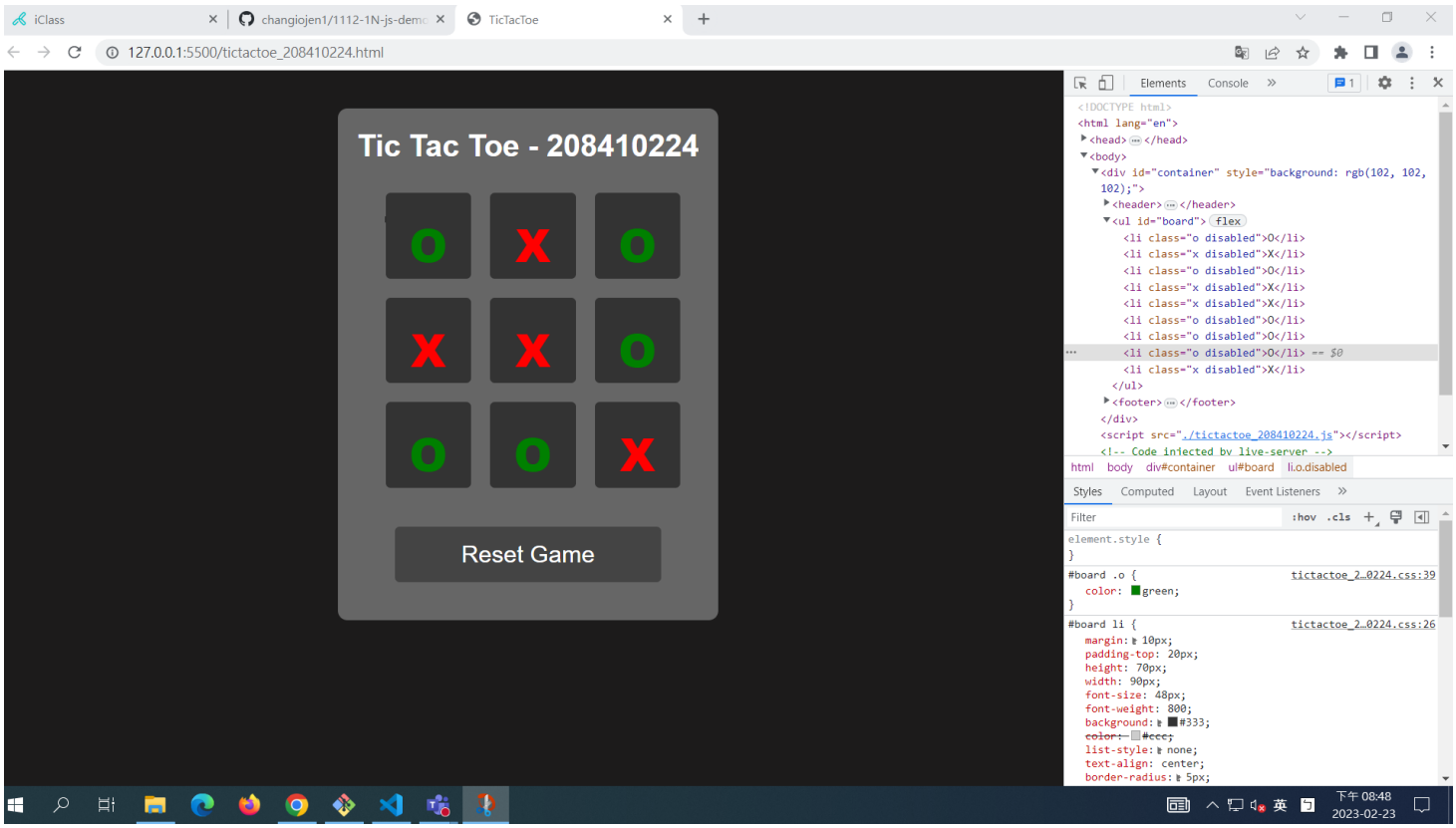

tictactoe_208410224.js - tictactoe-starter - Visual Studio Code
tictactoe_208410224.js
w02_208410224.md
tictactoe_208410224.js > checkWin
steps = 0
checkWin = (ox) => {
oxList = []
liList.forEach((item) => {
oxList.push(item.classList.contains(ox))
});
const [l1,l2,l3,l4,l5,l6,l7,l8,l9] = oxList
if(
(l1&l2&l3) ||
(l4&l5&l6) ||
(l7&l8&l9) ||
(l1&l4&l7) ||
(l2&l5&l8) ||
(l3&l6&l9) ||
(l1&l5&l9) ||
(l3&l5&l7)
){
alert(`Winner is : ${ox.toUpperCase()}`)
if (!isPlayerOTurn) container.style.background = 'rgba(144, 238, 1
else container.style.background = 'rgba(240, 118, 12, 0.762)'
GameOver = true
console.log(oxList)
console.log(ox.toUpperCase() + ' :true');
}
if((steps > 8) & (!GameOver)){
GameOver = true
alert('Tie!')
}
}
clickBoard = (li) =>{
// console.log(li.target.classList);
li = li.target
if(!GameOver){
if(!li.classList.contains('disabled')){
Spaces: 4 UTF-8 CRLF JavaScript Port : 5500 Live: ready Spell Prettier
iClass
changiojen1/111
TicTacToe
127.0.0.1:5500/tictactoe_208410224.html
Tic Tac Toe - 208410224
Reset Game
tictactoe_208410224.js:41
(9) [true, false, false, false, true, false, false, false, true]
X :true
tictactoe_208410224.js:42
下午 08:57
2023-02-23


tictactoe_208410224.js - tictactoe-starter - Visual Studio Code
tictactoe_208410224.js
w02_208410224.md
tictactoe_208410224.js > checkWin
steps = 0
checkWin = (ox) => {
oxList = []
liList.forEach((item) => {
oxList.push(item.classList.contains(ox))
});
const [l1,l2,l3,l4,l5,l6,l7,l8,l9] = oxList
if(
(l1&l2&l3) ||
(l4&l5&l6) ||
(l7&l8&l9) ||
(l1&l4&l7) ||
(l2&l5&l8) ||
(l3&l6&l9) ||
(l1&l5&l9) ||
(l3&l5&l7)
){
alert(`Winner is : ${ox.toUpperCase()}`)
if (!isPlayerOTurn) container.style.background = 'rgba(144, 238, 1
else container.style.background = 'rgba(240, 118, 12, 0.762)'
GameOver = true
console.log(oxList)
console.log(ox.toUpperCase() + ' :true');
}
if((steps > 8) & (!GameOver)){
GameOver = true
alert('Tie!')
}
}
clickBoard = (li) =>{
// console.log(li.target.classList);
li = li.target
if(!GameOver){
if(!li.classList.contains('disabled')){
Spaces: 4 UTF-8 CRLF JavaScript Port : 5500 Live: ready Spell Prettier
iClass
changiojen1/111
TicTacToe
127.0.0.1:5500/tictactoe_208410224.html
Tic Tac Toe - 208410224
Reset Game
tictactoe_208410224.js:41
(9) [false, false, true, false, true, false, true, false, false]
0 :true
tictactoe_208410224.js:42
下午 08:58
2023-02-23

W02-P2: O win (9 times), X wins (8 times), tie (9 times)






iClass
changiojen1/1112-1N-js-demo
TicTacToe
127.0.0.1:5500/tictactoe_208410224.html
Tic Tac Toe - 208410224
o x o
x x o
o o x
Reset Game
Elements
Console
<!DOCTYPE html>
<html lang="en">
<head> </head>
<body>

<header> </header>
<ul id="board"> flex
<li class="o disabled">O
<li class="x disabled">X
<li class="o disabled">O
<li class="x disabled">X
<li class="x disabled">X
<li class="o disabled">O
<li class="o disabled">O
<li class="o disabled">O == $0
<li class="x disabled">X

<footer> </footer>

<script src="./tictactoe_208410224.js"></script>
<!-- Code injected by live-server -->
html body div#container ul#board li.o.disabled
Styles
Computed
Layout
Event Listeners
Filter
:hov .cls
element.style {
}
#board .o {
color: green;
}
tictactoe_2…0224.css:39
#board li {
margin: 10px;
padding-top: 20px;
height: 70px;
width: 90px;
font-size: 48px;
font-weight: 800;
background: #333;
color: #ccc;
list-style: none;
text-align: center;
border-radius: 5px;
tictactoe_2…0224.css:26
下午 08:48
2023-02-23

W02-P3: debug -- 已經走過的，不能走，但是 turn 加 1，下一步還是同一個 player

使用 bool isPlayerOTurn 判斷 OX

```
clickBoard = (li) =>{
    // console.log(li.target.classList);
    li = li.target
    if(!GameOver){
        if(!li.classList.contains('disabled')){
            if(isPlayerOTurn){
                li.classList.add('o','disabled')
                li.textContent = 'O'
                isPlayerOTurn = false
                steps++
                checkWin('o')
            }
            else{
                li.classList.add('x','disabled')
                li.textContent = 'X'
                isPlayerOTurn = true
                steps++
                checkWin('x')
            }
        }
        else alert("Already Filled!")
    }
    else alert('GamerOver!')
}
```

W02-P4: debug -- 已經贏了，還可以繼續往下玩

使用 bool GameOver 判斷遊戲是否結束

```
clickBoard = (li) =>{
    // console.log(li.target.classList);
    li = li.target
    if(!GameOver){
        if(!li.classList.contains('disabled')){
            if(isPlayerOTurn){
                li.classList.add('o','disabled')
                li.textContent = 'O'
                isPlayerOTurn = false
                steps++
                checkWin('o')
            }
            else{
                li.classList.add('x','disabled')
                li.textContent = 'X'
                isPlayerOTurn = true
                steps++
                checkWin('x')
            }
        }
        else alert("Already Filled!")
    }
    else alert('GamerOver!')
}
```