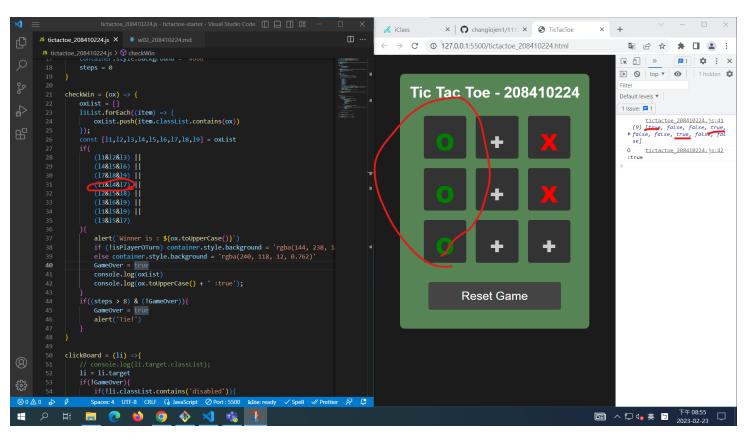
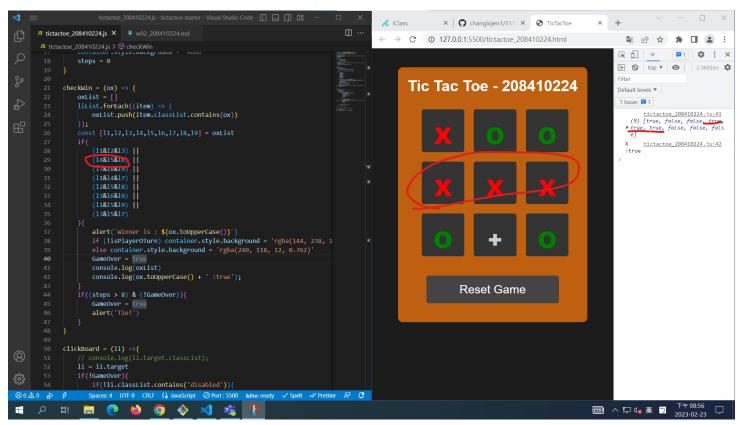
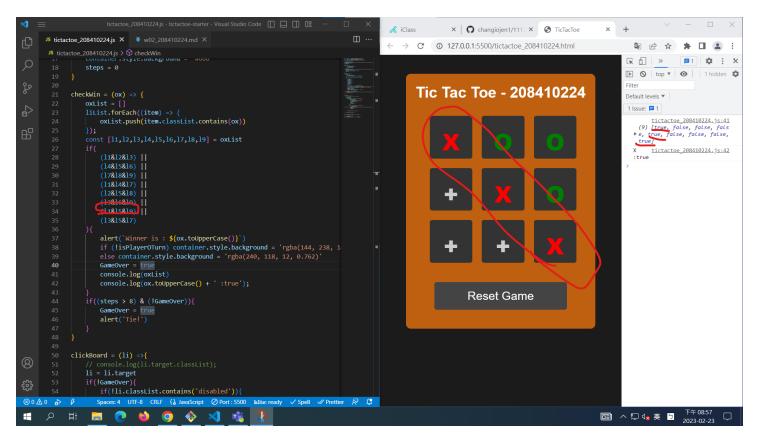
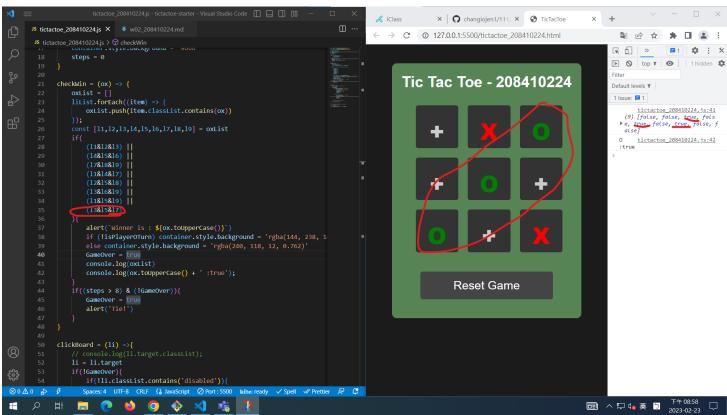
## W02-P1: checkWin to determine who wins, you need to create four images as said in class

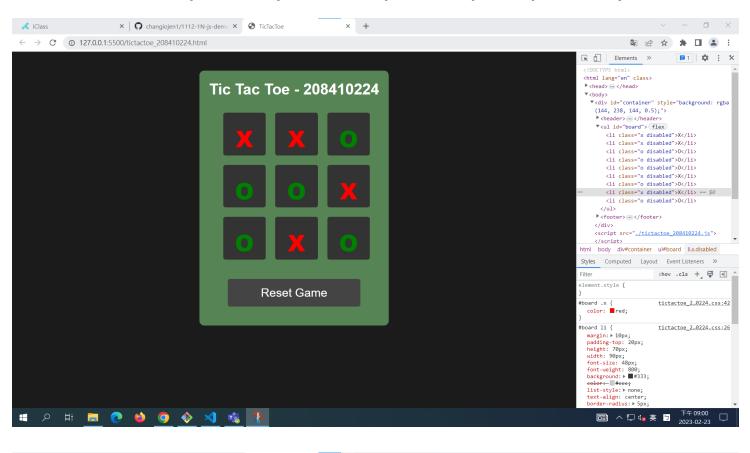


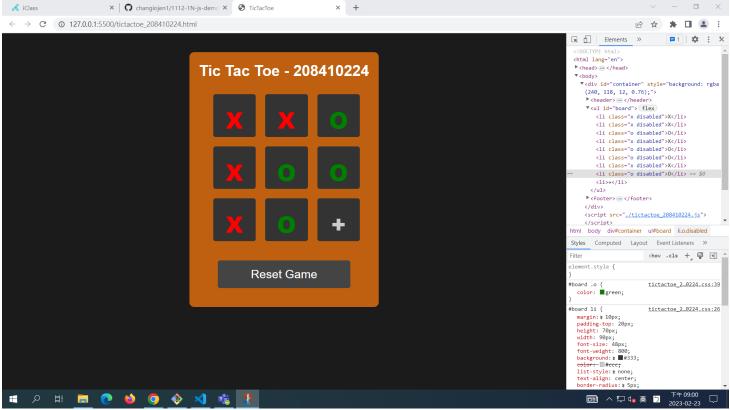


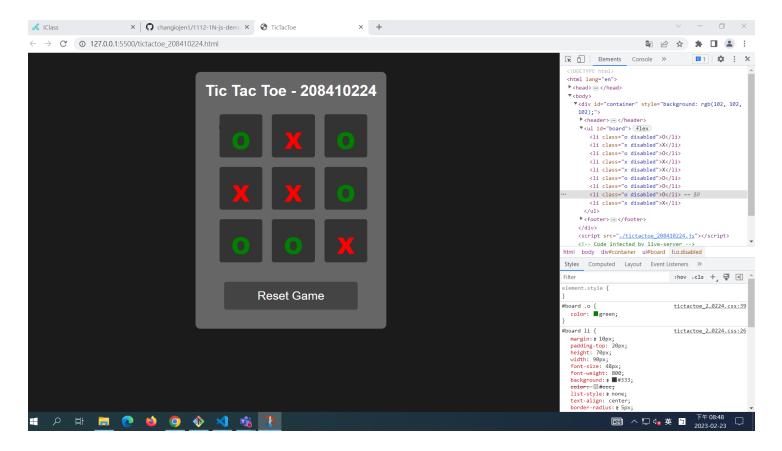




## W02-P2: O win (9 times), X wins (8 times), tie (9 times)







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 = '0'
            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 = '0'
             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!')
```