Step by step:  1) (reate a 7 x 7 board as before  2) generate a board state when "new" chiked *  3) Save to storage when "save" button chiked *  4) Load From storage when "load" button disked *  Details:  Recommendation: Stare the board as a 7 x 7  array was id = "(xy)" to access html.  See letters or ensums to indicate color.  Ex of a random board  Called when page opens.  NEVO: Generate and Visualize a new board  (alon't save the old to storage)  [SAVE]: Save the current board to storage  (replace the old save is necessary)  [DAD]: Display the board currently in storage  I rothing, ALLERT  Irreduent: Exact button placement does not matter so	Team 1 Assignment:
1) (reate a # x # board as before  2) generate a board state when "saw" button clicked *  3) Saw to storage when "saw" button clicked *  4) load from storage when "law!" button clicked *  4) load from storage when "law!" button dished *  Details:  Theree options with equal probability for each cell.  Recommendation: Store the board as a # x #  ********************************	
2) generate a board state when "hew" chiked *  3) Some to storage when "save" button chiked *  4) board from storage when "load" button dished *  Octails:  Theree options with equal probability for each cell.  Recommendation: Store the board as a 7×7  array we id = "(x,y)" to access html.  When the letters or ensums to indicate color.  Ex of a random board  Called when page opens.  NEW: Generate and Visualize a new board  (don't save the old to storage)  SAVE: Some the current board to storage  (replace the old save if necessary)  [LOAD: Display the board currently in storage  If nothing, ALERT  Irrelevant: Exact button placement does not matter so	
3) Save to storage when "save" button whited *  4) boad From storage when "load" button whited *  Details:  Theree options with equal probability for each cell.  Recommendation: Store the board as a 7×7  array wax id = "(x,y)" to access html.  So of a variety board when page opens.  [NEW]: Generate and Visualize a new board  (alon't save the old to storage)  [SAVE]: Save the current board to storage  (replace the old save if necessary)  [DAD]: Display the board currently in storage  If nothing, ALERT  Irrelevent: Exact button placement does not matter so	
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[LOAD]: Display the board currently in storage  If nothing, ALERT  Irrelevent: Exact button placement does not matter so	Recommendation: Store the board as a $4 \times 4$ array use $id = ((x,y))^n$ to access html.  So a various board  Couled when page opens.  Outtons:  (don't save the old to storage)
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clon't worry.	don't worry.