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DGMD E-28 – Developing Single-Page Web Applications

Assignment 2 – Tic-Tac-Toe

Spring 2022

Web Link: <https://dcardonab.github.io/DGMDE-28_SPA/assignments/A2/assignment2.html>

The section of code that I’m most proud of is the communication between Javascript and CSS. I set an empty class to change background color as the player hovers over empty cells. When a cell is played, the empty class is removed (removing the hovering effect), and an X\_player or an O\_player class is added to indicate the color of the displayed text. If the player plays an occupied cell, they are notified that the cell is occupied. The manipulation of classes can be seen in the play\_move function below:

function play\_move() {

// Only allow user to input moves in PLAY state

if (PLAY\_STATE) {

cell = this;

// Clear messages on each move

document.getElementById('messages').innerHTML = '';

// Make move only if cell is available

if (cell.classList.contains('empty')) {

if (CURRENT\_PLAYER === 'X') {

// Style and add player's the icon

cell.classList.add('X\_player');

cell.innerHTML = 'X';

CURRENT\_PLAYER = 'O';

} else {

cell.classList.add('O\_player');

cell.innerText = 'O';

CURRENT\_PLAYER = 'X';

}

// Make cell unavailable

// This will also prevent changing background when hovering

cell.classList.remove('empty');

// Check if the move caused a player to win.

check\_winner();

}

else

display\_message("You must play and empty cell!");

}

}