All Functions Present in Program:

|  |  |
| --- | --- |
| FUNCTION: | DIRECTIVE: |
| restartGame() | refresh the browser window on button click |
| getCell() | assign the the id of the cell that was clicked to a variable |
| playerTurn() | 1. Display who's turn it is.  2. Display the player's color coin in the cell that was selected |
| winLose() | this function will check for win or lose |

New Organization of the functions in game using the concept of MVC:

|  |  |  |
| --- | --- | --- |
| Model | View | Controller |
| getCell() | playerTurn() | restartGame()? |
|  | restartGame()? | winLose() |
|  |  |  |
|  |  |  |
|  |  |  |

# MVC Reference Materials







