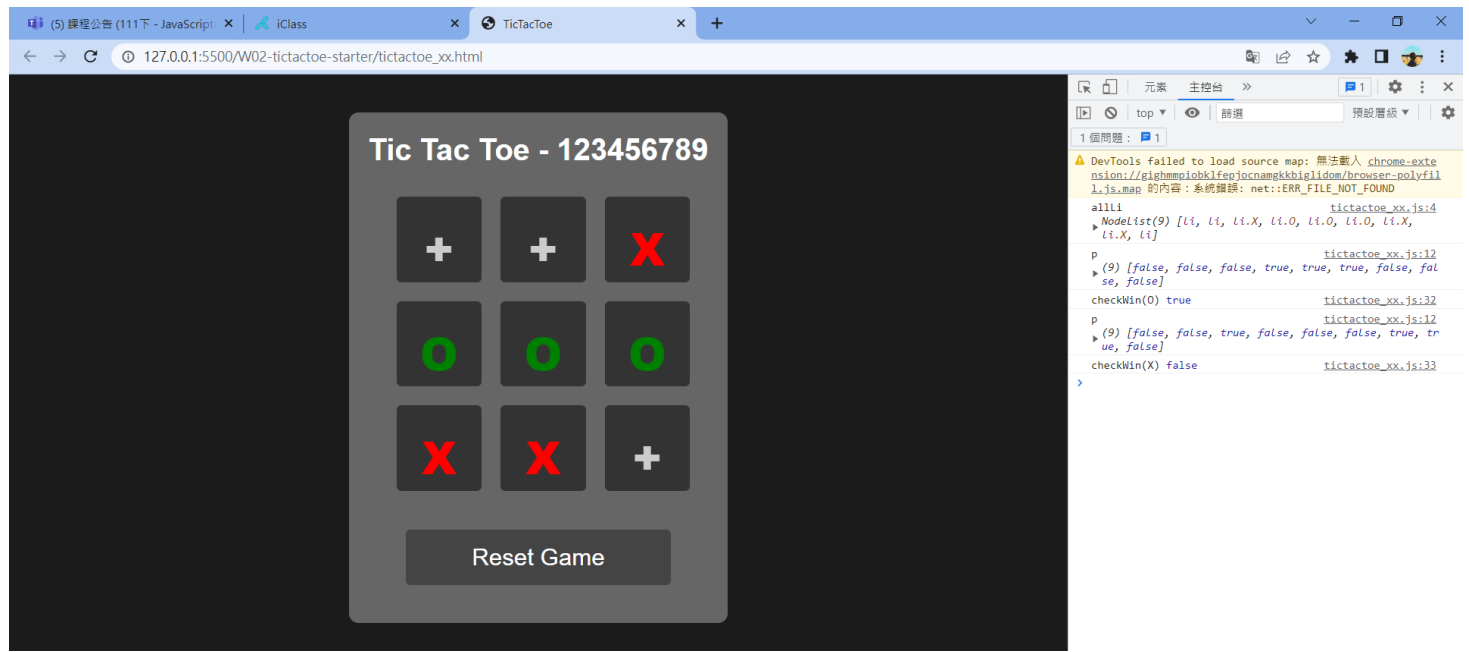# W02-P1: checkWin to determine who wins, you need to create four images as said in class

Tic Tac Toe - 123456789

X + O
X X O
X O +

Reset Game

Tic Tac Toe - 123456789

O + X
X X O
X O X
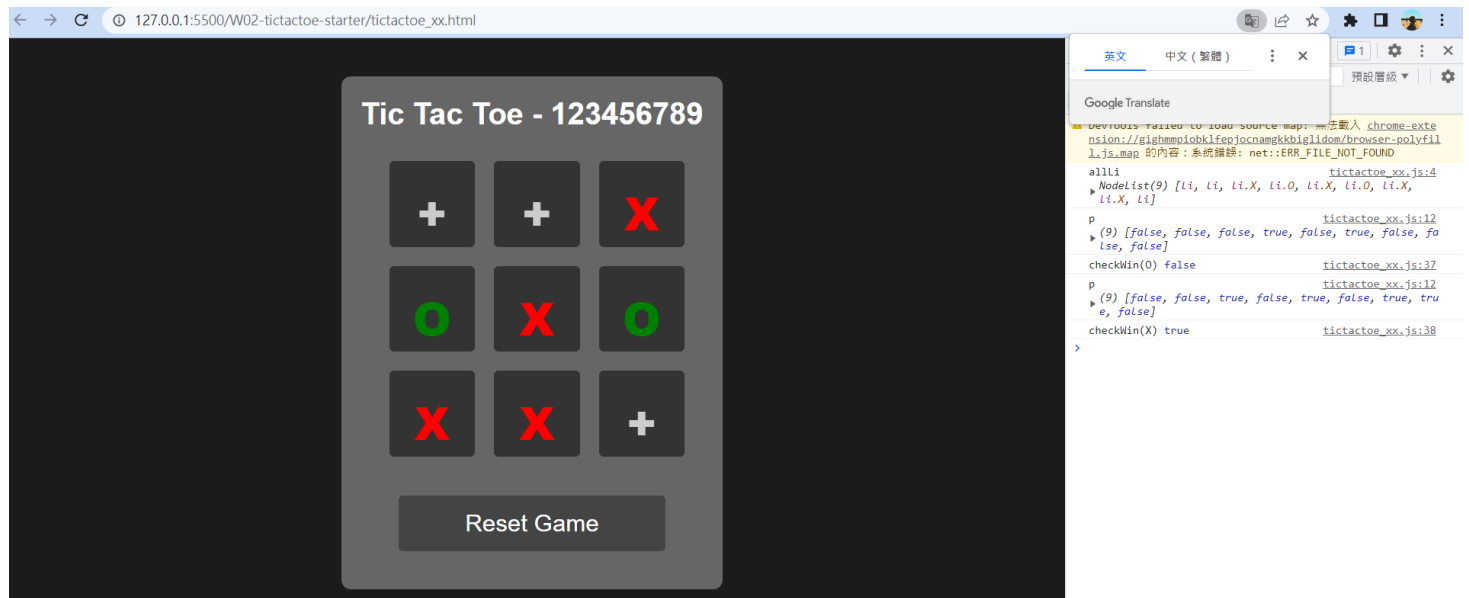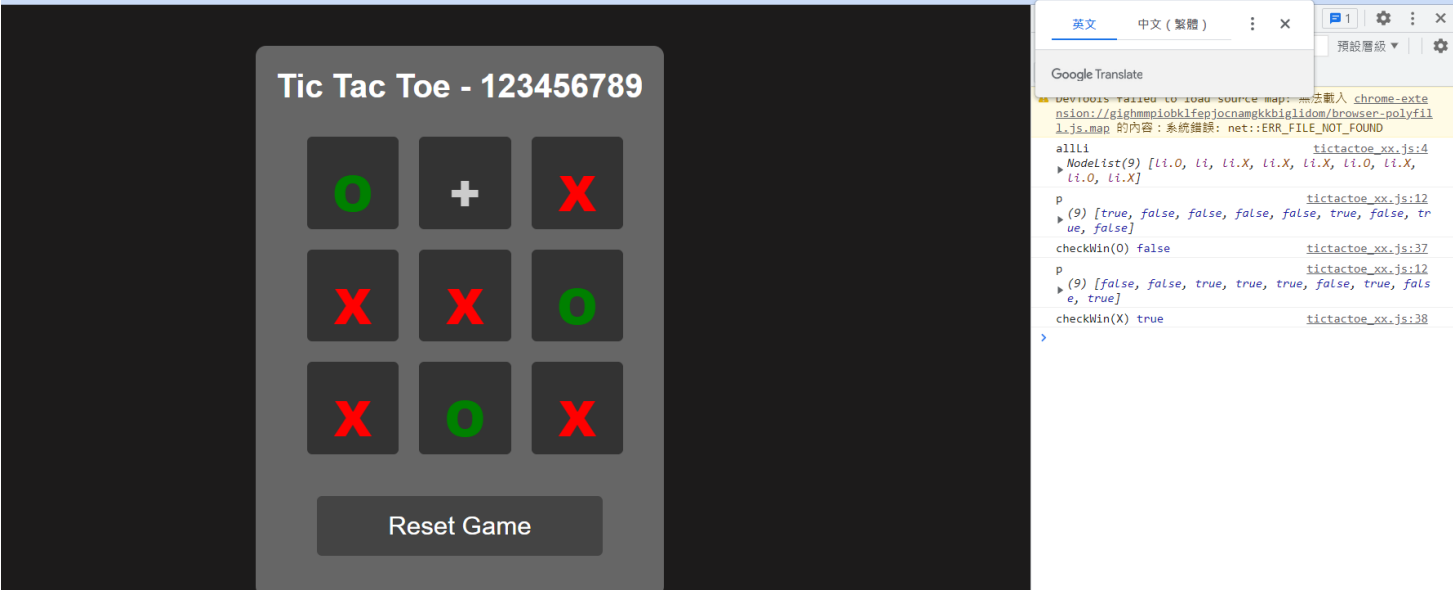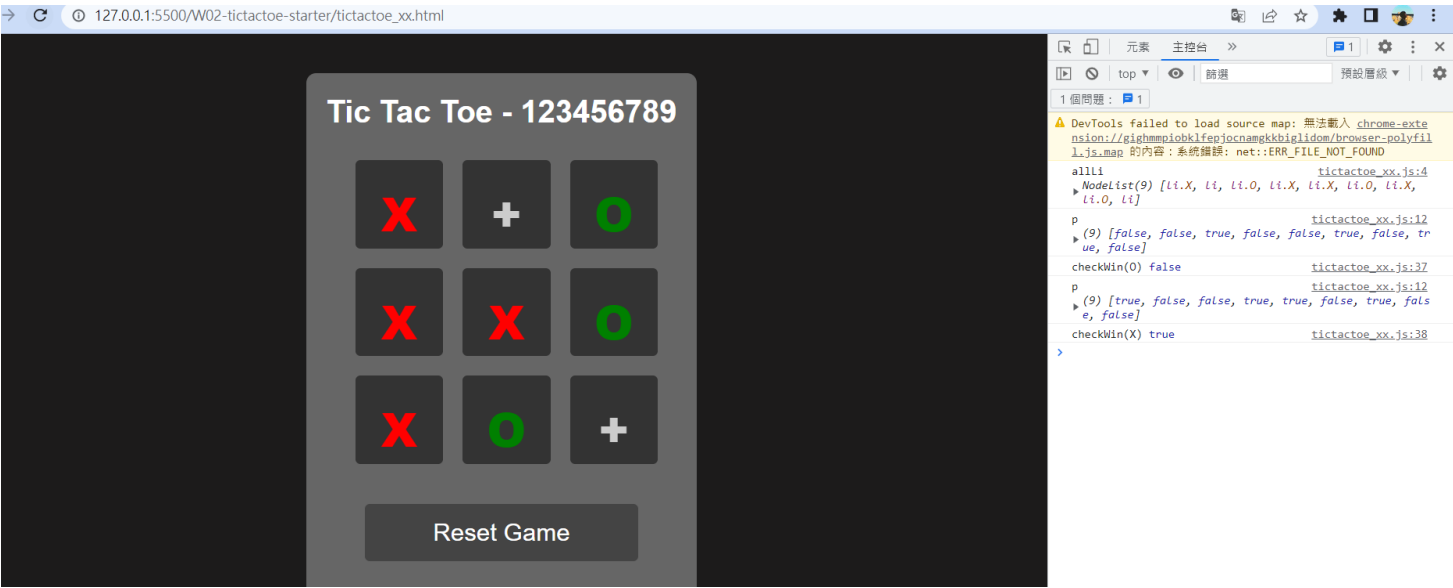
Reset Game

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

127.0.0.1:5500 顯示

player O is win

確定

O	X	O
O	X	X
+	O	X
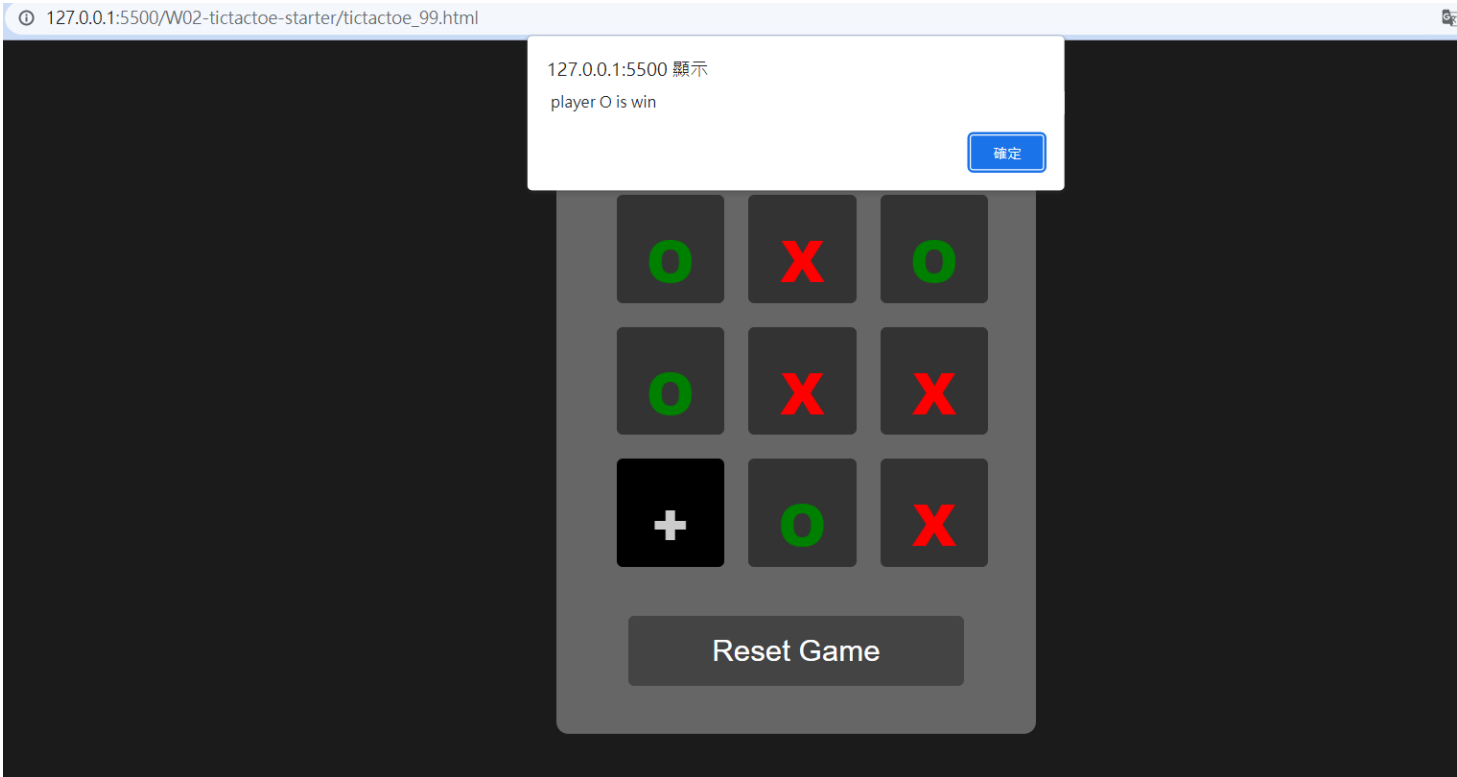
Reset Game

127.0.0.1:5500 顯示

player X is win

確定

O	X	O
O	X	O
+	+	X

Reset Game

O X +

O X X

X O O

Reset Game

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

```
allLi.forEach( (item)=>{
item.addEventListener('click',()=>{
    if(item.classList.contains('disabled')){
        alert('Already filled');
        turn--;
    }else if(turn % 2 === 0){
        item.textContent ='O';
        item.classList.add('O','disabled');
        if(checkWin(O)){
            winMessage(O);
            done  true:
```

W02-P4: debug -- 已經贏了，還可以繼續往下玩

```
        turn--;
    }else if(turn % 2 === 0){
        item.textContent ='O';
        item.classList.add('O','disabled');
        if(checkWin(O)){
            winMessage(O);
            done =true;
            allLi.forEach  ((item)=>{
                item.classList.add('+','disabled');
            })
        }
    }else if(turn % 2 === 1){
        item.textContent ='X';
        item.classList.add('X','disabled');
        if(checkWin(X)){
            winMessage(X);
            done =true;
            allLi.forEach  ((item)=>{
                item.classList.add('+','disabled');
            })
        }
    }
}
```