

In-Class Exercise 8: Angular Tic-Tac-Toe

Write a tic-tac-toe game that does the following:

1. Download <https://www.clear.rice.edu/comp431/sample/tictactoe/angular/styles.css> and place in `src` dir.
2. Download <https://www.clear.rice.edu/comp431/sample/tictactoe/angular/board.component.ts>,
<https://www.clear.rice.edu/comp431/sample/tictactoe/angular/board.component.html> and place in `src/app/board` dir.
3. Install Bootstrap if not already installed (`npm install bootstrap@v5.3.3`)
4. Fill in `<div>` tags to Board component template to construct 3x3 grid of squares (buttons). Each square uses attribute `class="square"`
5. Initially, X goes first. Alternate turns between X and O. Display who's turn it is using 1-way binding (interpolation)
6. When Player selects square, square changes to X or O if the square hasn't been selected (use interpolation).
7. Build and serve the application (view on <http://localhost:4200>)

```
>> cd tictactoe  
>> ng serve --open
```
8. (Optional) Play until someone wins the game or there's a draw. Report "X wins", "O wins" or "Draw".
9. Submit `board.component.ts` and `board.component.html` files to IC 8.

