SOLUTION – CODING ACTIVITY 6.1

App.js

import { useState } from "react";

import "./tictac.css";

*function* Square({*id*, *player*}){

*const*[mount,setMount]=useState(true);

*function* toggle(){

            setMount(!mount)

        }

    return(<>{mount && <button onClick={toggle}>+</button>}</>

        )

}

export  default *function*  App(){

*const*[player,setPlayer]=useState(0);

*function* rendersquare(*id*){

        return <*Square* id={*id*} player={player}></*Square*>

    }

    return (

        <>

       <div className="game-board" onClick={*e=>*{setPlayer((player+1)%2)}}>

       <div className="grid-row" >

<div> { rendersquare(0)}</div>

<div>{ rendersquare(1)}</div>

<div>{ rendersquare(3)}</div>

    </div>

</div>

</>)

}

CSS

body{

*margin-top*: 1%;

}

.App {

*font-family*: sans-serif;

*text-align*: center;

}

button {

*background-color*: #0c80f3;

*border*: 6px solid #0ff166;

*border-radius*: 10px;

*width*: 100%;

*padding*: 42%;

}

.game-board {

*width*: 600px;

*height*: 600px;

*margin*: 0 auto;

*background-color*:gray ;

*color*: rgb(204, 28, 28);

*border*: 6px solid #0b0d0f;

*border-radius*: 10px;

*display*: grid;

*grid-template-rows*: 1fr 1fr 1fr;

*grid-template-columns*: 1fr;

}

.grid-row {

*border*: 6px solid #739dc7;

*border-radius*: 6px;

*font-family*: Helvetica;

*font-weight*: bold;

*font-size*: 4em;

*display*: grid;

*grid-template-rows*: 1fr;

*grid-template-columns*: 1fr 1fr 1fr;

*position*: sticky;

*background-color*: rgb(175, 70, 70);

}

.block {

*background-color*: rgb(219, 28, 28);

*border*: 6px solid green;

*border-radius*: 6px;

*font-family*: Helvetica;

*font-weight*: bold;

*font-size*: 20em;

}

SAMPLE OUTPUT







