# CS20 HW5 Tic Tac Toe Deliverables

1. Worksheet uploaded in a Word document on Canvas

2. All files (ttt1 through ttt4) are compressed in zip and uploaded to Canvas

- ttt1.html: https://jpuka01.github.io/tic-tac-toe/ttt1.html

- ttt2.html: https://jpuka01.github.io/tic-tac-toe/ttt2.html

- ttt3.html: https://jpuka01.github.io/tic-tac-toe/ttt3.html

- ttt4.html(Final Version): https://jpuka01.github.io/tic-tac-toe/ttt4.html

## Answered Questions

1. The most challenging part of this assignment is accounting for the many

different logics that make up the game as a whole. I also found working with

the provided code from ttt2.html initially confusing, but eventually figured

out how to work with the code among other various challenges I faced.

2. There are a couple code sections that I really enjoyed implementing. One

section of code that I'm proud of is this:

// Create an array of current board values (X, O, -)

for (let i = 0; i < NUM\_SQUARES; i++) {

let square = document.getElementById("sq" + i);

// If square is empty, -, else, maintain current square value

moves[i] = square.innerText === "" ? "-" : square.innerText;

}

I particularly liked this section because given the context of checking every

square per turn, I found this implementation pretty nifty as the code snippet

handles the current state of each square as the game progresses inside an array.