

1. make board
- a div's?

-2 switch between players.
just changing x or o
toggle class?

PROJECT 1 - TIC TAC TOE

- 3 x 3 board
- first player puts X
- player 2 puts O

how to determine winner?

if ~~textbook~~ need the winning patterns 8 ways to win

box id's?

1	2	3
4	5	6
7	8	9

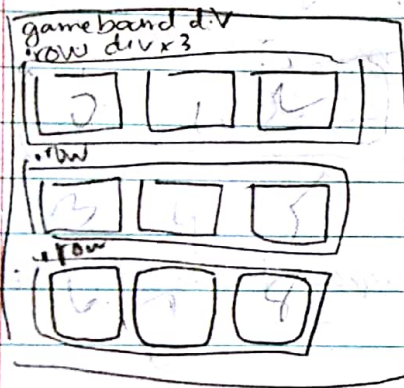
① 1 2 3 ⑤ 2 5 8 ⑦ 3 5 7

② 1 5 9

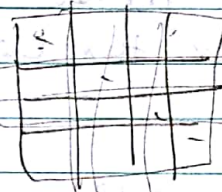
⑧ 3 6 9

③ 1 4 7

④ 4 5 6 ⑥ 7 8 9



var boxes = document.querySelectorAll('row div')



- make grid
- just make x show up

9 turns (index 0-8)

turn if turn % 2 = 0 / player 1 -

How to stop users from clicking a box twice?

if a box already has a class - don't do anything

rows[i].children[x]

var yAx = or
document.querySelectorAll('row')

0,0 0,1 0,2

1,0 1,1 1,2

2,0 2,1 2,2