

File Editor

> Open Tabs

Files

src

JS TicTacToe...

JS bThreads.js

JS bp-middle...

JS bp.js

index.css

JS index.js

JS newBThre...

JS utils.js

index.html

package.j...

> Dependencies

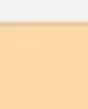
JS newBThreads.js

JS bThreads.js

```
1 import {
2   allLines,
3   generateThreads,
4   matchAny,
5   allCells
6 } from './utils'
7
8 export default []
9
```



https://kn



```
{ "type": "X", "payload": [0, 0] }
```

dispatch

Log:

Console 0

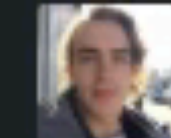
Problems 0

Tests 0

Console was cleared



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https://kn



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dispatch

Log:

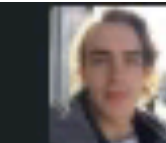
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<https://kn>

```
{ "type": "X", "payload": [0, 0] }
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dispatch

Log:

DetectWins

Console 0

Problems 0

Tests 0

Console was cleared

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Dependencies

```
JS newBThreads.js
JS bThreads.js

20 ...generateThreads(
29 allLines,
30 ([x1, x2, x3]) =>
31   function* detectWinBy0() {
32     const eventFn = matchAny('0', [x1, x2, x3])
33     yield {
34       wait: [eventFn]
35     }
36     yield {
37       wait: [eventFn]
38     }
39     yield {
40       wait: [eventFn]
41     }
42     yield {
43       request: ['0Wins']
44     }
45   }
46 )
47 ]
48
```

https://kn

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{ "type": "O", "payload": [0, 2] }

dispatch

Log:

{ "type": "O", "payload": [0, 0] }

{ "type": "O", "payload": [0, 1] }

{ "type": "O", "payload": [0, 2] }

{ "type": "OWins" }

EnforcePlayerTurns