File Editor

JS newBThreads.js   JS bThreads.js

> 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
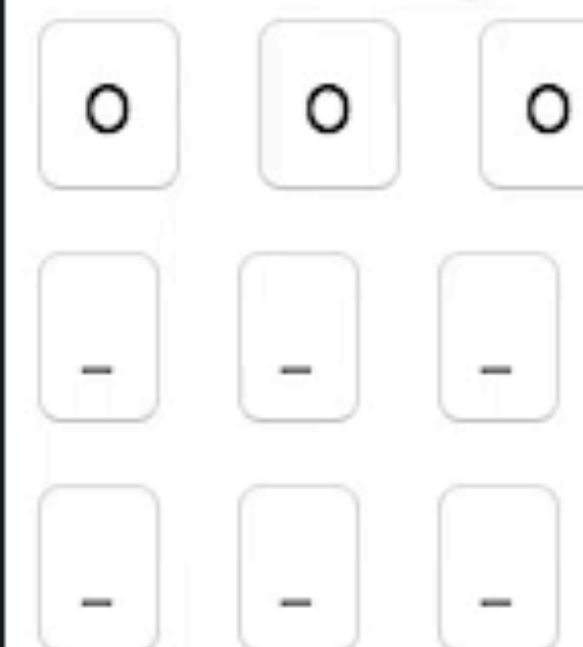 ▤ index.html
  ▣ package.j...
> Dependencies

```js
28    ...generateThreads(
29      allLines,
30      ([x1, x2, x3]) =>
31        function* detectWinByO() {
32          const eventFn = matchAny('O', [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: ['OWins']
44          }
45        }
46    )
47  ]
48
```

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O	O	O

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

dispatch

Log:
{"type":"O","payload":[0,0]}
{"type":"O","payload":[0,1]}
{"type":"O","payload":[0,2]}
{"type":"OWins"}
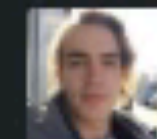
Console 0   **Problems** 0   **Tests** 0

```
dispatching  ▶Object {type: "O", payload: Array[2], bpThread: true}

dispatching  ▶Object {type: "O", payload: Array[2], bpThread: true}

dispatching  ▶Object {type: "OWins", payload: undefined, bpThread: true}

>
```

EnforcePlayerTurns

File Editor

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Files

src
- JS TicTacToe...
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- JS bp.js
- index.css
- JS index.js
- JS newBThre...
- JS utils.js
- index.html
- package.j...

Dependencies

```js
28    ...generateThreads
29      allLines,
30      ([x1, x2, x3]) =>
31        function* detectWinByO() {
32          const eventFn = matchAny('O', [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: ['OWins']
44          }
45        }
46    )
47  ]
48
```

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O   O   O

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

dispatch

Log:
```json
{"type":"O","payload":[0,0]}
{"type":"O","payload":[0,1]}
{"type":"O","payload":[0,2]}
{"type":"OWins"}
```

Console 0   Problems 0   Tests 0

dispatching ▶Object {type: "O", payload: Array[2], bpThread: true}

dispatching ▶Object {type: "O", payload: Array[2], bpThread: true}

dispatching ▶Object {type: "OWins", payload: undefined, bpThread: true}

>

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File Editor

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JS newBThreads.js   JS bThreads.js

v Files

📁 src

  JS TicTacToe...

  JS bThreads.js

  JS bp-middle...

  JS bp.js

  🔳 index.css

  JS index.js

  JS newBThre...

  JS utils.js
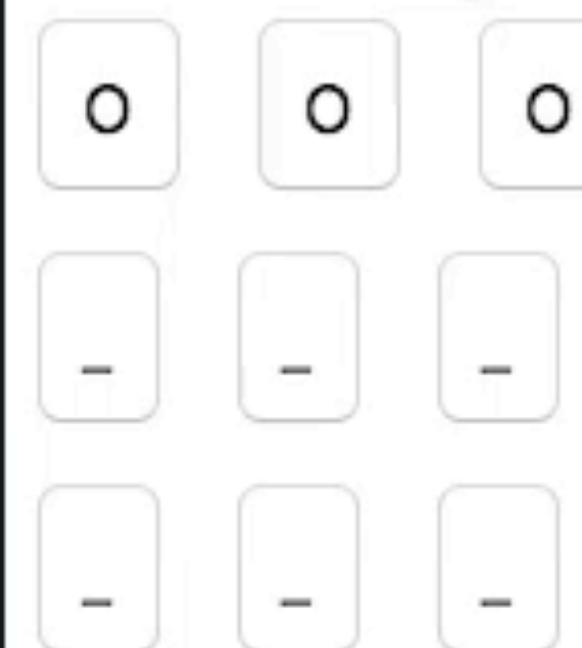
🔳 index.html

🔳 package.j...

> Dependencies

```js
28  ...generateThreads\
29    allLines,
30    ([x1, x2, x3]) =>
31      function* detectWinByO() {
32        const eventFn = matchAny('O', [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: ['OWins']
44        }
45      }
46  )
47  ]
48
```

https://kn

```
O     O     O

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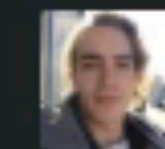
{ "type": "O", "payload": [0, 2] }

dispatch

Log:

{"type":"O","payload":[0,0]}
{"type":"O","payload":[0,1]}
{"type":"O","payload":[0,2]}
{"type":"OWins"}

EnforcePlayerTurns

Console   Problems   Tests

File Editor

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∨ Files ⬆ 🗎 🗁

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   JS newBThre…
   JS utils.js
 🖻 index.html
 🅜 package.j…

> Dependencies

JS newBThreads.js | JS bThreads.js

```
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: ['OWins']
44       }
45     }
46   ),
47   function* enforcePlayerTurns() {
48     while (true) {
49       yield { wait: ['X'], block: ['O'] }
50       yield { wait: ['O'], block: ['X'] }
51     }
52   }
53 ]
```

Console   Problems   Tests

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

dispatch

Log:

DisallowSquareReuse