





## File Editor

&gt; 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...

&gt; Dependencies

JS newBThreads.js

JS bThreads.js

```
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   function* enforcePlayerTurns() {
48     while (true) {
49       yield { wait: ['X'], block: ['0'] }
50       yield { wait: ['0'], block: ['X'] }
51     }
52   }
53 ]
```

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-	-	-
-	-	-
-	-	-

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

dispatch

Log:

Console 0

Problems 0

Tests 0

Console was cleared



Disallows quadratic Rese



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50       yield { wait: ['0'], block: ['X'] }
51     }
52   }
53 ]
```



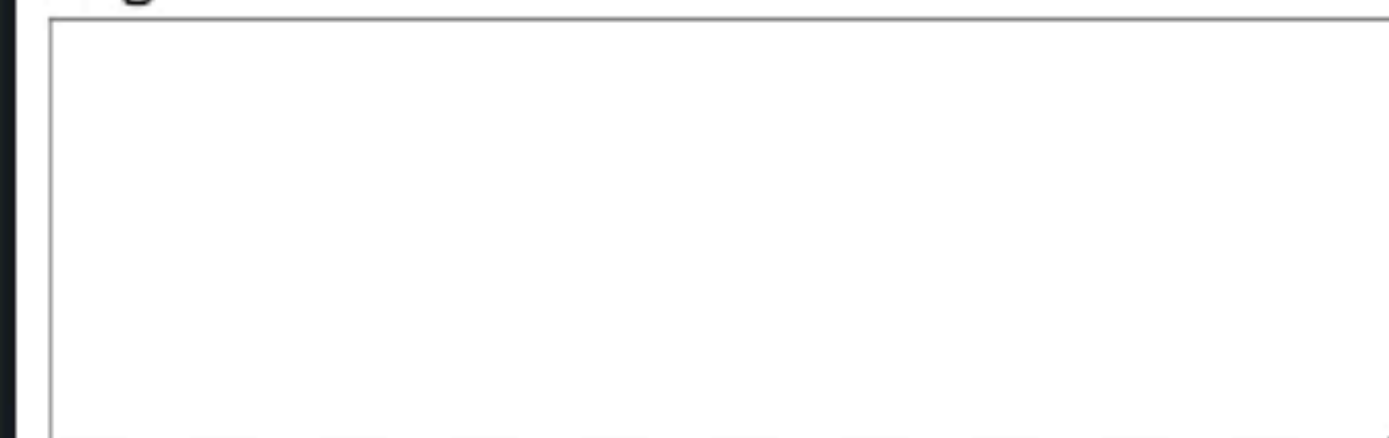
https://kn



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

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Log:



DisallowSquareReuse

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&gt; Dependencies

JS newBThreads.js

JS bThreads.js

```
51   }
52 },
53 ...generateThreads(
54   allCells,
55   ([x, y]) =>
56     function* disallowSquareReuse() {
57       const event = (e, payload) =>
58         (e === 'X' || e === 'O') &&
59         payload[0] === x &&
60         payload[1] === y
61       yield {
62         wait: [event]
63       }
64       yield {
65         block: [event]
66       }
67     }
68 )
69 ]
70
```



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

dispatch

Log:

# DefaultMoves