Tic Tac Toe 3

https://madagaluna.github.io/spa/ttt.3

Tic Tac Toe 4

<https://madagaluna.github.io/spa/ttt.4>

How do the HTML structure in the ttt files help with identifying selectors in CSS and JS? Or not?

Ostensibly we started with divs because they were box-shaped but that seems like a good place to start. Within a class, the styling for the squares was easier to test, modify, and change, especially using inspect. – There was a hurdle in figuring out how to get the squares to conform to the larger square so they lined up in rows but, again, because they were a class, the troubleshooting was more streamlined because you are looking at a group of objects and how they react to specific code. Giving each square its own unique ID has helped to clarify the difference between a class and ID, which was again called out when the first turn was given a unique ID.