

Tic-Tac-React 1.0

0	1	2
3	4	5
6	7	8

[ 4, 5, 0, 8, 2, 1, 6 ]

X	O	X
O	X	
X		O

state  
history: [ ]

App

Game

render()

Game

Square: 9

handleClick()  
getPlayer()  
makeMove()  
getBoard()  
checkForWin()  
render()

Square

player  
clickCb  
win

handleClick()  
render()