```
//This function resets the board.
function resetBoard(){

//This list stores all the button's information.
var buttonList = ["button1", "button2", "button3","button4",
        "button5", "button6", "button7","button8",
        "button9", "button10", "button11","button12",
        "button13", "button14", "button15","button16"
        ];

//This initializes the variable used in the loop//
var id = "";

//This sets all the buttons to blank using a loop
for (var i = 0; i <= 15; i++) {
    id = buttonList[i];
    setText(id, "");
  }

//The "go" variable is used for each iteration of the game
  go = 1;
  setText("winner", "");
}


//This starts the game.
onEvent("playButton", "click", function(){
  setScreen("screen4");
  resetBoard();
  resetScore();


});


//These are counters.
var player1Score = 0;
var player2Score = 0;
var go = 1;
```

```javascript
//This resets the score back to 0.
function resetScore(){
  player1Score = 0;
  player2Score = 0;
  setText("score1",player1Score);
  setText("score2",player2Score);
  setText("winner", "");

}


//This function tells a player if a button has been played already.
function isPlayed(text){
  if(text==""){
    console.log("not played");
    return true;
  }
  else{
    console.log("played");
    return false;
  }
}

//This function determines whether any player had achieved FourinaRow
function fourinaRow(){
  var result = false;

if(getText("button1")==getText("button2")&&getText("button2")==getText("button3")&&getText("button3")==getText("button4")&& getText("button1")!==""){
    result = true;
  }
 else
if(getText("button5")==getText("button6")&&getText("button6")==getText("button7")&&getText("button7")==getText("button8")&& getText("button5")!==""){
    result = true;
  }
  else
if(getText("button9")==getText("button10")&&getText("button10")==getText("button11")&&getText("button11")==getText("button12")&& getText("button9")!==""){
```

```java
      result = true;
   }
   else
if(getText("button13")==getText("button14")&&getText("button14")==getText("button15")
&&getText("button15")==getText("button16")&& getText("button13")!==""){
      result = true;
   }
   else
if(getText("button1")==getText("button5")&&getText("button5")==getText("button9")&&get
Text("button9")==getText("button13")&& getText("button1")!==""){
      result = true;
   }
   else
if(getText("button2")==getText("button6")&&getText("button6")==getText("button10")&&g
etText("button10")==getText("button14")&& getText("button2")!==""){
      result = true;
   }
   else
if(getText("button3")==getText("button7")&&getText("button7")==getText("button11")&&g
etText("button11")==getText("button15")&& getText("button3")!==""){
      result = true;
   }
   else
if(getText("button4")==getText("button8")&&getText("button8")==getText("button12")&&g
etText("button12")==getText("button16")&& getText("button4")!==""){
      result = true;
   }
   else
if(getText("button1")==getText("button6")&&getText("button6")==getText("button11")&&g
etText("button11")==getText("button16")&& getText("button1")!==""){
      result = true;
   }
   else
if(getText("button4")==getText("button7")&&getText("button7")==getText("button10")&&g
etText("button10")==getText("button13")&& getText("button4")!==""){
      result = true;
   }
   return result;
}
```

```javascript
//This function raises the Player's score by 1 if they win and determines if there is a tie.
function game(){
  if(fourinaRow()){
    console.log("win");
    if(go%2==0){
      player1Score++;
      setText("score1",player1Score);
      setText("winner", "Player 1 wins");
    }
    else{
      player2Score++;
      setText("score2",player2Score);
      setText("winner", "Player 2 wins");
    }
  }
  else if(go==17){
    console.log("tie");
    setText("winner", "Tie");
  }

  win();

}

//This sets the token to either P1 or P2 when it is clicked.
function handleClick(buttonName) {
  if(isPlayed(getText(buttonName))&&!fourinaRow()){
    if(go%2==1){
      setText(buttonName,"P1");
      go++;
    }else{
      setText(buttonName,"P2");
      go++;
    }
    game();
  }
  console.log( buttonName + "clicked!");
}

//These onEvents let the player click the button that they want to click.
```

```
onEvent("button1", "click", function(event) {
  handleClick("button1");});

onEvent("button2", "click", function(event) {
  handleClick("button2");});

onEvent("button3", "click", function(event) {
  handleClick("button3");});

onEvent("button4", "click", function(event) {
  handleClick("button4");});

onEvent("button5", "click", function(event) {
  handleClick("button5");});

onEvent("button6", "click", function(event) {
  handleClick("button6");});

onEvent("button7", "click", function(event) {
  handleClick("button7");});

onEvent("button8", "click", function(event) {
  handleClick("button8");});

onEvent("button9", "click", function(event) {
  handleClick("button9");});

onEvent("button10", "click", function(event) {
  handleClick("button10");});


onEvent("button10", "click", function(event) {
  handleClick("button10");});

onEvent("button11", "click", function(event) {
  handleClick("button11");});

onEvent("button12", "click", function(event) {
  handleClick("button12");});
```

```
onEvent("button13", "click", function(event) {
 handleClick("button13");});

onEvent("button14", "click", function(event) {
 handleClick("button14");});

onEvent("button15", "click", function(event) {
 handleClick("button15");});

onEvent("button16", "click", function(event) {
 handleClick("button16");});

onEvent("resetKey", "click", function() {
  resetBoard();
  console.log("resetKey clicked!");
});
onEvent("resetScore", "click", function() {
  resetBoard();
  resetScore();
  console.log("resetScore clicked!");
});

function win(){
if(player1Score == 2){
  setScreen("Results");
  setText("winnerResult", "Player 1 Wins");
}
else if(player2Score == 2){
  setScreen("Results");
  setText("winnerResult", "Player 2 Wins");
}
}

//Restart Button
onEvent("restartB", "click", function(){
  setScreen("screen3");

});
```