.textContent Property  
Setting the .textContent property on an element with a child will remove that child.

Setting .textContent will delete all child nodes and replace them with just the text, while setting .inn

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| <div id=”ElementWithChildren”>  Other Text  <button>  Button that will be deleted if .textContent is set  </button>  </div> |

To only modify the initial text access the .firstChild property and change the .textContent property of the first child.

Minimax Notes  
Simulates every possible move and sub move and in the case that such a move would result in a win or loss, a value is returned corresponding to that win or loss.

1. Make a move
2. If that move results in a win or loss or full board return a value  
   (-,0,+)
3. If there is no result from that move, simulate the above actions for every possible sub-move and store the value of the sub move with the highest value

The reason why the smaller value is being stored when the sub-moves are being simulated for the enemy is because the enemy wants to make the player lose and a loss results in a negative value.

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| bestMoveValue = Math.min(minimax(x,y,enemyTurn=true,….); |