

# Problems I ran into...

## 1. **Problem:**

Disabling the second click on each box. Allowing only one token to appear in each box.

### **How I solved it:**

- I tried CSS `overflow: hidden`. But the problem there was every second click was still added towards the click counter. So if I clicked twice in one box, yes the next token didn't show, but on the third click in a new square, it was an 'X' not an 'O'.

So here's what happened:

square 1 - first click = 'X'

square 1 - second click = 'O' (but it was hidden because of CSS `overflow: hidden`)

square 2 - third click = 'X' (not the right token, it should of displayed 'O')

```
X . .  
X . .  
. . .
```

- Deleted `overflow: hidden`. I checked the 'elements' tab in Chrome Dev Tools to see where the `<p>` tag was getting created. I saw that the second click in the same box actually created a `<p>` tag inside the first `<p>` tag that was created on the first click.

Then I realised that `event.target` in JS actually targets all descendants. So once the first `<p>` tag was created, that became an event target as well. Thus the second `<p>` is being created inside the the first `<p>` tag.

- I changed the JS code to only target the divs with the tag name 'div'.

## 2. **Problem:**

I kept getting errors on my first two clicks in square 1 and 2. My logic only worked when all three 'X's where in the first column and only then did it not

display an error.

My logic for the code wasn't working and I didn't understand why.

### How I solved it:

Basically tried everything I could think of and testing it with console logged everything.

Then got help. A lot of help.

# TIC TAC TOE

Player 1 is



X	O	
X	O	
X		

Player 2 is



```
Elements Console Sources Network Performance Memory Application Security >> 2 2
top Filter Default levels No Issues
3 messages
1 user mes...
2 errors
No warnings
1 info
No verbose
Uncaught TypeError: Cannot read properties of undefined (reading 'textContent')
    at checkWinner (winner.js:25:33)
    at HTMLInputElement.clickEvent (index.js:14:5) winner.js:25
Uncaught TypeError: Cannot read properties of undefined (reading 'textContent')
    at checkWinner (winner.js:26:33)
    at HTMLInputElement.clickEvent (index.js:14:5) winner.js:26
Winner winner.js:28
> gridAllBoxes
< ▶ NodeList(9) [div.box1, div.box2, div.box3, div.box4, div.box5, div.box6, div.box7, div.box8, div.box9]
> gridAllBoxes[0]
< ▶ <div class="box1">...</div>
> gridAllBoxes[0].children[0]
< <p class="x-token">X</p>
> gridAllBoxes[0].children[0].textContent
< 'X'
> gridAllBoxes[0].children[0].textContent === 'X'
< true
> |
```

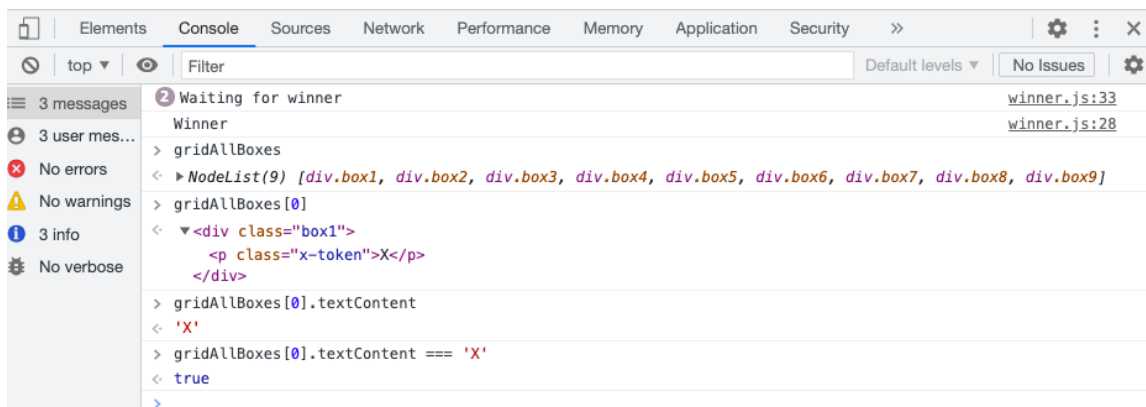
# TIC TAC TOE

Player 1 is



X	O	
X	O	
X		

Player 2 is



[Update] What I found out from asking for help:

```
if (
  gridAllBoxes[0].textContent === 'X' &&
  gridAllBoxes[1].textContent === 'X' &&
  gridAllBoxes[2].textContent === 'X'
)
```

When I run this, it doesn't throw an error because it can find the DOM object. `gridAllBoxes[0]` is already part of the HTML.

```
if (
  gridAllBoxes[0].children[0].textContent === 'X' &&
  gridAllBoxes[1].children[0].textContent === 'X' &&
  gridAllBoxes[2].children[0].textContent === 'X'
)
```

Here, the computer doesn't register the child until it's been added to the DOM object. So the first click won't show the error because the click will add a child to `gridAllBoxes[0]` and then the computer can read and understand the first line. It can read only up to the first line, and then can't define the rest because the other two children haven't been born. Once all three children are born, that's when the computer can read the whole code block and run the appropriate outcome.

### 3. **Problem:**

Tokens were still overflowing out of the div.

#### **How I solved it:**

I had to check exactly what was causing that addition of more `<p>` elements. I zoomed in super close so that I knew exactly what I was clicking and what was causing the addition of `<p>` elements.

That's when I found that if you click on the border, it added another `<p>` element to the DOM object.

I got rid of the border. To mark out the grid lines, I created a gap and then changed the background to black. Then I changed the div background to white/added the background image.

### 3. **Problem:**

Broke my code - the winner text wasn't showing

#### **How I solved it:**

Sometimes I change class names in one place and forget to change it in other places...

Reviewed my code and tried to do some console logging. Everything was working fine, but the text still wasn't showing. Double checked the class... and there was my problem 😊

### 4. **Problem:**

Broke my code - crossed out line wasn't showing when three tokens in a row.

I found that I created a new div in my HTML and that was what broke the code.

**How I solved it:**

I have to review a lot. I thought some of my new functions were breaking it. So I had to get rid of all that. Then I got rid of some of the newer elements on HTML. Found that it was something on HTML. Slowly added the new elements back into HTML.

Found that the problem was the div, so I changed the div to a section instead.