

W02-P1: refine the code in week 1 using only one compute function

The screenshot displays a web application titled "The Unconventional Calculator" and its corresponding JavaScript source code. The web application interface includes a display showing the number "10" and buttons for addition (+), subtraction (-), multiplication (*), and division (/). Below the display, a calculation "42.00 / 10 = 4.20" is shown, along with the result "Result: 4.20". The source code on the left is a JavaScript file named "w02_43.js" which defines a "createOperator" function. This function is highlighted with a red box, indicating its role in performing the calculations. The console on the right shows the execution of the calculator, with the calculation "42.00 / 10 = 4.20" highlighted in a red box.

19f4014 victor_xu

Thu Feb 27 19:39:41 2025 +0800 W02-P1: refine the code in week

W02-P2: show winning message and tie message

=> play o wins

The screenshot displays a web development environment with three main panels: a code editor on the left, a browser window in the center, and a developer tools panel on the right.

Code Editor (Left): The `tictactoe_43.js` file contains JavaScript logic for the game. A red box highlights the `ggMessage` function, which checks for a tie or a win and displays an alert. The `tictactoe_43.css` file defines styles for the game board and pieces, with a red box highlighting the styles for the 'o' and 'x' pieces.

Browser Window (Center): The browser shows the game interface titled "Tictactoe -- VIC". The board displays a winning state for player 'o' (green circles). The text "player o wins" is shown in a green box at the top of the board. The board layout is as follows:

O	+	X
O	X	X
O	+	O

A "Reset Game" button is located at the bottom of the board.

Developer Tools (Right): The "Elements" panel shows the HTML structure of the game board, with a red box highlighting the `ul` element containing the board cells. The "Styles" panel shows the CSS rules applied to the board and the pieces.

==> play x wins

demo > w02_tictactoe_43 > JS tictactoe_43.js > ...

```
5
6 const $ = (e) => document.querySelector(e)
7 const $$ = (e) => document.querySelectorAll(e)
8 const l = console.log
9
10 const container = $('container')
11 const alert = $('alert')
12 const allLi = $('board li')
13 const resetBtn = $('reset')
14
15 const ggMessage = (p) => {
16   const isTie = p !== o && p !== x
17   isTie || container.classList.add(p)
18   alert.classList.add(isTie ? 'tie' : p)
19   alert.textContent = isTie ? 'tie' : 'player $(p) wins'
20 }
21
22 ggMessage(x)
```

tictactoe_43.css U > ...

```
demo > w02_tictactoe_43 > # tictactoe_43.css > alert > &o
10 .alert {
11
12
13
14
15
16
17
18
19 &o, &x, &tie {
20   display: block;
21 }
22
23 &o {
24   background-color: var(--deep-green);
25   color: green;
26 }
27
28 &x {
29   background-color: var(--deep-red);
30   color: red;
31 }
32
33 &tie {
34   background-color: #888;
35   color: #ddd;
```

127.0.0.1:5500/demo/w02_tictactoe_43...

Tictactoe -- VIC

player x wins

O

+

X

X

O

X

O

+

X

Reset Game

Elements

Console

Sources

>>

<div class="container">

<div class="board">

<li class="o">O

<li class="x">X

<li class="x">X

<li class="o">O

<li class="x">X

<li class="o">O

<li class="x">X

</div>

<script src="/tictactoe_43.js"></script>

<!-- Code injected by live-server -->

</script>

html body div.container.x ul.board

Filter

show .cls +

element.style {

}

.board {

display: flex; flex-wrap: wrap;

}

ul {

display: block;

list-style-type: disc;

margin-block-start: 1em;

margin-block-end: 1em;

margin-inline-start: 0px;

margin-inline-end: 0px;

padding-inline-start: 40px;

unicode-bidi: isolate;

}

Console

No Issues

Filter

Default levels

==> tie

demo > w02_tictactoe_43 > JS tictactoe_43.js > ...

```
5
6 const $ = (e) => document.querySelector(e)
7 const $$ = (e) => document.querySelectorAll(e)
8 const l = console.log
9
10 const container = $('container')
11 const alert = $('alert')
12 const allLi = $('board li')
13 const resetBtn = $('reset')
14
15 const ggMessage = (p) => {
16   const isTie = p !== o && p !== x
17   isTie || container.classList.add(p)
18   alert.classList.add(isTie ? 'tie' : p)
19   alert.textContent = isTie ? 'tie' : 'player $(p) wins'
20 }
21
22 ggMessage()
```

tictactoe_43.css U > ...

```
demo > w02_tictactoe_43 > # tictactoe_43.css > alert > &o
10 .alert {
11
12
13
14
15
16
17
18
19 &o, &x, &tie {
20   display: block;
21 }
22
23 &o {
24   background-color: var(--deep-green);
25   color: green;
26 }
27
28 &x {
29   background-color: var(--deep-red);
30   color: red;
31 }
32
33 &tie {
34   background-color: #888;
35   color: #ddd;
```

127.0.0.1:5500/demo/w02_tictactoe_43...

Tictactoe -- VIC

tie

O

X

X

X

O

O

O

X

X

X

Reset Game

Elements

Console

Sources

>>

<div class="container">

<div class="board">

<li class="o">O

<li class="x">X

<li class="x">X

<li class="x">X

<li class="o">O

<li class="o">O

<li class="o">O

<li class="x">X

<li class="x">X

</div>

<script src="/tictactoe_43.js"></script>

<!-- Code injected by live-server -->

</script>

html body div.container.x ul.board

Filter

show .cls +

element.style {

}

.board {

display: flex; flex-wrap: wrap;

}

ul {

display: block;

list-style-type: disc;

margin-block-start: 1em;

margin-block-end: 1em;

margin-inline-start: 0px;

margin-inline-end: 0px;

padding-inline-start: 40px;

unicode-bidi: isolate;

}

Console

No Issues

Filter

Default levels

W02-P3: implement reset button

=> initially player o win

The image shows a web application running in a browser at `127.0.0.1:5500/demo/w02_t...`. The browser's developer tools are open, showing the HTML structure and the JavaScript code.

HTML Structure:

```
<html lang="en">
  <head>
    </head>
  <body>
    <div class="container o">
      <div class="board">
        <ul class="board">
          <li class="o">O</li>
          <li class="x">X</li>
          <li class="x">X</li>
          <li class="o">O</li>
          <li class="o">O</li>
          <li class="o">O</li>
          <li class="x">X</li>
          <li class="x">X</li>
          <li class="x">X</li>
        </ul>
      </div>
    </div>
  </body>
</html>
```

JavaScript Code:

```
const o = 'o'
const x = 'x'
const tie = 'tie'
const ALL_STATES = [o, x, tie]
let turn = 0
let done = false

const $ = (e) => document.querySelector(e)
const $$ = (e) => document.querySelectorAll(e)
const l = console.log

const container = $(''.container')
const alert = $(''.alert')
const allLi = $(''.board li')
const resetBtn = $(''.reset')

const ggMessage = (p) => {
  if (!ALL_STATES.includes(p)) return
  const addClass = (e) => e.classList.add(p)
  p === tie ? addClass(container) : addClass(alert)
  alert.textContent = p === tie ? tie : `player ${p} wins`
}

const reset = () => {
  const removeClass = (e) => e.classList.remove(...ALL_STATES)
  removeClass(container)
  removeClass(alert)
  alert.textContent = ''
  allLi.forEach((node) => {
    removeClass(node)
    node.textContent = '+'
  })
}

resetBtn.addEventListener('click', reset)
```

The browser window displays the game interface titled "Tictactoe -- VIC". It shows a 3x3 grid with the following state:

O	X	X
O	O	O
X	O	X

Below the grid is a "Reset Game" button. The message "player o wins" is displayed above the grid, highlighted by a red box in the image.

Thu Feb 27 21:00:25 2025 +0800 W02-P3: implement reset button

W02-logs: git logs of W02

github.com/vic0627/1132-1N-demo-43

vic0627 / 1132-1N-demo-43

Code Issues Pull requests Actions Projects Wiki

Commits

master All users All time

Commits on Feb 27, 2025

W02-P3: implement reset button
victor_xu committed 1 minute ago
7ddf27d

W02-P2: show winning message and tie message
victor_xu committed 24 minutes ago
99364cb

W02-P1: refine the code in week 1 using only one compute function
victor_xu committed 1 hour ago
19f4014

Commits on Feb 22, 2025

update: w01 md
victor_xu committed last week
f4c9654

W01-P5: implement multiply button
victor_xu committed last week
c3c3202

W01-P4: implement subtract button
victor_xu committed last week
105ffbc

W01-P3: implement divide button
victor_xu committed last week
cef3783

Commits on Feb 20, 2025