**Checklist**

<template>

<div><h1>Checkliste !!!</h1></div>

<br>

<ul>

<li v-for="label in checklist"> {{ label }} <input type="checkbox"></li>

</ul>

<p></p>

<input v-model="plusWert">

<button @click="plus()">Plus</button>

</template>

<script>

export default {

name: "checklist",

components: {},

methods: {

clicken(){

this.clickenInput = "X";

},

plus(){

this.checklist.push(this.plusWert)

}

},

data() {

return {

einkaufengeklickt: false,

clickenInput: "",

checklist: [],

plusWert: "",

}

}

}

</script>

<style scoped>

</style>

**Search**

<template>

<div><h1>Vue.js Search</h1></div>

<input v-model="searchInput">

<button @click="search">Search</button>

<Results :results="result"/>

<input v-model="plusInput">

<button @click="plus">Plus</button>

<div>{{ result.length }} Ergebnisse</div>

</template>

<script>

import Results from "@/components/Results";

export default {

// eslint-disable-next-line vue/multi-word-component-names

name: "Search",

components: {

Results

},

methods: {

search() {

// Logik zum ergebnisse suchen

console.log(this.searchInput);

this.result = [];

for (const item of this.all) {

if (item.includes(this.searchInput)) {

this.result.push(item)

}

}

},

plus() {

this.all.push(this.plusInput);

},

},

data() {

return {

plusInput: "",

searchInput: "",

all: ["frozen","test1","hallo","das","test2" ],

result: []

}

}

}

</script>

<style scoped>

</style>

-----------

results.vue

<template>

<div>

<div v-for="result in results" :key="result">{{ result }}</div>

</div>

</template>

<script>

export default {

// eslint-disable-next-line vue/multi-word-component-names

name: "Results",

props: {

results: Array,

}

}

</script>

<style scoped>

</style>

**tictactoe**

<template>

<div>

<table class="tictactoe">

<tr v-for="(row, rowIndex) in state" :key="rowIndex">

<Box v-for="(box, boxIndex) in row" @click="boxClicked(rowIndex,boxIndex)" :value="box" :key="boxIndex + ' ' + rowIndex "/>

</tr>

</table>

</div>

{{ gameWon && (this.playerTurn === 0 ? "X" : "O" )}}

</template>

<script>

import Box from "@/components/tictactoe/Box";

export default {

name: "tictactoe",

components: {Box},

methods: {

boxClicked(x,y){

if(this.state[x][y] !== ""){

return;

}

if(this.gameWon.length > 0){

return;

}

if (this.playerTurn === 0){

this.state[x][y] = "O";

this.playerTurn = 1;

}

else if(this.playerTurn === 1){

this.state[x][y] = "X";

this.playerTurn = 0;

}

const symbol = this.playerTurn === 0 ? "X" : "O";

this.checkWin(symbol)

},

checkWin(symbol) {

for (let x = 0; x < 3; x++) {

if (this.state[x][0] === symbol && this.state[x][1] === symbol && this.state[x][2] === symbol) {

this.gameWon = symbol + "hat gewonnen";

return;

}

}

for (let y = 0; y < 3; y++) {

if (this.state[0][y] === symbol && this.state[1][y] === symbol && this.state[2][y] === symbol) {

this.gameWon = symbol + "hat gewonnen";

return;

}

}

if (this.state[0][0] === symbol && this.state[1][1] === symbol && this.state[2][2] === symbol) {

this.gameWon = symbol + "hat gewonnen";

return;

}

if (this.state[2][0] === symbol && this.state[1][1] === symbol && this.state[0][2] === symbol) {

this.gameWon = symbol + "hat gewonnen";

return;

}

}

},

data() {

return {

gameWon: "",

playerTurn: 0,

state: [

["","",""],

["","",""],

["","",""]

]

}

}

}

</script>

<style scoped>

.tictactoe {

border: 1px solid;

}

</style>

----------

<template>

<td class="box">{{ value }}</td>

</template>

<script>

export default {

name: "Box",

props: {

value: String,

}

}

</script>

<style scoped>

.box {

width: 100px;

height: 100px;

border: solid 1px;

}

</style>