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W03-P1: Implement checkWin(player) using three different cases

=> player o wins

The screenshot shows a development environment with VS Code on the left and a web browser on the right. In VS Code, the `checkWin` function is highlighted with a red box. It iterates through all 9 cells of the 3x3 grid and checks for a win condition for player 'o'. The browser shows the game board with 'o' in cells (0,0), (1,0), and (2,2). The console log shows the function returning `true` for player 'o'.

```
const checkWin = (player) => {  
  let p = [];  
  allLi.forEach((item) => {  
    p.push(item.classList.contains(player));  
  });  
  console.log('p', p);  
  const [p1,p2,p3,p4,p5,p6,p7,p8,p9] = p;  
  if(  
    (p1 && p2 && p3) ||  
    (p4 && p5 && p6) ||  
    (p7 && p8 && p9) ||  
    (p1 && p4 && p7) ||  
    (p2 && p5 && p8) ||  
    (p3 && p6 && p9) ||  
    (p1 && p5 && p9) ||  
    (p3 && p5 && p7)  
  )  
    return true;  
  else return false;  
};
```

Browser Console Log:

```
allLi ▶ NodeList(9) [li.o.disabled, li, li.x, li.o, li.x, li.x, li.o, li, li.o]  
p ▶ (9) [true, false, false, true, false, false, true, false, true]  
checkWin('o') true  
p ▶ (9) [false, false, true, false, true, true, false, false, false]  
checkWin('x') false
```

=> player x wins

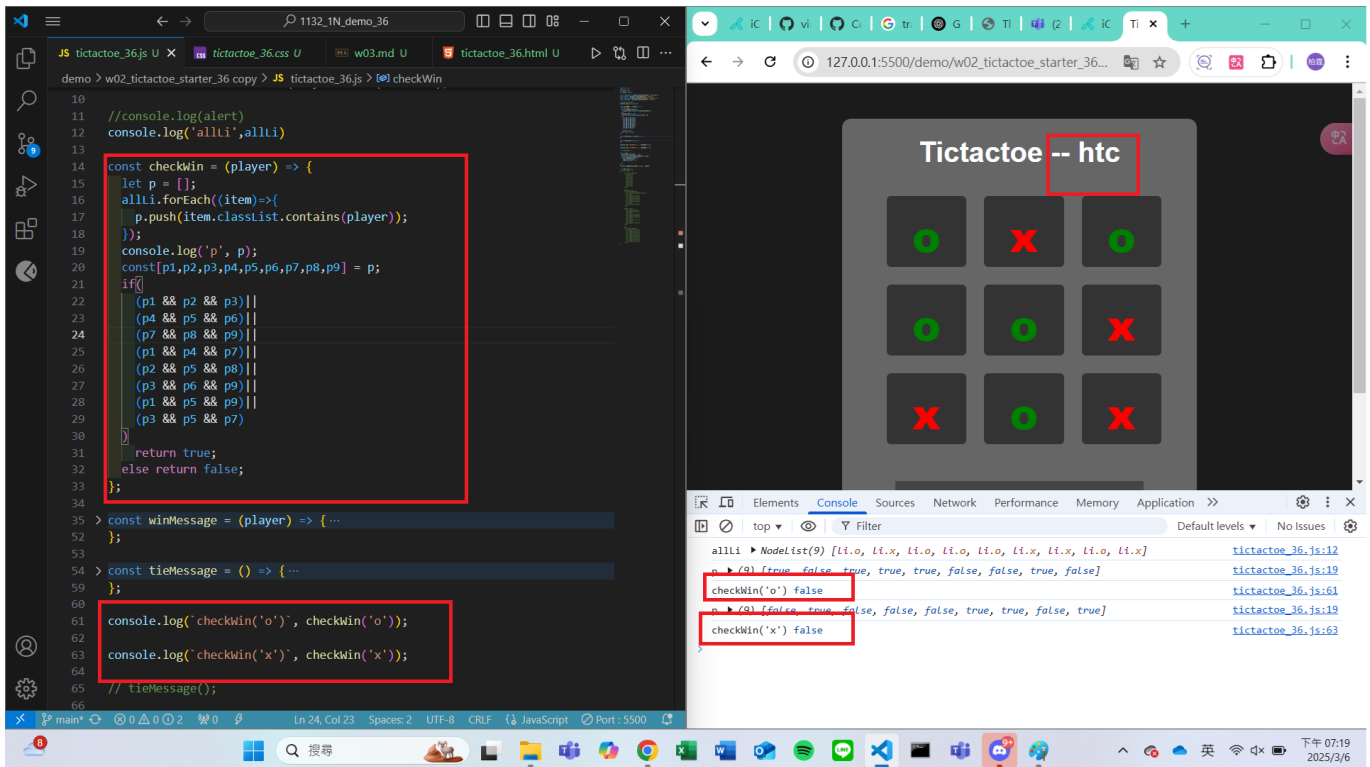
The screenshot shows the same development environment as before. In VS Code, the `checkWin` function is highlighted with a red box. The browser shows the game board with 'x' in cells (0,1), (1,1), and (2,0). The console log shows the function returning `true` for player 'x'.

```
const checkWin = (player) => {  
  let p = [];  
  allLi.forEach((item) => {  
    p.push(item.classList.contains(player));  
  });  
  console.log('p', p);  
  const [p1,p2,p3,p4,p5,p6,p7,p8,p9] = p;  
  if(  
    (p1 && p2 && p3) ||  
    (p4 && p5 && p6) ||  
    (p7 && p8 && p9) ||  
    (p1 && p4 && p7) ||  
    (p2 && p5 && p8) ||  
    (p3 && p6 && p9) ||  
    (p1 && p5 && p9) ||  
    (p3 && p5 && p7)  
  )  
    return true;  
  else return false;  
};
```

Browser Console Log:

```
allLi ▶ NodeList(9) [li.o, li, li.x, li.o, li.x, li, li.x, li, li.o]  
p ▶ (9) [true, false, false, true, false, false, false, false, true]  
checkWin('o') false  
p ▶ (9) [false, false, true, false, true, true, false, true, false]  
checkWin('x') true
```

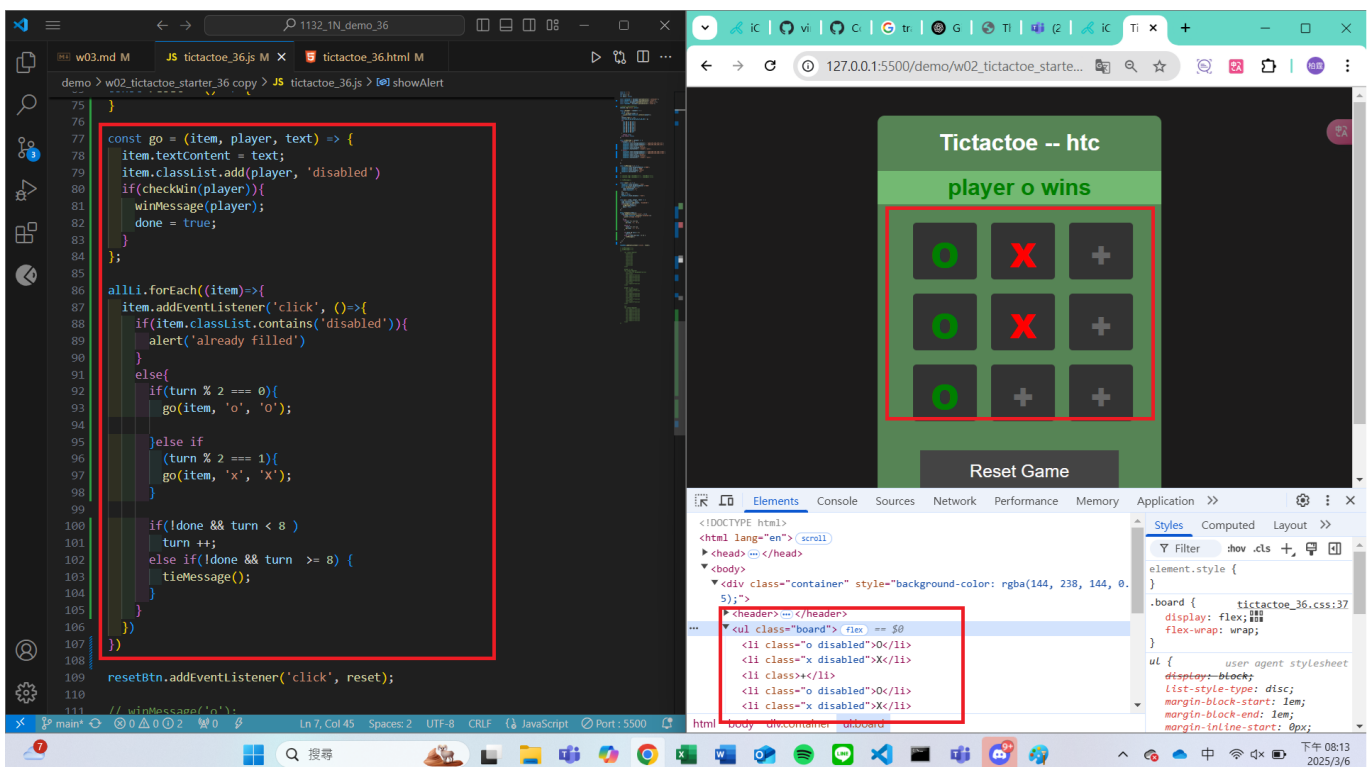
=> no player wins



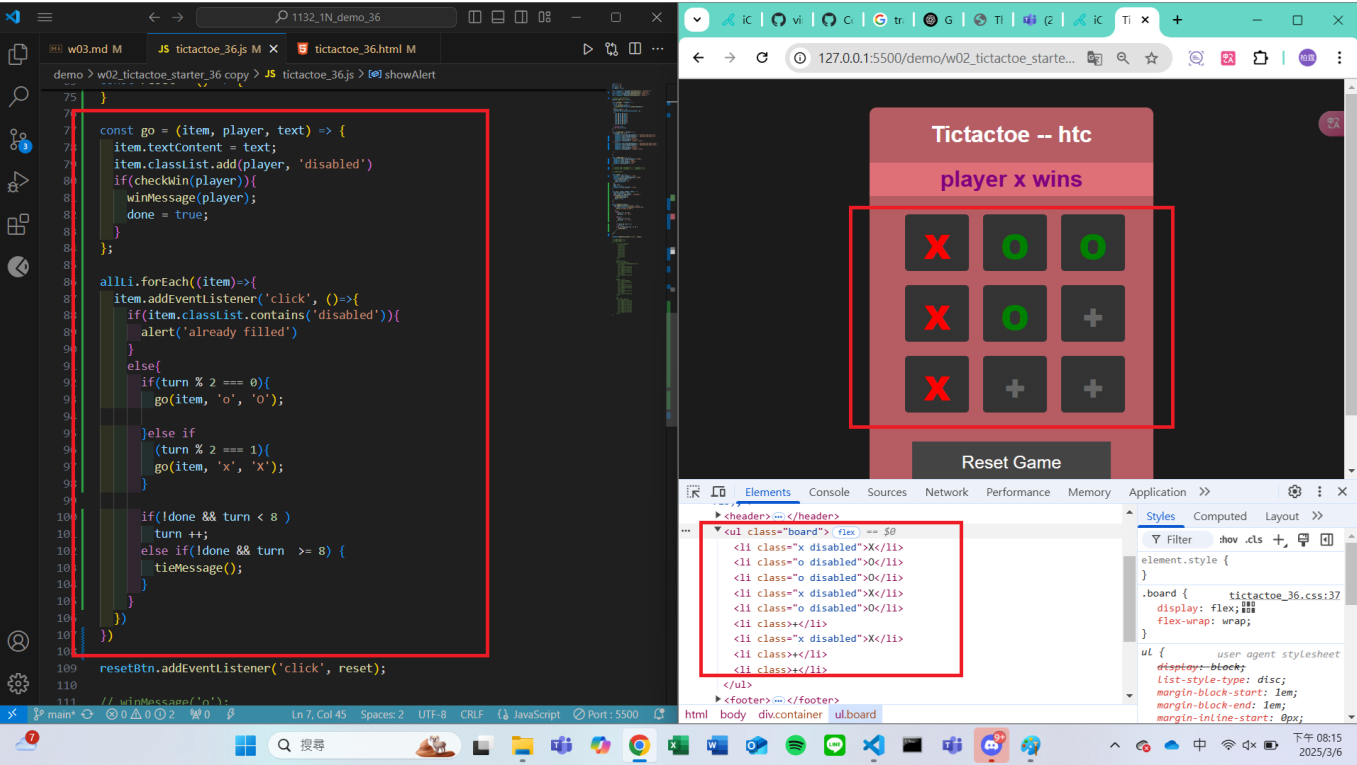
2edbd6 vincent560 Thu Mar 6 19:21:03 2025 +0800 W03-P1: Implement `checkWin(player)` using three different cases

W03-P2: play TicTacToe successfully

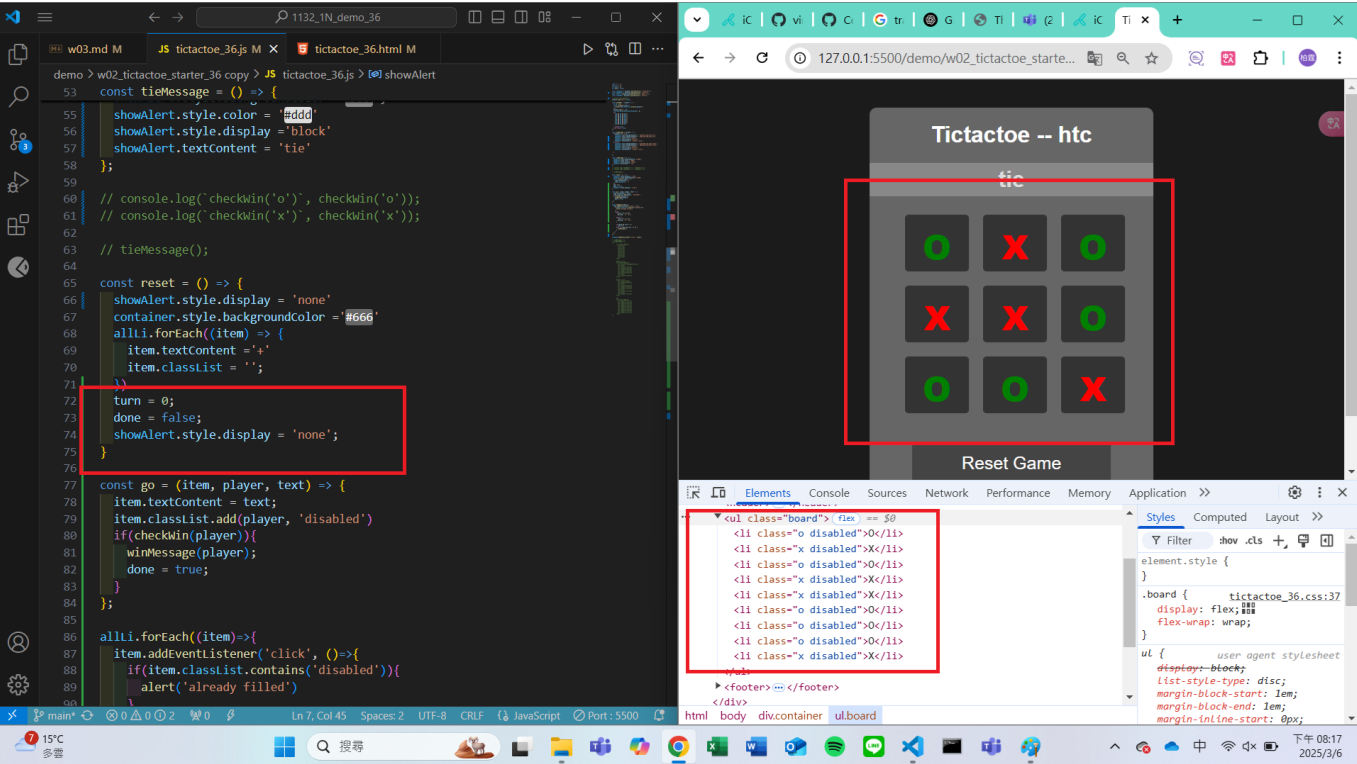
=> player o wins



=> player x wins

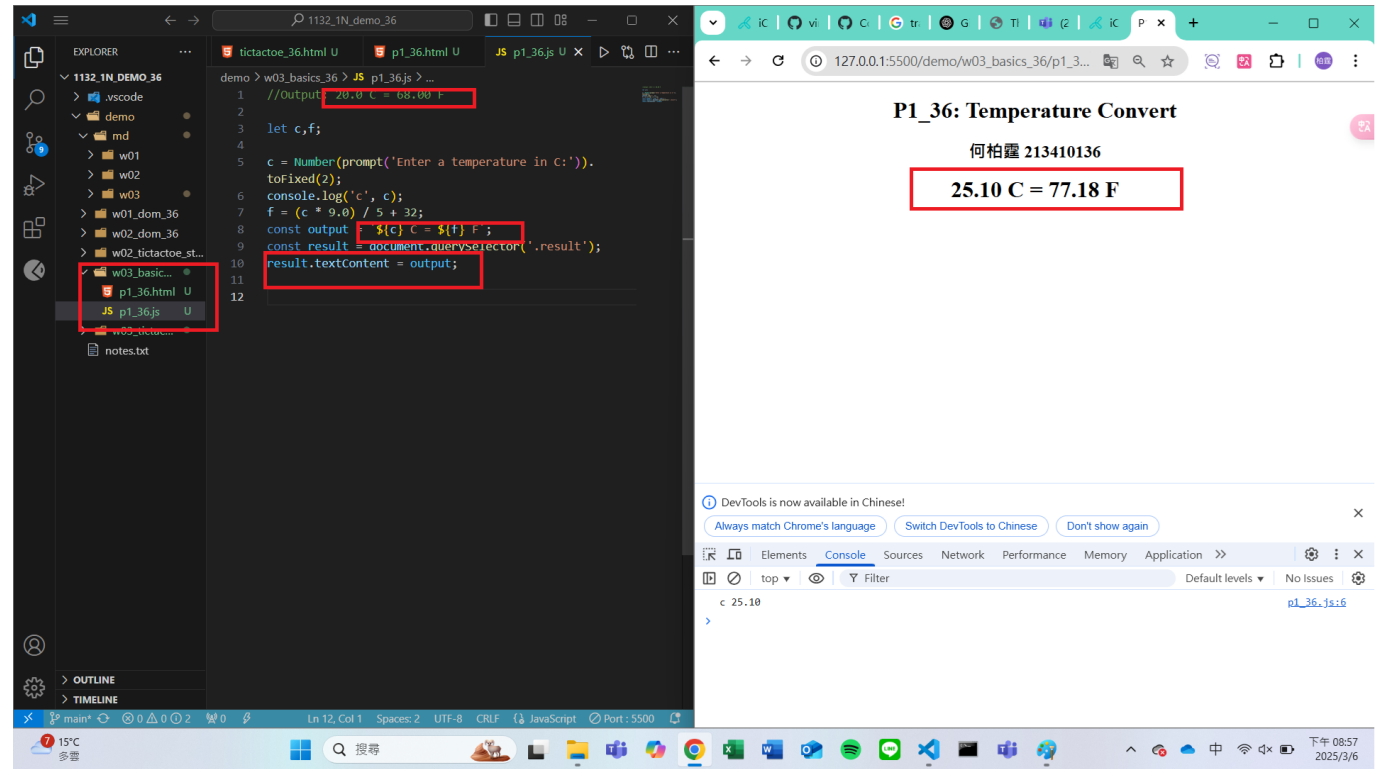


=> tie



8c52b9d vincent560 Thu Mar 6 20:19:07 2025 +0800 W03-P2: play TicTacToe successfully

W03-P3: Temperature Convert from C to F



ff9c637 vincent560 Thu Mar 6 21:03:24 2025 +0800 W03-P3: Temperature Convert from C to F

W03-logs: git logs of W03

Commits

main

All users

All time

Commits on Mar 6, 2025

W03-P3: Temperature Convert from C to F

vincent560 committed 1 minute ago

ff9c637

W03-P2: play TicTacToe successfully

vincent560 committed 45 minutes ago

8c52b9d

W03-P1: Implement checkWin(player) using three different cases

vincent560 committed 1 hour ago

2edbdc6