Wednesday, March 23, 2022 3:02 PM

TIME: 15 Min

- Complete the assignment 10
- Steps1
  - o Convert Game to Class Based component
  - o Move All states and handleCellClick to Game
  - o Pass the required props to state and Board Object
  - O Update State properly after each click
  - o Reset should reset the game to original state.
- You don't have to handle winning condition currently.
- Follow the diagram

