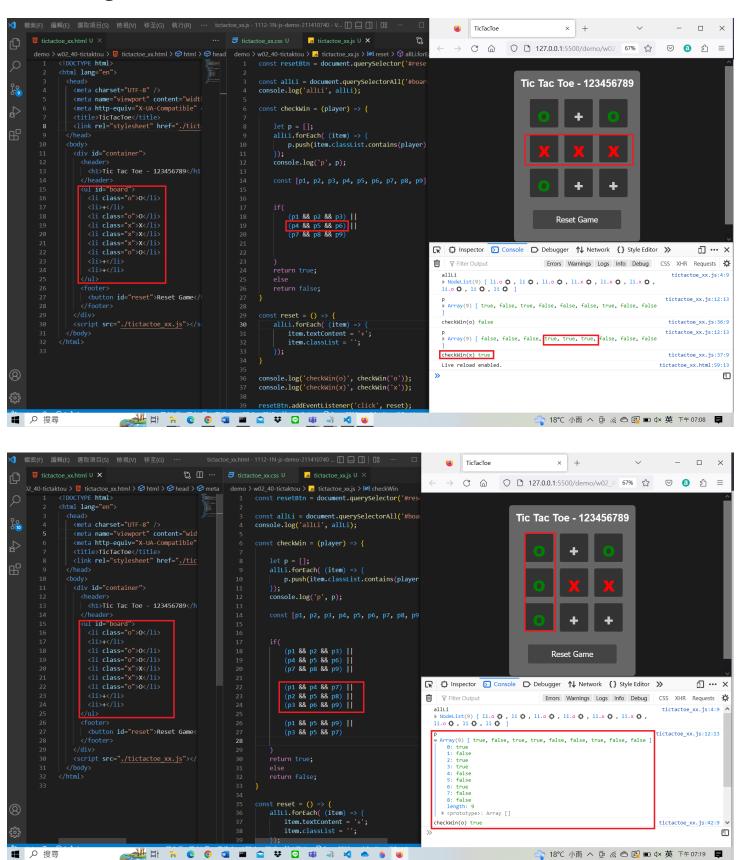
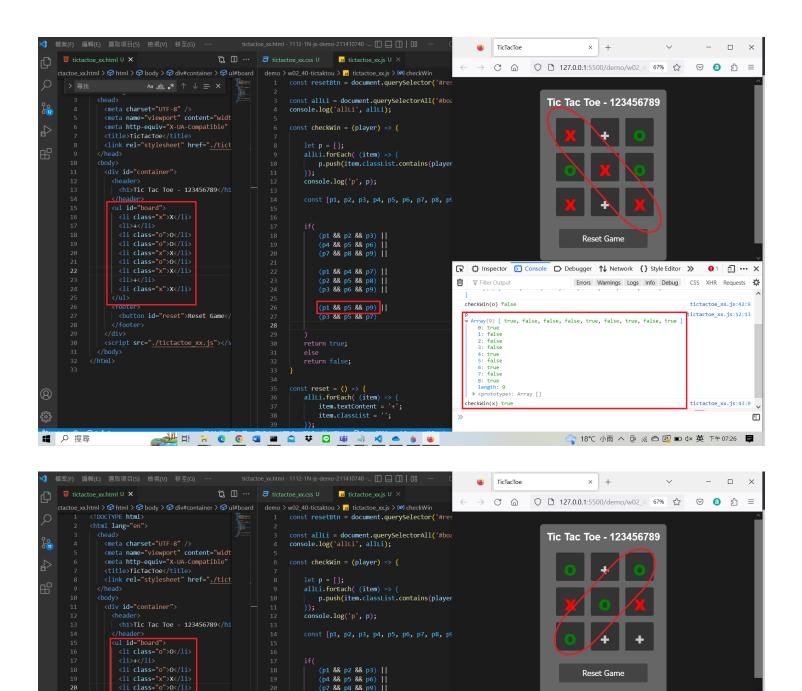
W02-P1: checkWin to determine who wins, you need to create four images as said in class



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(p1 && p4 && p7) || (p2 && p5 && p8) || (p3 && p6 && p9) ||

(p3 && p5 && p7)

const reset = () => {
 allLi.forEach((item) => {

item.textContent = '+';
item.classList = '';

☐ Inspector ☐ Console ☐ Debugger ↑ Network {} Style Editor >> ●1 ☐ ··· ×

false, true, false, true, false, false

Errors Warnings Logs Info Debug CSS XHR Requests

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tictactoe_xx.js:12:13

tictactoe_xx.js:42:9

1

Filter Output

true false true false true false true false false

checkWin(o) true

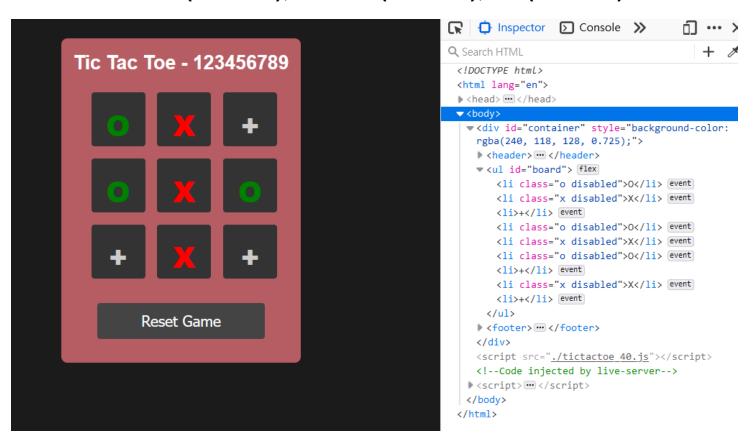
20

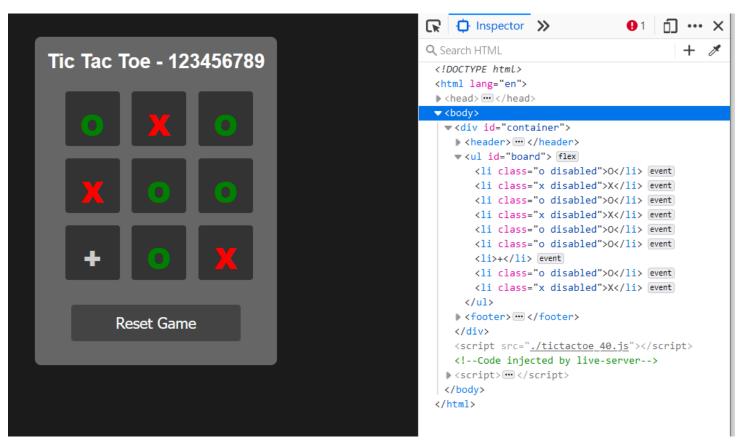
■ 夕 搜尋

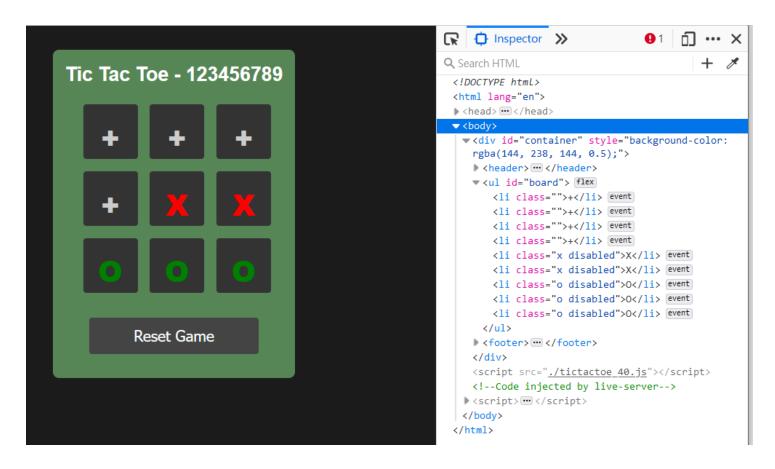
class="x">Xclass="o">O

<button id="reset">Reset Game

W02-P2: O win (9 times), X wins (8 times), tie (9 times)







W02-P3: debug -- 已經走過的,不能走,但是 turn 加 1,下一步還是同一個 player

```
💜 檔案(F) 編輯(E) 選取項目(S) 檢視(V) 移至(G) 執行(R) 終端機(T) 說明(H)
                                                                                 tictactoe_40.js - 1112-1N-js-demo-211410740 - Visual Studio Code
                                                  Js tictactoe_40.js M X ■ tictactoe_40.css
                              M* w02_40.md M
                                                                                             tictactoe.JPG
仚
                               demo > w02_40-tictaktoe > _{\tt JS} tictactoe_40.js > \textcircled{\odot} allLi.forEach() callback > \textcircled{\odot} item.addEventListener('click') callback

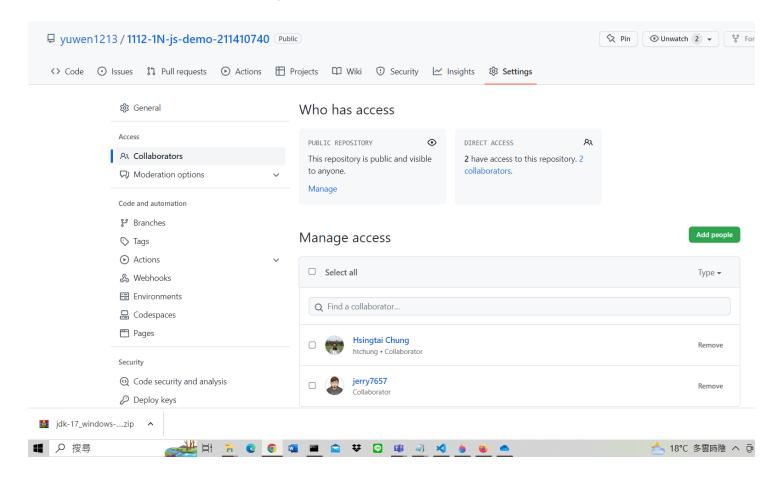
√ 1112-1N-JS-DEMO-21141...

                                               done = false;
         ✓ 🔚 md
          > w01
          const winMessage = (player) => {
             M+ w02_40.... M
                                           if(player === 'o'){
             № w02-p1-1.png
                                               container.style.backgroundColor = 'rgba(144, 238, 144, 0.5)';
             № w02-p1-2.png
                                           } else {
                                               container.style.backgroundColor = 'rgba(240, 118, 128, 0.726)';
             № w02-p1-3.png
             № w02-p1-4.png
                                           alert(`player ${player} wins`)
             № w02-p2-1.png
             № w02-p2-2.png
             № w02-p2-3.png
                                      allLi.forEach( (item) => {
                                           item.addEventListener('click', () => {
             № w02-p4.... U
                                               if(item.classList.contains('disabled') ) {
             № w02-p5.... U
                                                   alert('Already filled');
         > w01
                                65
                                                   turn--;
         } else if(turn %2 === 0){
            ₹ tictactoe 40.css
                                                   item.textContent = '0';
                                                   item.classList.add('o', 'disabled');
            Js tictactoe_... M
                                                   if(checkWin(o)){
                                                        done = true;
            tictactoe.JPG
                                                        winMessage(o);
           notes
                                                        setTimeout(() => {
      〉大綱
                                                            reset()
      〉時間表
```

W02-P4: debug -- 已經贏了,還可以繼續往下玩

```
allLi.forEach( (item) => {
         item.addEventListener('click', () => {
62
             if(item.classList.contains('disabled') ) {
                 alert('Already filled');
64
65
                 turn--;
             } else if(turn %2 === 0){
66
                 item.textContent = '0';
67
                 item.classList.add('o', 'disabled');
68
                 if(checkWin(o))
                      done = true;
70
                      winMessage(o);
71
                      setTimeout(() => {
72
                         reset()
74
                      }, 1000);
75
               else if(turn %2 == 1){
76
                 item.textContent = 'X';
77
                 item.classList.add('x', 'disabled');
78
                 if(checkWin(x)){
79
                     done = true;
80
                     winMessage(x);
81
                     setTimeout(() => {
82
                         reset()
83
                     }, 1000);
84
85
86
```

W02-P5: 邀請老師跟助教



git logs

\$ git log --pretty=format:"%h%x09%an%x09%ad%x09%s" --after="2023-02-22" c9a6cf6 yuwen1213 Thu Feb 23 21:58:06 2023 +0800 W02-P5: 邀請老師跟助教 5984e37 yuwen1213 Thu Feb 23 21:55:51 2023 +0800 W02-P4: debug -- 已經贏了,還可以繼續往下玩

217fe7a yuwen1213 Thu Feb 23 21:32:01 2023 +0800 W02-P3: debug -- 已經走過的,不能走,但是 turn 加 1,下一步還是同一個 player

75ff78c yuwen1213 Thu Feb 23 20:47:42 2023 +0800 W02-P2: O win (9 times), X wins (8 times), tie (9 times)

412cdb9 yuwen1213 Thu Feb 23 19:33:19 2023 +0800 W02-P1: checkWin to determine who wins, you need to create four images as said in class