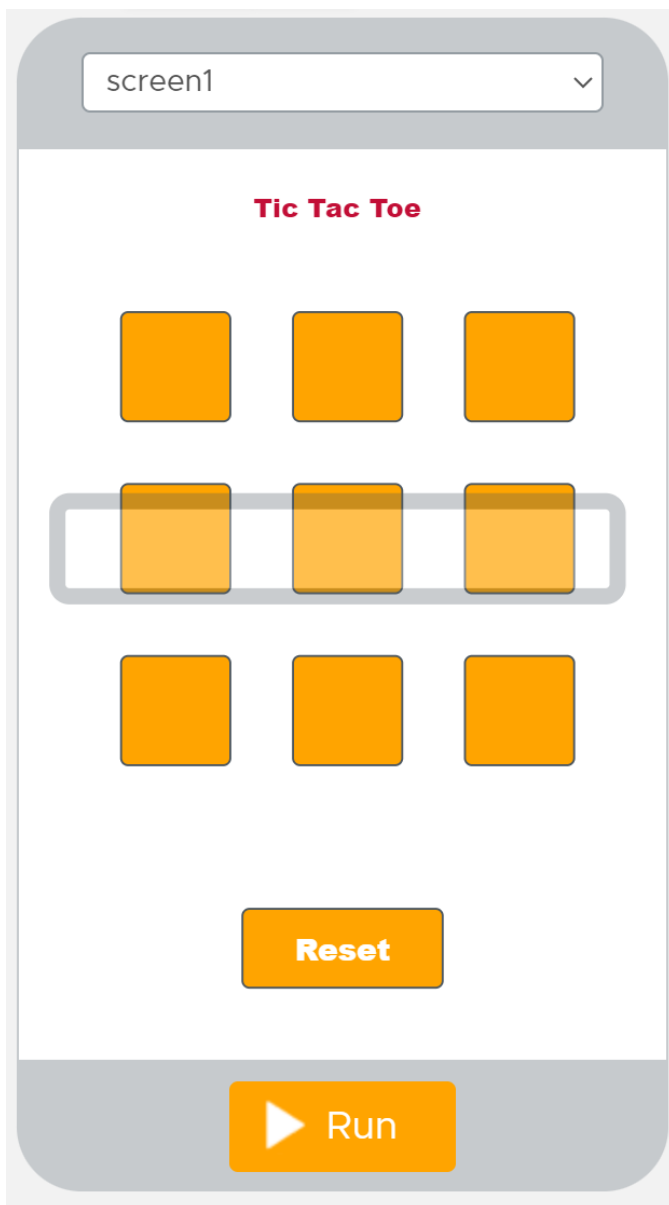


Tic Tac Toe

1. Introduction

Make the Tic Tac Toe game.

2. Layout design



3. Handle button click for player

First we need a variable to remember whose turn it is. We will make player X go first.

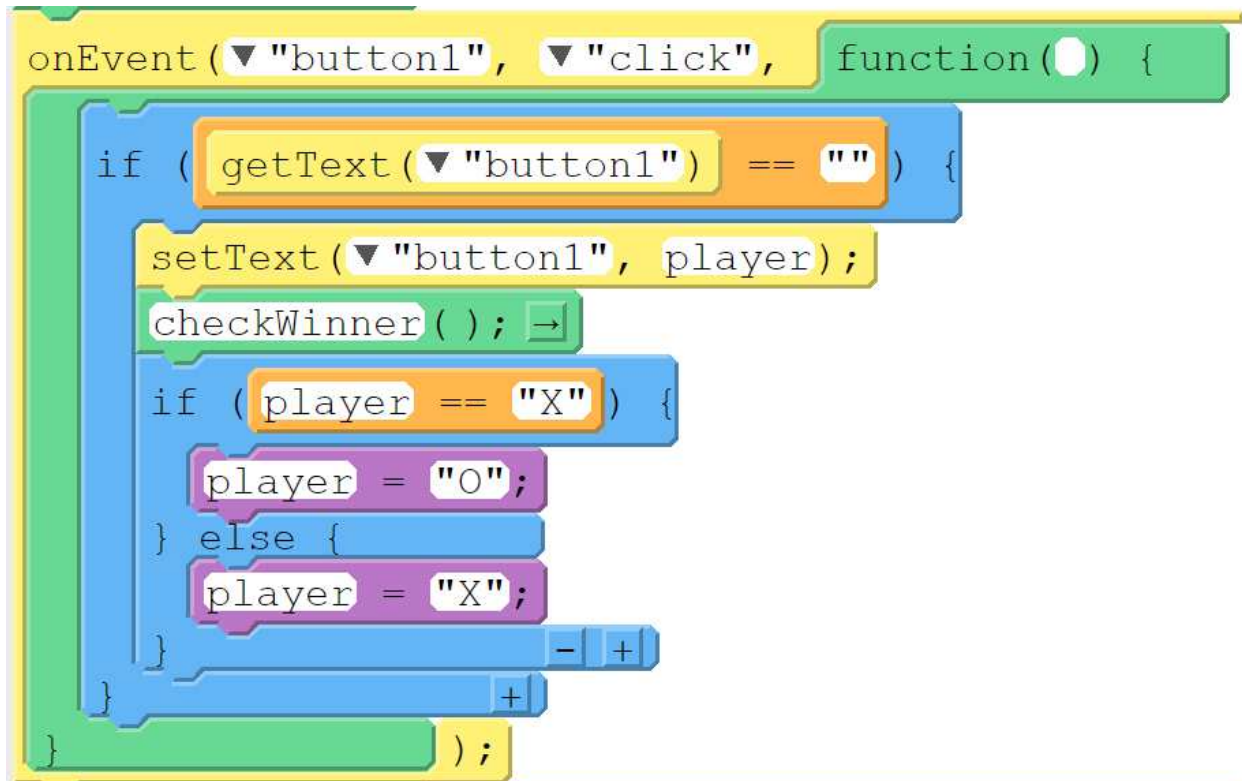
```
var player = "X";
```

Next for every onEvent button click we place the current player in the button text, and then switch to the other player.

```
onEvent (▼ "button1", ▼ "click", function() {  
    setText (▼ "button1", player);  
    if (player == "X") {  
        player = "O";  
    } else {  
        player = "X";  
    }  
});
```

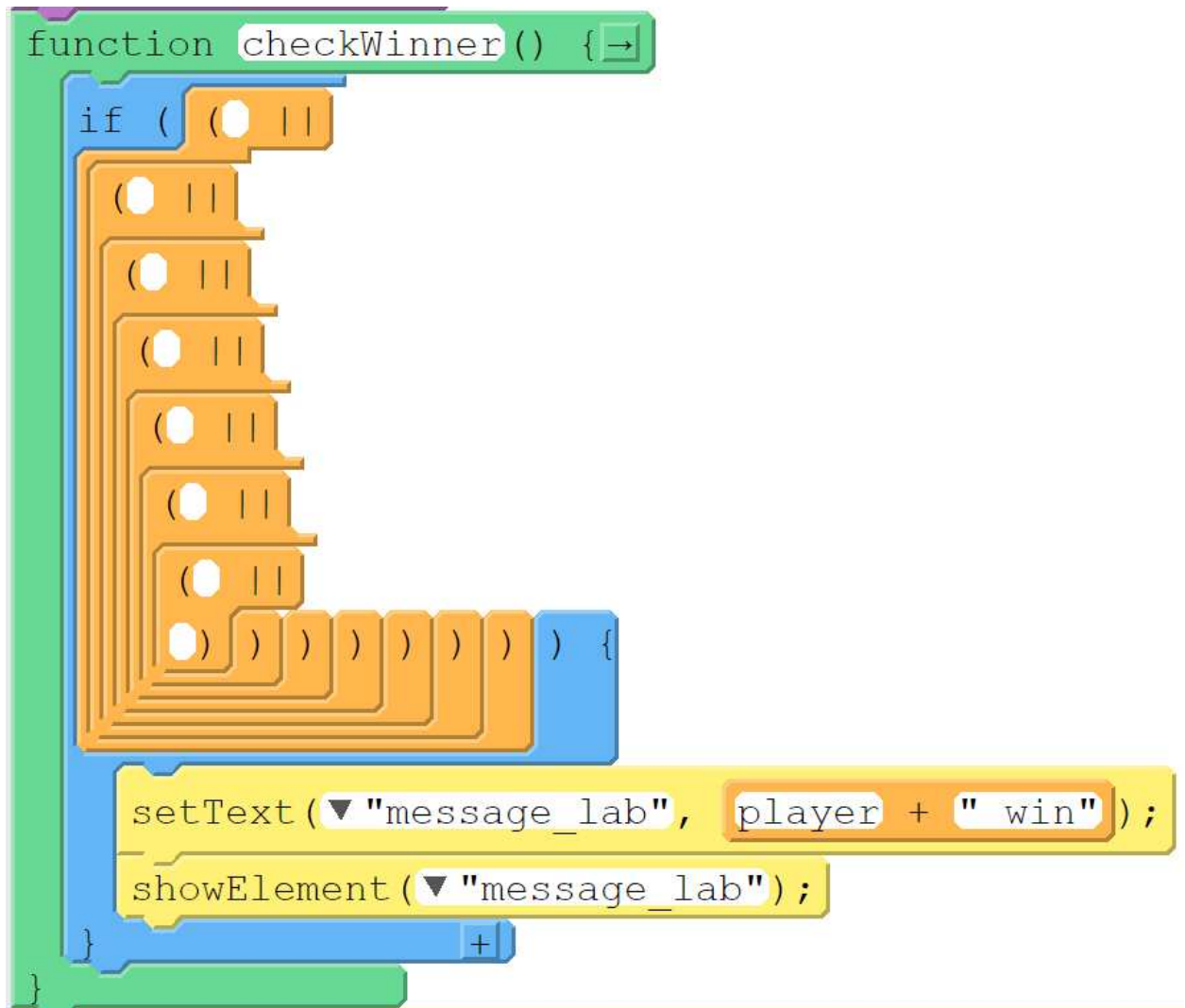
4. Check for winner

We need to check for a winner after every onEvent button click, and there are 9 buttons. Instead of duplicating the code for checking for a winner in the 9 different onEvent button clicks, we extract that block of code out and put it into a function so that we only have one copy of it in a function. We will then call that function to execute the code.



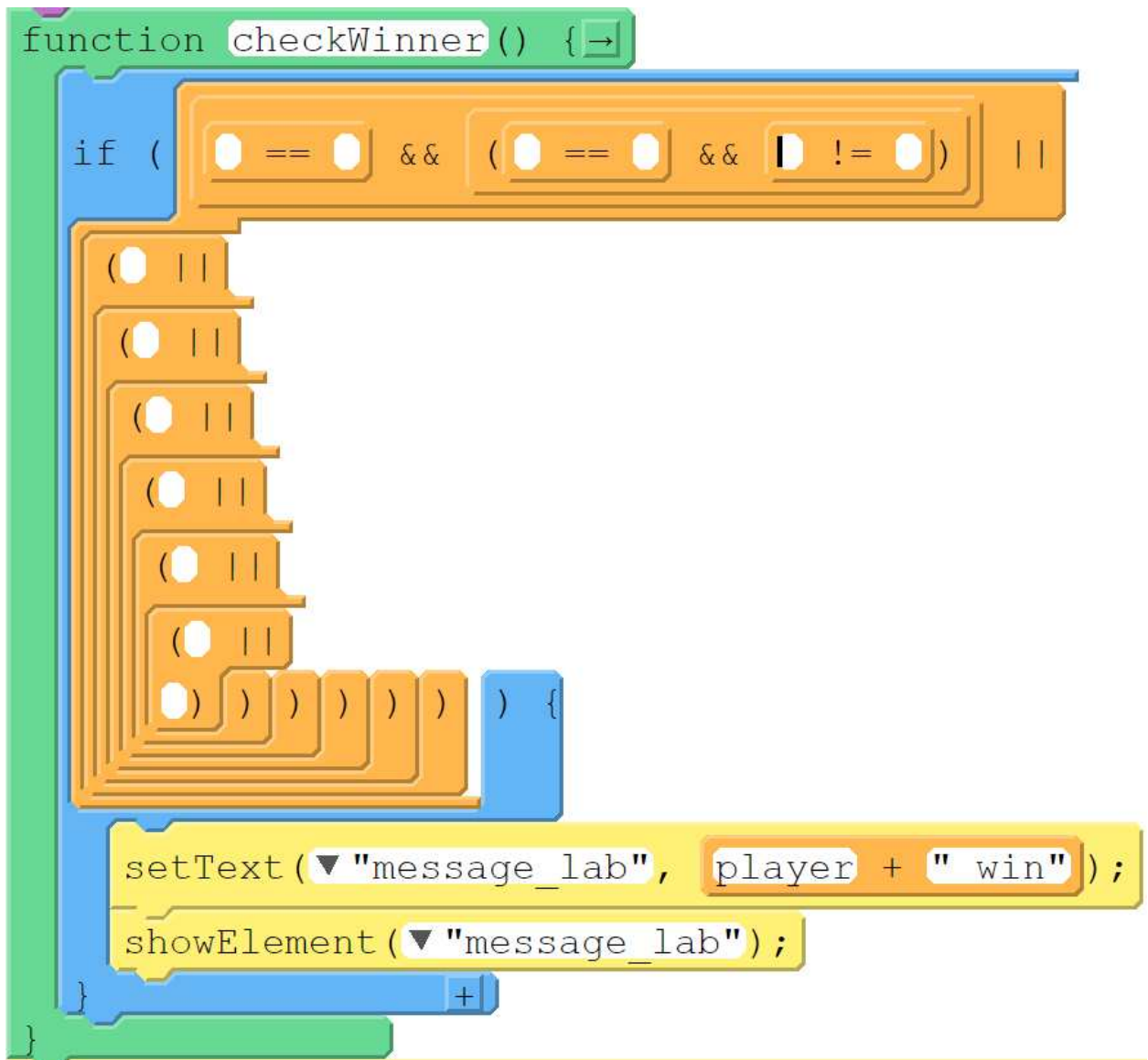
5. *checkWinner* function

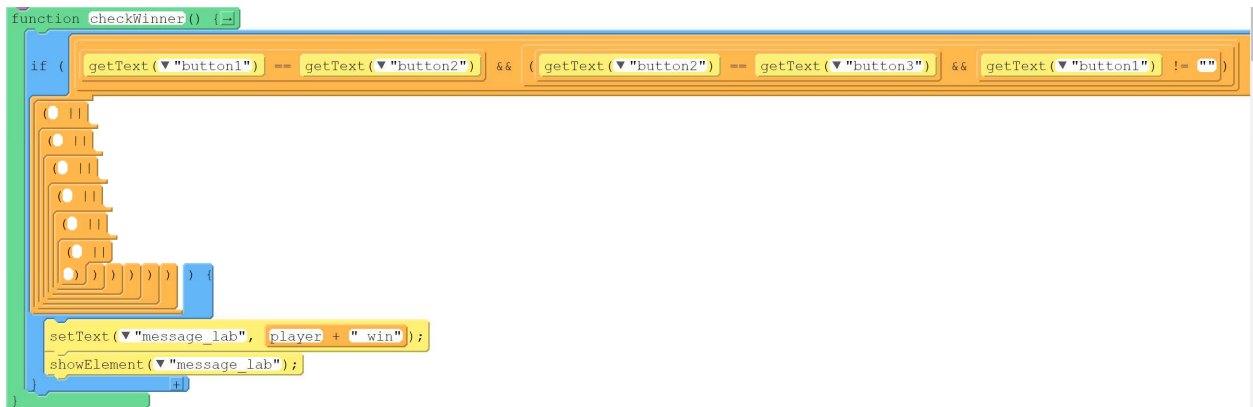
The checkWinner function contains the code to check for a winner. There are 8 different possible combinations for a win, so we need to ask 8 separate questions. These 8 questions are OR || together.



For each question, we need to ask 3 things:

- The text for button 1 is equal to the text for button 2 AND
- The text for button 2 is equal to the text for button 3 AND
- The text for button 1 is not a blank.





Fill in the remaining questions. Make appropriate changes to the button names.