

Igra 4

- Prvi deo iks oks igre obuhvata
 - ◆ implementaciju strukture html stranice
 - ◆ Implementaciju klika na celiju tabele
 - ◆ Setapovanje css fajla i stila za tabelu
- Drugi deo iks oks igre obuhvata
 - ◆ implementaciju provere porednika
 - ◆ Reloadovanje stranice nakon 9 poteza

	x	

IDEJA ZA IMPLEMENTACIJU:

- ❖ Iks oks mreza ce biti implementirana kroz tabelu jer nema puno celija kao u igri pamcenja
- ❖ Setovanje funkcije za klik na svako polje tabele
- ❖ Identifikacija svih mogucih kombinacija za pobjedu - kolone, redovi i dijagonale
- ❖ CSS samo najobicniji za pocetak, da je vidljivo i igrivo
- ❖ Implementacija funkcije za click() kako bi se setovao i upisao znak x ili o u zavisnosti da li je u pitanju paran ili neparan potez
- ❖ Provere vrsiti i za x i za o. Isprobati da li je moguće napraviti to kao funkciju
- ❖ Implementacija za setovanje winning klase za neki html objekat
- ❖ Provera po svim winning položajima i za x i za o

DEO 1 POSTUPAK:

Html:

```
<html>
  <head>
    <title>Iks Oks</title>
    <link rel="stylesheet" href="Cas_10_iksOksIgra.css">
    <script src="Cas_10_iksOksIgra.js"></script>
  </head>

  <body>
    <div style="width:100%;">
      <h1>Iks Oks</h1>
      <table>
        <tr id="row1">
          <td id="square00" onclick="reply_click()">&nbsp;</td>
          <td id="square10" onclick="reply_click()">&nbsp;</td>
          <td id="square20" onclick="reply_click()">&nbsp;</td>
        </tr>
```

```

        <tr id="row2">
            <td id="square01" onclick="reply_click()">&nbsp;</td>
            <td id="square11" onclick="reply_click()">&nbsp;</td>
            <td id="square21" onclick="reply_click()">&nbsp;</td>
        </tr>
        <tr id="row3">
            <td id="square02" onclick="reply_click()">&nbsp;</td>
            <td id="square12" onclick="reply_click()">&nbsp;</td>
            <td id="square22" onclick="reply_click()">&nbsp;</td>
        </tr>
    </table>
</div>

```

```
<script type="text/javascript">
```

```

//row1
var square00 = document.getElementById('square00');
var square10 = document.getElementById('square10');
var square20 = document.getElementById('square20');
//row2
var square01 = document.getElementById('square01');
var square11 = document.getElementById('square11');
var square21 = document.getElementById('square21');
//row3
var square02 = document.getElementById('square02');
var square12 = document.getElementById('square12');
var square22 = document.getElementById('square22');

//SETTING THE ONCLICK ATTRIBUTE
//row1
square00.setAttribute('onclick', 'reply_click(this.id)');
square10.setAttribute('onclick', 'reply_click(this.id)');
square20.setAttribute('onclick', 'reply_click(this.id)');

//row2
square01.setAttribute('onclick', 'reply_click(this.id)');
square11.setAttribute('onclick', 'reply_click(this.id)');
square21.setAttribute('onclick', 'reply_click(this.id)');

//row3
square02.setAttribute('onclick', 'reply_click(this.id)');
square12.setAttribute('onclick', 'reply_click(this.id)');
square22.setAttribute('onclick', 'reply_click(this.id)');

// WINNING ARRAYS

```

```
var row1 = [square00, square10, square20];
var row2 = [square01, square11, square21];
var row3 = [square02, square12, square22];
var col1 = [square00, square01, square02];
var col2 = [square10, square11, square12];
var col3 = [square20, square21, square22];
var tlbr = [square00, square11, square22];
var trbl = [square20, square11, square02];
var winners = [row1, row2, row3, col1, col2, col3, tlbr, trbl];

</script>
</body>
</html>
```

CSS:

```
h1{
    text-align:center;
}

table{
    height:50%;
    width:50%;
    margin:0 auto 0;
}

td{
    border:.1em solid #000000;
}
```

JS:

```
var turn = 0;
var reply_click = function(clicked_id){

    var id = document.getElementById(clicked_id);
    if(id.innerHTML === 'o'){
        return;
    }else if(id.innerHTML === 'x'){
        return;
    }

    var p1 = 'x';
    var p2 = 'o';

    if(turn === 0 || turn === 2 || turn === 4 || turn === 6 || turn === 8){
```

```

        id.innerHTML = p1;
    } else if(turn === 1||turn ===3||turn=== 5 || turn === 7 || turn === 9){
        id.innerHTML = p2;
    }

    turn++; //turn increments by 1
};

```

DEO 2 POSTUPAK:

CSS:

```

h1{
    text-align:center;
}
table{
    height:50%;
    width:50%;
    font-size: xx-large;
    color: #fd6500;
    margin:0 auto 0;
}
td{
    border:.1em solid #000000;
    border-collapse:collapse;
}
td{
    cursor:pointer;
    height:auto;
    width:2em;
    padding:5px;
    text-align:center;
    background-color: rgb(255, 255, 255);
}
td.winner {
    background: rgb(243, 135, 72);
    border: 3px solid #000000;
}

```

JS:

```

var turn = 0;
var reply_click = function(clicked_id){
    var id = document.getElementById(clicked_id);
    if(id.innerHTML === 'o'){
        return;
    }else if(id.innerHTML === 'x'){
        return;
    }
    var p1 = 'x';
    var p2 = 'o';
    if(turn === 0 || turn === 2 || turn === 4 || turn === 6 || turn === 8){
        id.innerHTML = p1;
    } else if(turn === 1 || turn===3 || turn===5 || turn===7 || turn===9){
        id.innerHTML = p2;
    }

    turn++; //turn increments by 1
}

```

```
//row1
if(row1[0].innerHTML === 'x' && row1[1].innerHTML === 'x' &&
row1[2].innerHTML === 'x'){
    for(var i = 0; i < row1.length; i++){
        row1[i].setAttribute('class', 'winner');
    }
    alert('X has WON!');
    document.location.reload();
}

if(row1[0].innerHTML === 'o' && row1[1].innerHTML === 'o' &&
row1[2].innerHTML === 'o'){
    for(var i = 0; i < row1.length; i++){
        row1[i].setAttribute('class', 'winner');
    }
    alert('O has WON!');
    document.location.reload();
}

//row2
if(row2[0].innerHTML === 'x' && row2[1].innerHTML === 'x' &&
row2[2].innerHTML === 'x'){
    for(var i = 0; i < row2.length; i++){
        row2[i].setAttribute('class', 'winner');
    }
    alert('X has WON!');
    document.location.reload();
}

if(row2[0].innerHTML === 'o' && row2[1].innerHTML === 'o' &&
row2[2].innerHTML === 'o'){
    for(var i = 0; i < row2.length; i++){
        row2[i].setAttribute('class', 'winner');
    }
    alert('O has WON!');
    document.location.reload();
}

//row3
if(row3[0].innerHTML === 'x' && row3[1].innerHTML === 'x' &&
row3[2].innerHTML === 'x'){
    for(var i = 0; i < row3.length; i++){
        row3[i].setAttribute('class', 'winner');
    }
    alert('X has WON!');
    document.location.reload();
}
```

```

}
if(row3[0].innerHTML === 'o' && row3[1].innerHTML === 'o' &&
row3[2].innerHTML === 'o'){
    for(var i = 0; i < row3.length; i++){
        row3[i].setAttribute('class', 'winner');
    }
    alert('O has WON!');
    document.location.reload();
}
//col1
if(col1[0].innerHTML === 'x' && col1[1].innerHTML === 'x' &&
col1[2].innerHTML === 'x'){
    for(var i = 0; i < col1.length; i++){
        col1[i].setAttribute('class', 'winner');
    }
    alert('X has WON!');
    document.location.reload();
}
if(col1[0].innerHTML === 'o' && col1[1].innerHTML === 'o' &&
col1[2].innerHTML === 'o'){
    for(var i = 0; i < col1.length; i++){
        col1[i].setAttribute('class', 'winner');
    }
    alert('O has WON!');
    document.location.reload();
}

//col2
if(col2[0].innerHTML === 'x' && col2[1].innerHTML === 'x' &&
col2[2].innerHTML === 'x'){
    for(var i = 0; i < col2.length; i++){
        col2[i].setAttribute('class', 'winner');
    }
    alert('X has WON!');
    document.location.reload();
}
if(col2[0].innerHTML === 'o' && col2[1].innerHTML === 'o' &&
col2[2].innerHTML === 'o'){
    for(var i = 0; i < col2.length; i++){
        col2[i].setAttribute('class', 'winner');
    }
    alert('O has WON!');
    document.location.reload();
}
}

```

```

//col3
if(col3[0].innerHTML === 'x' && col3[1].innerHTML === 'x' &&
col3[2].innerHTML === 'x'){
    for(var i = 0; i < col3.length; i++){
        col3[i].setAttribute('class', 'winner');
    }
    alert('X has WON!');
    document.location.reload();
};
if(col3[0].innerHTML === 'o' && col3[1].innerHTML === 'o' &&
col3[2].innerHTML === 'o'){
    for(var i = 0; i < col3.length; i++){
        col3[i].setAttribute('class', 'winner');
    }
    alert('O has WON!');
    document.location.reload();
};
// tlbr
if(tlbr[0].innerHTML === 'x' && tlbr[1].innerHTML === 'x' &&
tlbr[2].innerHTML === 'x'){
    for(var i = 0; i < row1.length; i++){
        tlbr[i].setAttribute('class', 'winner');
    }
    alert('X has WON!');
    document.location.reload();
};
if(tlbr[0].innerHTML === 'o' && tlbr[1].innerHTML === 'o' &&
tlbr[2].innerHTML === 'o'){
    for(var i = 0; i < tlbr.length; i++){
        tlbr[i].setAttribute('class', 'winner');
    }
    alert('O has WON!');
    document.location.reload();
};
// trbl
if(trbl[0].innerHTML === 'x' && trbl[1].innerHTML === 'x' &&
trbl[2].innerHTML === 'x'){
    for(var i = 0; i < trbl.length; i++){
        trbl[i].setAttribute('class', 'winner');
    }
    alert('X has WON!');
    document.location.reload();
};
if(trbl[0].innerHTML === 'o' && trbl[1].innerHTML === 'o' &&
trbl[2].innerHTML === 'o'){

```

```
for(var i = 0; i < trbl.length; i++){
    trbl[i].setAttribute('class', 'winner');
}
alert('O has WON!');
document.location.reload();
};
if(turn>=9){alert('game over...RESTART'),document.location.reload()};
};
```