ICA02 - HTML Activity – Tic Tac Toe

In this exercise you will use codepen to practice some HTML. This ICA is very similar to what you will be asked to do on Quiz 1.

This ICA, and Quiz 1, use codepen.io. After Quiz 1, we won't be using codepen.io any more in this course.

Instructions

- 1. Visit codepen.io and log in with the same email address and password you used in ICA 01.
- 2. Once you are logged in to codepen.io visit this URL: https://codepen.io/nnmh2024ica02/pen/RwzGKXz
- 3. You should immediately "Fork" and "Save" your copy of the start file. (Just like you did in ICA 01)
- 4. In your preview window you should see something like this:

How to Play Tic-Tac-Toe Tic-tac-toe is a classic two-player game in which players take turns marking spaces in a 3x3 grid. One player uses "X" and the other uses "O." The objective is to be the first to form a horizontal, vertical, or diagonal line of three of one's own symbols. The game is simple yet strategic, often resulting in a draw if both players play optimally.

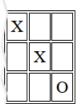
** HTML TABLE GOES HERE ** How to Play Rules of Tic-Tac-Toe Setup: The game is played on a 3x3 grid. One player chooses "X" and the other chooses "O." Gameplay: Players take turns placing their symbol (either "X" or "O") in one of the empty squares on the grid. The player who goes first is usually determined randomly. Winning the Game: The objective is to be the first player to get three of your symbols in a row. This can be done horizontally, vertically, or diagonally. Draw: If all nine squares are filled and neither player has three in a row, the game ends in a draw. Playing the game Start the Game: Decide who will be "X" and who will be "O." The player with "X" typically goes first. Making Moves: Player X places an "X" in one of the empty squares on the grid. Player O then places an "O" in one of the remaining empty squares. Players continue taking turns until someone wins or the grid is full. Checking for a Win: After each move, check if there are three of the same symbols in a row horizontally, vertically, or diagonally. If there is a line of three, the player who placed the last symbol wins. Ending the Game: If a player wins, the game ends, and the winner is declared. If all squares are filled and no player has three in a row, the game ends in a draw. Can you win against a chicken? At a carnival, the Tic-Tac-Toe playing chicken is a popular attraction where a live chicken is housed in a small, brightly decorated booth with a Tic-Tac-Toe grid. For a fee, visitors can challenge the chicken to a game by placing their mark on the grid. The chicken, trained to peck at the grid for food rewards, takes its turn by pecking a spot to place its own mark. The novelty of playing a game against a live animal, combined with the amusement of the chicken's seemingly strategic moves, makes it a crowd favorite, often drawing laughter and amazement from spectators. *** PLACE AN IMAGE HERE. THE IMAGE CAN BE FOUND AT https://misdemo.temple.edu/assets/tictactoe/chickentictactoe.png *** USE THIS ALTERNATIVE TEXT FOR THE IMAGE: A cartoon chicken playing tic tac toe Here is a related video! *** PUT A HYPERLINK AROUND "Here" *** THE LINK SHOULD GO TO https://youtu.be/Wkih00vID3s *** THE LINK SHOULD OPEN IN A NEW WINDOW

5. Your goal is to use HTML tags to the text, so that it ends up looking like this.

FIGURE A (The TOP HALF)

How to Play Tic-Tac-Toe

Fic-tac-toe is a classic two-player game in which players take turns marking spaces in a 3x3 grid. One player uses "X" and the other uses "O." The objective is to be the first to form a horizontal, vertical, or diagonal line of three of one's own symbols. The game is simple yet strategic, often resulting in a draw if both players play optimally.



How to Play

Rules of Tic-Tac-Toe

1. Setup:

- The game is played on a 3x3 grid.
- One player chooses "X" and the other chooses "O."
- 2. Gameplay:
 - Players take turns placing their symbol (either "X" or "O") in one of the empty squares on the grid.
 - · The player who goes first is usually determined randomly.
- 3. Winning the Game:
 - The objective is to be the first player to get three of your symbols in a row. This can be done horizontally, vertically
 or diagonally.

4. Draw:

• If all nine squares are filled and neither player has three in a row, the game ends in a draw.

Playing the game

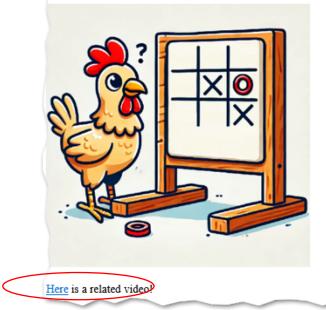
- 1. Start the Game: Decide who will be "X" and who will be "O." The player with "X" typically goes first.
- 2. Making Moves: Player X places an "X" in one of the empty squares on the grid. Player O then places an "O" in one of the remaining empty squares. Players continue taking turns until someone wins or the grid is full.
- 3. Checking for a Win: After each move, check if there are three of the same symbols in a row horizontally, vertically, or diagonally if there is a line of three, the player who placed the last symbol wins.
- 4. Ending the Game: If a player wins, the game ends, and the winner is declared. If all squares are filled and no player has three in a row, the game ends in a draw.

The lower half of the image is on the next page.

FIGURE B (The Bottom HALF)

Can you win against a chicken?

At a carnival, the Tic-Tac-Toe playing chicken is a popular attraction where a live chicken is housed in a small, brightly decorated booth with a Tic-Tac-Toe grid. For a fee, visitors can challenge the chicken to a game by placing their mark on the grid. The chicken, trained to peck at the grid for food rewards, takes its turn by pecking a spot to place its own mark. The novelty of playing a game against a live animal, combined with the amusement of the chicken's seemingly strategic moves, makes it a crowd favorite, often drawing laughter and amazement from spectators.



- (40 points point deductions in increments of 5) Here are some additional instructions to help you do this:
 - a. Use the paragraph tag around the first and last paragraphs in the text. The first paragraph starts with "Tic-tac-toe is a classic ..." and the second/last paragraph starts with "At a carnival..."
 - b. Use a paragraph tag around the text "Here is a related video!"
 - c. Use the first, second and third heading tags around the following text:
 - i. How to Play Tic Tac Toe
 - ii. How to Play
 - iii. Rules of Tic Tac Toe
 - iv. Playing the game
 - v. Can you win against a chicken?
 - d. Use ordered list tags, unordered list tags, and list item tags to add structure to the "Rules of Tic-tac-Toe" and "Playing the game" sections.

- e. Use bold tags to make text bold in the "Playing the game" section. (This is circled in FIGURE A)
- f. Use the italic tag <i></i> to stress the importance of "If there is a line of three". (This is also circled in FIGURE A.)
- g. Make "here" an anchor tag (also known as a hyper link). The link should open in a new window when clicked.
 (This is circled in FIGURE B.)
- (20 points point deductions in increments of 10) Make an HTML table as shown in FIGURE A. CSS styling has already been provided, so you just need to correctly use the , , , , , , , , , , , , , , ,

IMPORTANT NOTE: Usually, when you make an HTML table, you need to use the tags. But in this special case you don't need .

The tag is described in the assigned LinkedInLearning video and students are expected to know how, when and were to use it.

- (20 points – point deductions in increments of 10) Use the tag and the URL provided to create the image of the chicken as shown. This image should have the provided alt text.
- 9. When you are done, take a moment to spot-check your work.
- 10. Then copy/paste the URL to your work into the provided assignment on canvas.
- 11. You will use this same copy/paste mechanism to take Quiz 1, so be sure that you know how to do this correctly.

IMPORTANT NOTE: (Students who provide incorrect / unusable URLs will receive a grade of zero for this ICA.)

FOR YOUR REFERENCE:

If you know all these, then you are well prepared for Quiz 1.

TAG	Questions and your notes
<h1> </h1>	https://www.w3schools.com/tags/tag_hn.asp
<h2> </h2>	These are the HTML heading tags. Which of these tags appears to
<h3> </h3>	be the smallest when viewed in a typical browser?
<h4> </h4>	
<h5> </h5>	Is there an <h7> Tag?</h7>
<h6> </h6>	
<i> </i>	https://www.w3schools.com/tags/tag_i.asp
	What's the difference between this tag and the tag?
	https://www.w3schools.com/tags/tag_b.asp
	Makes some text bold.
	https://www.w3schools.com/tags/tag_p.asp
	This is the paragraph tag. What's the difference between using this and the break tag ?
	https://www.w3schools.com/tags/tag_br.asp
	This is the break tag. It is called a "self-closing" tag because it stands on its own. <i>There is no </i>
<a> 	https://www.w3schools.com/tags/tag_a.asp
	This is called the anchor tag. It is used to create hyperlinks.
	Observe the pattern of how this tag is used in myindex.html. The <a> tag has something called an <i>attribute</i>. Specifically, it has an href attribute.
<0l>	https://www.w3schools.com/tags/tag_ol.asp
	Use this tag, with elements, to create an ordered list.

	https://www.w3schools.com/tags/tag_ul.asp
	Use this tag, with elements, to create an unordered list (a.k.a.
	a bulleted list).

	https://www.w3schools.com/tags/tag_img.asp Use this to place an image into an HTML page. Using the alt attribute is a BEST PRACTICE. Similar to , the tag is a self-closing tag.
	https://www.w3schools.com/tags/tag_table.asp Use this along with the , , and tags to create HTML tables.