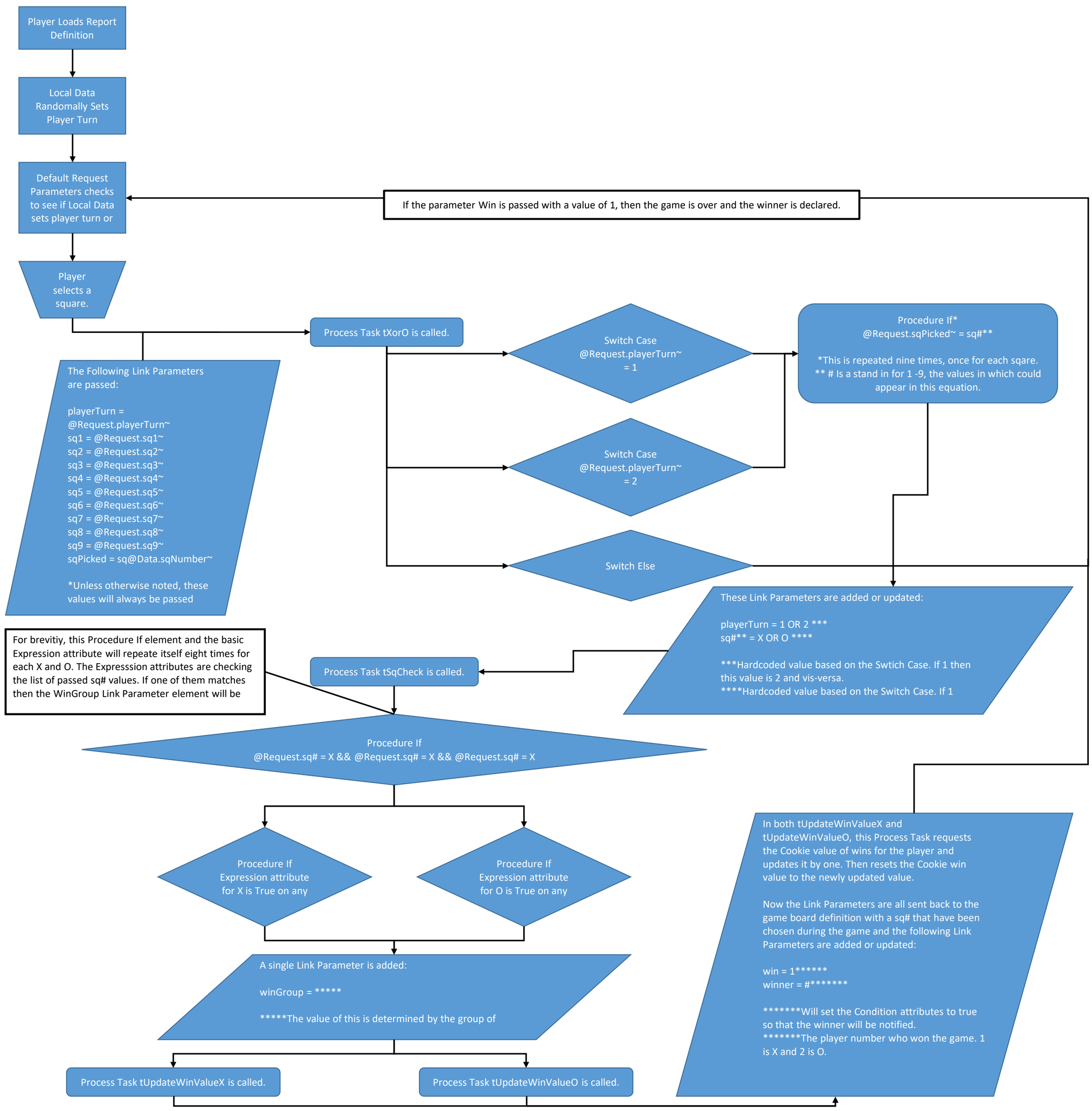
Player Loads Report Definition
Local Data Randomally Sets Player Turn
Default Request Parameters checks to see if Local Data sets player turn or
Player selects a square.
If the parameter Win is passed with a value of 1, then the game is over and the winner is declared.
Process Task tXorO is called.
The Following Link Parameters are passed:
playerTurn = @Request.playerTurn~
sq1 = @Request.sq1~
sq2 = @Request.sq2~
sq3 = @Request.sq3~
sq4 = @Request.sq4~
sq5 = @Request.sq5~
sq6 = @Request.sq6~
sq7 = @Request.sq7~
sq8 = @Request.sq8~
sq9 = @Request.sq9~
sqPicked = sq@Data.sqNumber~
*Unless otherwise noted, these values will always be passed
Switch Case @Request.playerTurn~ = 1
Switch Case @Request.playerTurn~ = 2
Switch Else
Procedure If* @Request.sqPicked~ = sq#**
*This is repeated nine times, once for each sqare.
** # Is a stand in for 1 -9, the values in which could appear in this equation.
These Link Parameters are added or updated:
playerTurn = 1 OR 2 ***
sq#** = X OR O ****
***Hardcoded value based on the Swtich Case. If 1 then this value is 2 and vis-versa.
****Hardcoded value based on the Switch Case. If 1
For brevitiy, this Procedure If element and the basic Expression attribute will repeate itself eight times for each X and O. The Expresssion attributes are checking the list of passed sq# values. If one of them matches then the WinGroup Link Parameter element will be
Process Task tSqCheck is called.
Procedure If @Request.sq# = X && @Request.sq# = X && @Request.sq# = X
Procedure If Expression attribute for X is True on any
Procedure If Expression attribute for O is True on any
A single Link Parameter is added:
winGroup = *****
*****The value of this is determined by the group of
Process Task tUpdateWinValueX is called.
Process Task tUpdateWinValueO is called.
In both tUpdateWinValueX and tUpdateWinValueO, this Process Task requests the Cookie value of wins for the player and updates it by one. Then resets the Cookie win value to the newly updated value.
Now the Link Parameters are all sent back to the game board definition with a sq# that have been chosen during the game and the following Link Parameters are added or updated:
win = 1******
winner = #*******
*******Will set the Condition attributes to true so that the winner will be notified.
*******The player number who won the game. 1 is X and 2 is O.