Index.html

```html
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <meta name="viewport" content="width=device-width, initial-
scale=1.0" />
    <title>Document</title>
  </head>
  <body>
    <div class="hi">
      <h1 >Tic - Tac - Toe</h1>
      <div id="root"></div>word
    </div>
  </body>
</html>
```

Styles.css

```css
* {
  box-sizing: border-box;
}
.hi {
  background-color: blueviolet;
  margin: 100px 100px 100px 200px;
  margin-right: 100px;
  box-sizing: 40px;
  padding: 40px 40px 40px 40px;
  width: 250px;
  border-radius: 5px;
  animation-name: anim;
  animation-duration: 10s;
  animation-iteration-count: infinite;
}
@keyframes anim {
  0% {
    background-color: green;
```

```css
    }
    25% {
      background-color: orange;
    }
    50% {
      background-color: blue;
    }
    75% {
      background-color: red;
    }
    100% {
      background-color: lightpink;
    }
}
body {
  font-family: sans-serif;
  margin: 20px;
  padding: 0;
}

h1 {
  margin-top: 0;
  font-size: 22px;
}

h2 {
  margin-top: 0;
  font-size: 20px;
}

h3 {
  margin-top: 0;
  font-size: 18px;
}

h4 {
  margin-top: 0;
  font-size: 16px;
```

```css
}

h5 {
  margin-top: 0;
  font-size: 14px;
}

h6 {
  margin-top: 0;
  font-size: 12px;
}

code {
  font-size: 1.2em;
}

ul {
  padding-inline-start: 20px;
}

* {
  box-sizing: border-box;
}

body {
  font-family: sans-serif;
  margin: 20px;
  padding: 0;
}

.square {
  background: indigo;
  border-radius: 20px;
  border: 1px solid #999;
  float: left;
  font-size: 24px;
  font-weight: bold;
  line-height: 34px;
```

```css
  height: 34px;
  margin-right: -1px;
  margin-top: -1px;
  padding: 0;
  text-align: center;
  width: 34px;
}

.board-row:after {
  clear: both;
  content: "";
  display: table;
}

.status {
  margin-bottom: 10px;
}
.game {
  display: flex;
  flex-direction: row;
}

.game-info {
  margin-left: 20px;
}
```

App.js

```javascript
import { useState } from 'react';

function Square({value, onSquareClick}) {
  return (
    <button className="square" onClick={onSquareClick}>
      {value}
    </button>
  );
}
```

```jsx
export default function Board() {
  const [xIsNext, setXIsNext] = useState(true);
  const [squares, setSquares] = useState(Array(9).fill(null));

  function handleClick(i) {
    if (calculateWinner(squares) || squares[i]) {
      return;
    }
    const nextSquares = squares.slice();
    if (xIsNext) {
      nextSquares[i] = 'X';
    } else {
      nextSquares[i] = 'O';
    }
    setSquares(nextSquares);
    setXIsNext(!xIsNext);
  }

  const winner = calculateWinner(squares);
  let status;
  if (winner) {
    status = 'Winner: ' + winner;
  } else {
    status = 'Next player: ' + (xIsNext ? 'X' : 'O');
  }

  return (
    <>
      <div className="status">{status}</div>
      <div className="board-row">
        <Square value={squares[0]} onSquareClick={() =>
handleClick(0)} />
        <Square value={squares[1]} onSquareClick={() =>
handleClick(1)} />
        <Square value={squares[2]} onSquareClick={() =>
handleClick(2)} />
      </div>
      <div className="board-row">
```

```
        <Square value={squares[3]} onSquareClick={() =>
handleClick(3)} />
        <Square value={squares[4]} onSquareClick={() =>
handleClick(4)} />
        <Square value={squares[5]} onSquareClick={() =>
handleClick(5)} />
      </div>
      <div className="board-row">
        <Square value={squares[6]} onSquareClick={() =>
handleClick(6)} />
        <Square value={squares[7]} onSquareClick={() =>
handleClick(7)} />
        <Square value={squares[8]} onSquareClick={() =>
handleClick(8)} />
      </div>
    </>
  );
}


function calculateWinner(squares) {
  const lines = [
    [0, 1, 2],
    [3, 4, 5],
    [6, 7, 8],
    [0, 3, 6],
    [1, 4, 7],
    [2, 5, 8],
    [0, 4, 8],
    [2, 4, 6],
  ];
  for (let i = 0; i < lines.length; i++) {
    const [a, b, c] = lines[i];
    if (squares[a] && squares[a] === squares[b] && squares[a] ===
squares[c]) {
      return squares[a];
    }
  }
  return null;}
```

Output:

```
Click}) {

nClick={onSquareCli

[
useState(true);
useState(Array(9).f

|| squares[i]) {

slice();
```