***Object:****Write a program to make a Tic Tac Toe game using HTML/CSS with javascript*

***Source Code:***

***Index.html***

*<!DOCTYPE html>*

*<html lang="en">*

*<head>*

*<meta charset="UTF-8" />*

*<meta http-equiv="X-UA-Compatible" content="IE=edge" />*

*<meta name="viewport" content="width=device-width, initial-scale=1.0" />*

*<title>Tic Tac Toe</title>*

*<link rel="stylesheet" href="style.css" />*

*</head>*

*<body>*

*<nav>*

*<ul>*

*<li>MyTicTacToe.com</li>*

*</ul>*

*</nav>*

*<div class="gameContainer">*

*<div class="container">*

*<div class="line"></div>*

*<div class="box bt-0 bl-0"><span class="boxtext"></span></div>*

*<div class="box bt-0"><span class="boxtext"></span></div>*

*<div class="box bt-0 br-0"><span class="boxtext"></span></div>*

*<div class="box bl-0"><span class="boxtext"></span></div>*

*<div class="box"><span class="boxtext"></span></div>*

*<div class="box br-0"><span class="boxtext"></span></div>*

*<div class="box bl-0 bb-0"><span class="boxtext"></span></div>*

*<div class="box bb-0"><span class="boxtext"></span></div>*

*<div class="box bb-0 br-0"><span class="boxtext"></span></div>*

*</div>*

*<div class="gameInfo">*

*<h1>Welcome to Tic Tac MyTicTacToe</h1>*

*<div>*

*<span class="info">Turn for X</span>*

*<button id="reset">Reset</button>*

*</div>*

*<div class="imgbox">*

*<img src="excited.gif" alt="" />*

*</div>*

*</div>*

*</div>*

*<script src="script.js"></script>*

*</body>*

*</html>*

***Style.css***

*@import url('https://fonts.googleapis.com/css2?family=Baloo+Bhaina+2&family=Roboto&display=swap');*

*\*{*

*margin: 0;*

*padding: 0;*

*}*

*nav{*

*background-color: rgb(37, 9, 37);*

*color: white;*

*height: 65px;*

*font-size: 27px;*

*display: flex;*

*align-items: center;*

*padding: 0 12px;*

*font-family: 'Roboto', sans-serif;*

*}*

*nav ul{*

*list-style-type: none;*

*}*

*.gameContainer{*

*display: flex;*

*justify-content: center;*

*margin-top: 50px;*

*}*

*.container{*

*display: grid;*

*grid-template-rows: repeat(3, 10vw);*

*grid-template-columns: repeat(3, 10vw);*

*font-family: 'Roboto', sans-serif;*

*position: relative;*

*}*

*.box{*

*border: 2px solid black;*

*font-size: 8vw;*

*cursor: pointer;*

*display: flex;*

*justify-content: center;*

*align-items: center;*

*}*

*.box:hover{*

*background-color: rgb(242, 234, 250);*

*}*

*.info {*

*font-size: 22px;*

*}*

*.gameInfo{*

*padding: 0 34px;*

*font-family: 'Baloo Bhaina 2', cursive;*

*}*

*.gameInfo h1{*

*font-size: 2.5rem;*

*}*

*.imgbox img{*

*width: 0;*

*transition: width 1s ease-in-out;*

*}*

*.br-0{*

*border-right: 0;*

*}*

*.bl-0{*

*border-left: 0;*

*}*

*.bt-0{*

*border-top: 0;*

*}*

*.bb-0{*

*border-bottom: 0;*

*}*

*#reset {*

*margin: 0 23px;*

*padding: 1px 18px;*

*background: #f3e7f9;*

*border-radius: 6px;*

*cursor: pointer;*

*font-family: 'Baloo Bhaina 2';*

*font-size: 15px;*

*font-weight: bolder;*

*}*

*.line{*

*background-color: black;*

*height: 3px;*

*width: 0;*

*position: absolute;*

*background-color: #911d91;*

*transition: width 1s ease-in-out;*

*}*

*@media screen and (max-width: 950px)*

*{*

*.gameContainer{*

*flex-wrap: wrap;*

*}*

*.gameInfo{*

*margin-top: 34px;*

*}*

*.gameInfo h1{*

*font-size: 1.5rem;*

*}*

*.container {*

*grid-template-rows: repeat(3, 20vw);*

*grid-template-columns: repeat(3, 20vw);*

*}*

*}*

***Script.js***

*console.log("Welcome to Tic Tac Toe")*

*let music = new Audio("music.mp3")*

*let audioTurn = new Audio("ting.mp3")*

*let gameover = new Audio("gameover.mp3")*

*let turn = "X"*

*let isgameover = false;*

*// Function to change the turn*

*const changeTurn = ()=>{*

*return turn === "X"? "0": "X"*

*}*

*// Function to check for a win*

*const checkWin = ()=>{*

*let boxtext = document.getElementsByClassName('boxtext');*

*let wins = [*

*[0, 1, 2, 5, 5, 0],*

*[3, 4, 5, 5, 15, 0],*

*[6, 7, 8, 5, 25, 0],*

*[0, 3, 6, -5, 15, 90],*

*[1, 4, 7, 5, 15, 90],*

*[2, 5, 8, 15, 15, 90],*

*[0, 4, 8, 5, 15, 45],*

*[2, 4, 6, 5, 15, 135],*

*]*

*wins.forEach(e =>{*

*if((boxtext[e[0]].innerText === boxtext[e[1]].innerText) && (boxtext[e[2]].innerText === boxtext[e[1]].innerText) && (boxtext[e[0]].innerText !== "") ){*

*document.querySelector('.info').innerText = boxtext[e[0]].innerText + " Won"*

*isgameover = true*

*document.querySelector('.imgbox').getElementsByTagName('img')[0].style.width = "200px";*

*document.querySelector(".line").style.transform = `translate(${e[3]}vw, ${e[4]}vw) rotate(${e[5]}deg)`*

*document.querySelector(".line").style.width = "20vw";*

*}*

*})*

*}*

*// Game Logic*

*// music.play()*

*let boxes = document.getElementsByClassName("box");*

*Array.from(boxes).forEach(element =>{*

*let boxtext = element.querySelector('.boxtext');*

*element.addEventListener('click', ()=>{*

*if(boxtext.innerText === ''){*

*boxtext.innerText = turn;*

*turn = changeTurn();*

*audioTurn.play();*

*checkWin();*

*if (!isgameover){*

*document.getElementsByClassName("info")[0].innerText = "Turn for " + turn;*

*}*

*}*

*})*

*})*

*// Add onclick listener to reset button*

*reset.addEventListener('click', ()=>{*

*let boxtexts = document.querySelectorAll('.boxtext');*

*Array.from(boxtexts).forEach(element => {*

*element.innerText = ""*

*});*

*turn = "X";*

*isgameover = false*

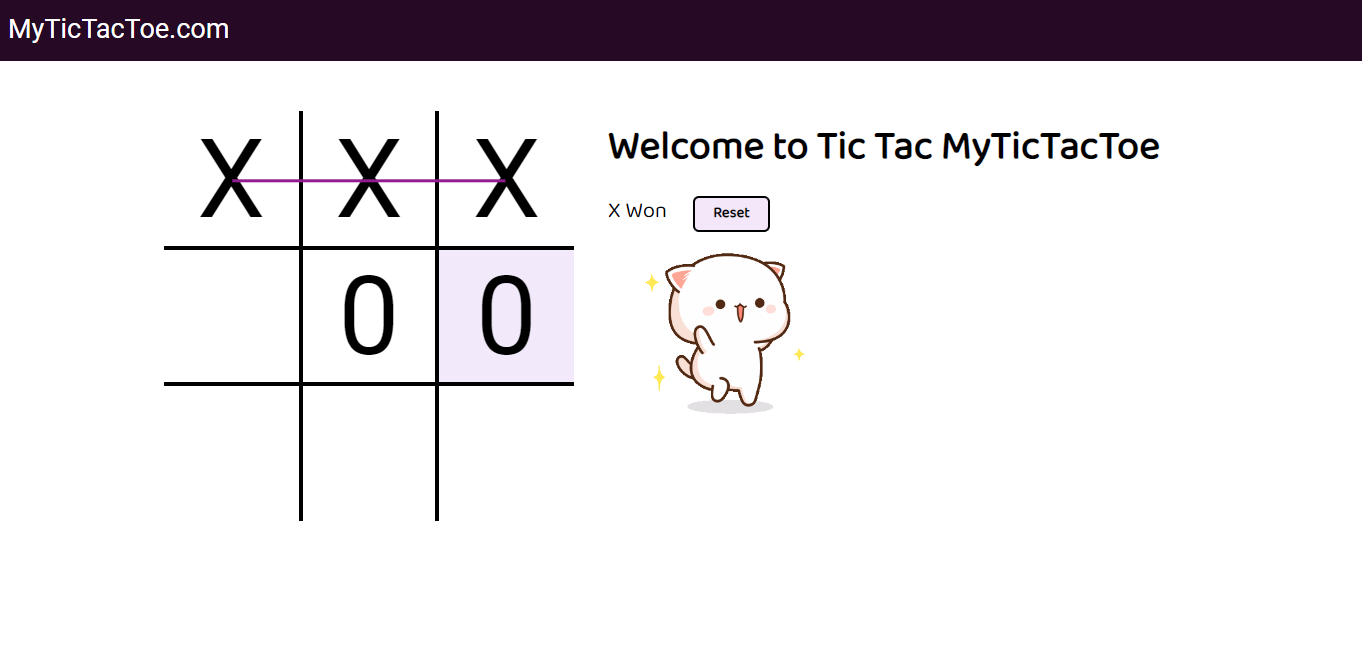
*document.querySelector(".line").style.width = "0vw";*

*document.getElementsByClassName("info")[0].innerText = "Turn for " + turn;*

*document.querySelector('.imgbox').getElementsByTagName('img')[0].style.width = "0px"*

*})*

***Output:***

******