

```
<div class="content">
  <div class="square"></div>
  <div class="square"></div>
  <div class="square"></div>
  <div class="square"></div>
  <div class="square"></div>
  <div class="square"></div>
  <div class="square"></div>
  <div class="square"></div>
  <div class="square"></div>
</div>

<button id="change"> mudar</button>
```

#### lógica da aula

```
let squares = document.getElementsByClassName('square')
let changeButton = document.getElementById('change')
let currentPlayer = 'X'

function changePlayer () {
  if (currentPlayer === 'X') {
    currentPlayer = 'O'
  } else {
    currentPlayer = 'X'
  }
}

changeButton.addEventListener('click', changePlayer)

for (let i = 0; i < squares.length; i++) {
  let square = squares[i]

  square.addEventListener('click', function () {
    if (square.innerHTML === '') {
      square.innerHTML = currentPlayer
      changePlayer ()
    }
  })
}
```