```javascript
//step is used in a logic that helps user to insert alternate
images(cross,nought)
let step,gameComplete;
let X=0,O=0;

//All the cells are are stored in a Nodelist
const boxes=document.querySelectorAll('.box');

//startGame is function that initiates the Game
function startGame(){
  step=1;
  gameComplete=false;// to check if game has ended or not
  document.getElementById('button').innerHTML='<h3>Reset!
</h3>';
  document.getElementById('turn').innerHTML=`<h3>It's Player
<img class="button-img" src="tic.png"> turn</h3>`;
  //pos helps to trace which box is clicked.If cross is the img
display on box the pos will be alligned with value 1 or else
pos=0
  pos=[0,1,2,3,4,5,6,7,8];
  for(let i=0;i<boxes.length;i++){
    boxes[i].innerHTML='';
    boxes[i].addEventListener('click',handler,{once:true});
  }
}


//handler is a function,that access each box and onclick either
the cross or nought is displayed on the boxes
function handler(event){

  if(step%2!==0){

    document.getElementById(event.target.id).innerHTML='<img
class="cross" src="tic.png">';
    document.getElementById('turn').innerHTML=`<h3>It's Player
<img class="button-img"  src="tic.png"> turn</h3>`;//display
which player turn it is.
    step++;
    pos[event.target.id]='x';
    winner('cross');

  }
  else{

  document.getElementById(event.target.id).innerHTML='<img
class="nought" src="download.png">';
  document.getElementById('turn').innerHTML=`<h3>It's Player
<img class="button-img" src="download.png">
turn</h3>`;//display which player turn it is.
  step++;
  pos[event.target.id]='o';
  winner('no');
  }

}

//winner Function determines which player has won the Game or
is it a Draw
function winner(val){
```

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}

//winner Function determines which player has won the Game or
is it a Draw
function winner(val){

   if((pos[0]===pos[1] && pos[1]===pos[2]) || (pos[0]===pos[4]
&& pos[4]===pos[8]) || (pos[6]===pos[4] && pos[4]===pos[2]) ||
(pos[6]===pos[7] && pos[7]===pos[8]) || (pos[0]===pos[3] &&
pos[3]===pos[6]) || (pos[3]===pos[4] && pos[4]===pos[5]) ||
(pos[1]===pos[4] && pos[4]===pos[7]) || (pos[2]===pos[5] &&
pos[5]===pos[8])){

     if(val==='cross'){
       //displays message on the button,player1 wins

document.getElementById('turn').innerHTML='<h3>&nbsp&nbsp<img
class="button-img" src="tic.png"> Wins! Play Again</h3>';
       X++;
       document.getElementById('scoreX').innerHTML=`<h4>${X}
</h4>`;


     }
     else{
        //displays message on the button,player2 wins

document.getElementById('turn').innerHTML='<h3>&nbsp&nbsp<img
class="button-img"  src="download.png"> Wins! Play Again</h3>';
       O++;
       document.getElementById('scoreO').innerHTML=`<h4>${O}
</h4>`;

     }

     for(i=0;i<boxes.length;i++){
       boxes[i].removeEventListener('click',handler);
     }

   gameComplete=true;

  }
   //displays message on the button,that the match is draw
  else if(step===10){
     document.getElementById('turn').innerHTML="<h3>It's a DRAW!
Play Again</h3>";
     gameComplete=true;

  }

}
startGame();

//continues the Game
document.getElementById('turn').onclick=()=>{
  if(gameComplete){
  startGame();
  }
}
document.getElementById('button').onclick=()=>{
  reset();
}
//reset refreshes the entire game and starts a new game
function reset(){
  X=0;
  O=0;
  document.getElementById('scoreO').innerHTML=`<h4>${O}</h4>`;
  document.getElementById('scoreX').innerHTML=`<h4>${X}</h4>`;
  startGame();
}
```

```javascript
const container = document.querySelector(".container"),
    pwShowHide = document.querySelectorAll(".showHidePw"),
    pwFields = document.querySelectorAll(".password"),
    signUp = document.querySelector(".signup-link"),
    login = document.querySelector(".login-link");

//    js code to show/hide password and change icon
pwShowHide.forEach(eyeIcon =>{
    eyeIcon.addEventListener("click", ()=>{
        pwFields.forEach(pwField =>{
            if(pwField.type ==="password"){
                pwField.type = "text";

                pwShowHide.forEach(icon =>{
                    icon.classList.replace("uil-eye-slash",
"uil-eye");
                })
            }else{
                pwField.type = "password";

                pwShowHide.forEach(icon =>{
                    icon.classList.replace("uil-eye", "uil-
eye-slash");
                })
            }
        })
    })
})

// js code to appear signup and login form
signUp.addEventListener("click", ( )=>{
    container.classList.add("active");
});
login.addEventListener("click", ( )=>{
    container.classList.remove("active");
});
```