let box0 = *$*('#box0');

let box1 = *$*('#box1');

let box2 = *$*('#box2');

let box3 = *$*('#box3');

let box4 = *$*('#box4');

let box5 = *$*('#box5');

let box6 = *$*('#box6');

let box7 = *$*('#box7');

let box8 = *$*('#box8');

let player1 = 'X';

let player2 = 'O';

let turn = "0";

let winner = "false";

let currentPlayer = 'player1';

*$*('#alertStart').*hide*();

*$*('#alertWinner').*hide*();

*$*('#alertDraw').*hide*();

const winningOutcomes = [

[box0, box1, box2], [box3, box4, box5], [box6, box7, box8],

[box0, box3, box6], [box1, box4, box7], [box2, box5, box8],

[box0, box4, box8], [box2, box4, box6]

];

const *endGame* = ()=>{

console.*log* ("GAME OVER");

*$*(".box").*css*("pointer-events", "none" );

};

*//check winner*

const *checkWinner* =(*currentPlayer*, *a*, *b*, *c*,) => {

if (*a*.*text*()=== *currentPlayer* && *b*.*text*() === *currentPlayer* && *c*.*text*()=== *currentPlayer*) {

winner = true;

console.*log*(`Found winner, it's ${*currentPlayer*}!`);

*a*.*removeClass*('text-info bg-dark');

*b*.*removeClass*('text-info bg-dark');

*c*.*removeClass*('text-info bg-dark');

*a*.*addClass*('text-dark bg-info');

*b*.*addClass*('text-dark bg-info');

*c*.*addClass*('text-dark bg-info');

if (*currentPlayer* === 'x'){

*currentPlayer* = "Player 1";

} else {

*currentPlayer* = "Player 2";

};

*$*('#alertWinner').*text*(`GAME OVER... ${*currentPlayer*} WINS!`)

*$*('#alertWinner').*show*();

*endGame*();

}

};

const *checkOutcomes* = () => {

*checkWinner*(currentPlayer, ...winningOutcomes[0]);

*checkWinner*(currentPlayer, ...winningOutcomes[1]);

*checkWinner*(currentPlayer, ...winningOutcomes[2]);

*checkWinner*(currentPlayer, ...winningOutcomes[3]);

*checkWinner*(currentPlayer, ...winningOutcomes[4]);

*checkWinner*(currentPlayer, ...winningOutcomes[5]);

*checkWinner*(currentPlayer, ...winningOutcomes[6]);

*checkWinner*(currentPlayer, ...winningOutcomes[7]);

};

*//\*keepping track of player*

const *startGame* = () => {

console.*log*('Start Game!');

console.*log*(turn++);

console.*log*(currentPlayer);

*$*('#p1').*addClass*("bg-light border border-info");

*//show start alert*

*$*('#alertStart').*show*();

*$*('.box').*on*('click', function(){

*$*('#alertStart').*hide*();

*$*(this).*text*(currentPlayer);

if (turn > 4){

*//check winners*

console.*log*('winner?');

*checkOutcomes*();

};

if (currentPlayer === player1) {

currentPlayer = player2;

console.*log*(turn++);

*$*('#p2').*addClass*("bg-light border border-info");

*$*('#p1').*removeClass*("bg-light border border-info");

}else{

currentPlayer = player1;

console.*log*(turn++);

*$*('#p1').*addClass*("bg-light border border-info");

*$*('#p2').*removeClass*("bg-light border border-info");

};

});

};

document.*getElementById*('playBtn').*addEventListener*('click',() => *startGame*());

document.*getElementById*('resetBtn').*addEventListener*('click',()=> document.location.*reload*(true));