

```
// scripts.js
```

```
// Search Function
```

```
function searchFunction() {  
  let searchQuery = document.getElementById('search-bar').value;  
  alert('Searching for: ' + searchQuery);  
}
```

```
// Tic Tac Toe Game Logic
```

```
let board = ["", "", "", "", "", "", "", "];
```

```
let currentPlayer = 'X';
```

```
function markCell(index) {  
  if (board[index] === "") {  
    board[index] = currentPlayer;  
    document.querySelectorAll('.tic-tac-toe-btn')[index].textContent = currentPlayer;  
    checkWinner();  
    currentPlayer = currentPlayer === 'X' ? 'O' : 'X';  
  }  
}
```

```
function checkWinner() {
```

```
  const winPatterns = [
```

```
    [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 pattern of winPatterns) {  
  const [a, b, c] = pattern;  
  if (board[a] && board[a] === board[b] && board[a] === board[c]) {  
    alert(currentPlayer + ' wins!');  
    resetGame();  
    return;  
  }  
}
```

```
if (!board.includes("")) {  
  alert('It\'s a draw!');  
  resetGame();  
}
```

```
function resetGame() {  
  board = ["", "", "", "", "", "", "", ""];  
  document.querySelectorAll('.tic-tac-toe-btn').forEach(button => button.textContent = "");  
}
```

```
// Typing Shooting Game Logic
```

```
let wordList = ['apple', 'banana', 'cherry', 'date', 'elderberry'];  
let currentWord = "";  
let score = 0;
```

```
function newWord() {  
  currentWord = wordList[Math.floor(Math.random() * wordList.length)];  
  document.getElementById('word-display').textContent = currentWord;  
}
```