Source Code yang sudah diperbaiki dan penambahan css

App.js

```javascript
import * as React from 'react';

function Board() {
  const [squares, setSquares] = React.useState(Array(9).fill(null));
  const [nextValue, setNextValue] = React.useState('X');
  const winner = calculateWinner(squares);
  const status = calculateStatus(winner, squares, nextValue);

  function selectSquare(square) {
    if (squares[square] || winner) {
      return;
    }
    const updatedSquares = [...squares];
    updatedSquares[square] = nextValue;
    setSquares(updatedSquares);
    setNextValue(calculateNextValue(updatedSquares));
  }

  function reset() {
    setSquares(Array(9).fill(null));
    setNextValue('X');
  }

  function renderSquare(i) {
    return (
      <button className="square" onClick={() => selectSquare(i)}>
        {squares[i]}
      </button>
    );
  }

  return (
    <div className="board">
      <h1>TicTacToe</h1>
      <div className="status">{status}</div>
      <div className="board-row">
        {renderSquare(0)}
        {renderSquare(1)}
        {renderSquare(2)}
      </div>
      <div className="board-row">
        {renderSquare(3)}
        {renderSquare(4)}
        {renderSquare(5)}
      </div>
      <div className="board-row">
        {renderSquare(6)}
        {renderSquare(7)}
        {renderSquare(8)}
      </div>
      <button className="reset-button" onClick={reset}>
        Reset
      </button>
      {winner && <div className="winner-message">Winner: {winner}</div>}
    </div>
  );
}

function Game() {
  return (
    <div >
      <div >
        <Board />
      </div>
    </div>
  );
}

// eslint-disable-next-line no-unused-vars
function calculateStatus(winner, squares, nextValue) {
  return winner
    ? `Winner: ${winner}`
    : squares.every(Boolean)
    ? `Scratch: Cat's game`
    : `Next player: ${nextValue}`;
}

// eslint-disable-next-line no-unused-vars
function calculateNextValue(squares) {
  return squares.filter(Boolean).length % 2 === 0 ? 'X' : 'O';
}

// eslint-disable-next-line no-unused-vars
function calculateWinner(squares) {
  const lines = [
    [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 i = 0; i < lines.length; i++) {
    const [a, b, c] = lines[i];
    if (squares[a] && squares[a] === squares[b] && squares[a] === squares[c]) {
      return squares[a];
    }
  }
  return null;
}

function App() {
  return <Game />;
}

export default App;
```

Index.css

```css
.board {
  margin: 0 auto;
  width: 300px;
}

.board-row {
  display: flex;
}

.square {
  background-color: #fff;
  border: 1px solid #ddd;
  font-size: 24px;
  padding: 20px;
  text-align: center;
  width: 80px;
  height: 80px;
}

.status {
  font-size: 18px;
  margin-bottom: 10px;
}

.reset-button {
  background-color: #4caf50;
  border: none;
  color: white;
  font-size: 16px;
  margin-top: 10px;
  padding: 10px 20px;
  cursor: pointer;
}

.reset-button:hover {
  background-color: #45a049;
}

.winner-message {
  font-size: 18px;
  font-weight: bold;
  margin-top: 10px;
}
```
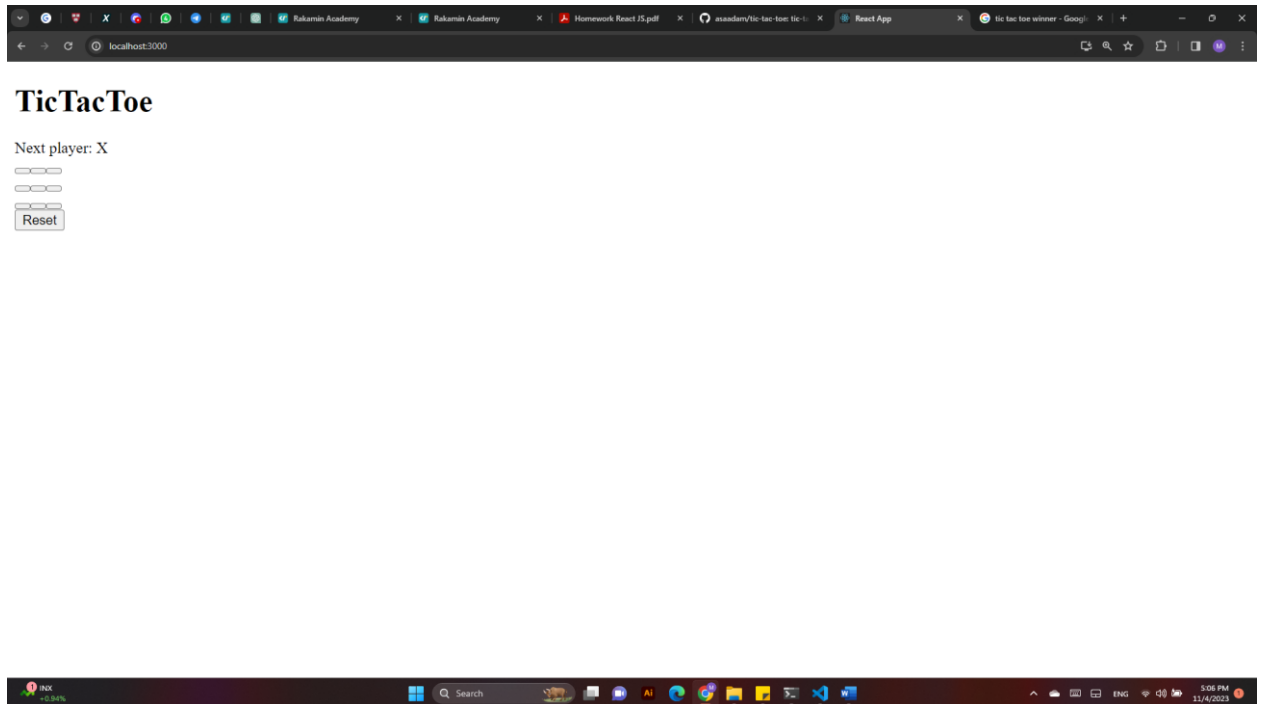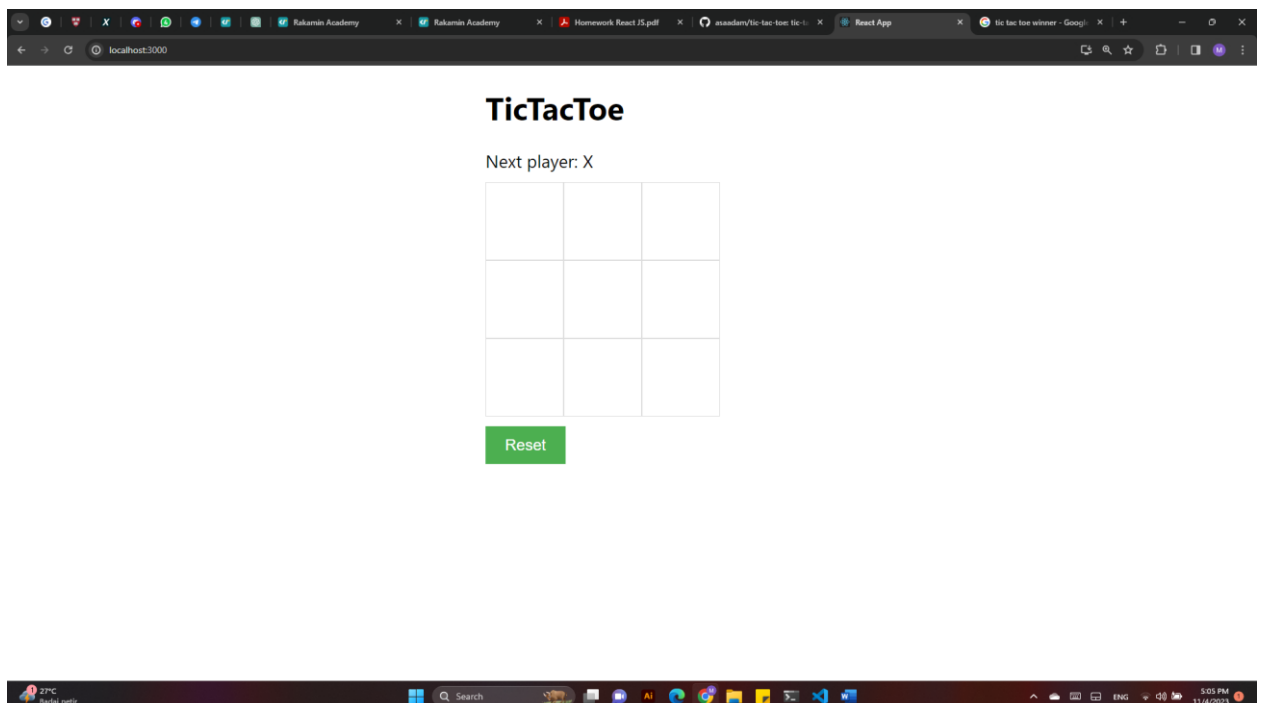
Tampilan awal game sebelum menggunakan CSS

Tampilan awal game sesudah menggunakan CSS

Tampilan game ketika Player O Memenangkan pertandingan

Button Reset buat mengulang permainan