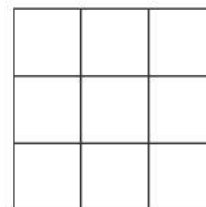


```
index.html style.css index.js ▶ Run
1 <!DOCTYPE html>
2 <html>
3 <head>
4   <title>Simple Tic Tac Toe</title>
5   <style>
6     body {
7       font-family: sans-serif;
8       text-align: center;
9       margin-top: 50px;
10    }
11    table {
12      margin: 0 auto;
13      border-collapse: collapse;
14    }
15    td {
16      width: 60px;
17      height: 60px;
18      font-size: 2em;
19      text-align: center;
20      vertical-align: middle;
21      border: 2px solid #333;
22      cursor: pointer;
23    }
24    #message {
25      margin-top: 20px;
26      font-size: 1.2em;
27    }
28    button {
29      margin-top: 15px;
30      padding: 8px 16px;
31      font-size: 1em;
32    }
33  </style>
34 </head>
35 <body>
36
37   <h1>Tic Tac Toe</h1>
38   <table>
39     <tr>
40       <td onclick="makeMove(this)"></td>
```

Tic Tac Toe



Player X's turn

Restart

```
Index.html style.css Index.js Run
41 <td onclick="makeMove(this)"></td>
42 <td onclick="makeMove(this)"></td>
43 </tr>
44 <tr>
45 <td onclick="makeMove(this)"></td>
46 <td onclick="makeMove(this)"></td>
47 <td onclick="makeMove(this)"></td>
48 </tr>
49 <tr>
50 <td onclick="makeMove(this)"></td>
51 <td onclick="makeMove(this)"></td>
52 <td onclick="makeMove(this)"></td>
53 </tr>
54 </table>
55
56 <div id="message">Player X's turn</div>
57 <button onclick="resetGame()">Restart</button>
58
59 <script>
60 let currentPlayer = "X";
61 let gameOver = false;
62
63 function makeMove(cell) {
64   if (cell.textContent === "" && !gameOver) {
65     cell.textContent = currentPlayer;
66     if (checkWinner()) {
67       document.getElementById("message").textContent = `Player ${currentPlayer} wins`;
68       gameOver = true;
69     } else if (isDraw()) {
70       document.getElementById("message").textContent = "It's a draw!";
71       gameOver = true;
72     } else {
73       currentPlayer = currentPlayer === "X" ? "O" : "X";
74       document.getElementById("message").textContent = `Player ${currentPlayer}'s turn`;
75     }
76   }
77 }
78
79 function checkWinner() {
80   const cells = Array.from(document.querySelectorAll("td"));
81   const combos = [
82     [0,1,2], [3,4,5], [6,7,8],
```

Tic Tac Toe

X		X
O	O	O
		X

Player O wins!

Restart

```
64 if (cell.textContent === "X" || cell.textContent === "O") {
65   cell.textContent = currentPlayer;
66   if (checkWinner()) {
67     document.getElementById("message").textContent = `Player ${currentPlayer} wins!`;
68     gameOver = true;
69   } else if (isDraw()) {
70     document.getElementById("message").textContent = "It's a draw!";
71     gameOver = true;
72   } else {
73     currentPlayer = currentPlayer === "X" ? "O" : "X";
74     document.getElementById("message").textContent = `Player ${currentPlayer}'s turn`;
75   }
76 }
77 }
78
79 function checkWinner() {
80   const cells = Array.from(document.querySelectorAll("td"));
81   const combos = [
82     [0,1,2], [3,4,5], [6,7,8],
83     [0,3,6], [1,4,7], [2,5,8],
84     [0,4,8], [2,4,6]
85   ];
86   return combos.some(combo => {
87     const [a, b, c] = combo;
88     return cells[a].textContent &&
89       cells[a].textContent === cells[b].textContent &&
90       cells[a].textContent === cells[c].textContent;
91   });
92 }
93
94 function isDraw() {
95   return Array.from(document.querySelectorAll("td")).every(cell => cell.textContent !== "");
96 }
97
98 function resetGame() {
99   document.querySelectorAll("td").forEach(cell => cell.textContent = "");
100   currentPlayer = "X";
101   gameOver = false;
102   document.getElementById("message").textContent = "Player X's turn";
103 }
104 </script>
105
106 </body>
107 </html>
108
```

X	O	X
O	X	
X	O	

Player X wins!

Restart