app.js

```javascript
1   let boxes = document.querySelectorAll(".box");
2   let resetbtn = document.querySelector("#reset-btn");
3   let newGameBtn = document.querySelector("#new-btn");
4   let msgcontainer = document.querySelector(".msg-container");
5   let msg = document.querySelector("#msg");
6
7   let turn0 = true; //playerx,
8
9   const winPattern = [
10      [0, 1, 2],
11      [0, 3, 6],
12      [0, 4, 8],
13      [1, 4, 7],
14      [2, 5, 8],
15      [2, 4, 6],
16      [3, 4, 5],
17      [6, 7, 8],
18  ];
19
20  const resetGame =() =>{
21      turn0 = true;
22      enableboxes();
23      msgcontainer.classList.add("hide");
24  };
25
26  boxes.forEach ((box) => {
27      box.addEventListener("click",() => {
28          console.log("box was clicked");
29          if(turn0) { //player 0
30              box.innerText = "0";
31              turn0 = false;
32
33          } else{ //player x
34              box.innerText ="X";
35              turn0 = true;
36          }
37          box.disabled = true;
38
39          checkwinner();
40      });
41  });
42
43  const disabledboxes = () => {
44      for(let box of boxes) {
45          box.disabled = true;
46      }
47  };
48
49  const enableboxes = () => {
50      for(let box of boxes){
51          box.disabled = false;
```

```javascript
52            box.innerText="";

53

54        }
55  };

56

57    const showWinner = (winner) =>{
58        msg.innerText = 'congatulation, Winner is {winner}';
59        msgcontainer.classList.remove("hide");
60        disabledboxes();
61    };
62    const checkwinner = () => {
63        for( let pattern of winPattern) {

64

65            let pos1val = boxes[pattern[0]].innerText;
66            let pos2val = boxes[pattern[1]].innerText;
67            let pos3val = boxes[pattern[2]].innerText;

68

69            if(pos1val != "" && pos2val != ""&& pos3val != "") {
70                if(pos1val === pos2val && pos2val === pos3val){
71                    console.log("winner", pos1val);
72                    showWinner(pos1val);
73                }
74            }

75

76        }
77    };

78

79    newGameBtn.addEventListener("click", resetGame);
80    resetbtn.addEventListener("click", resetGame);

81

82

83

84

85
```