



```
</div>
<div class="row">
  <input type="text" id= "b7"
    class="cell" onclick="myfunc_9(); myfunc();"
    readonly>
  <input type="text" id= "b8"
    class="cell" onclick="myfunc_10();myfunc();"
    readonly>
  <input type="text" id= "b9"
    class="cell" onclick="myfunc_11();myfunc();"
    readonly>
</div>
</div>
<br><br><br>

<button id="but" onclick="myfunc_2()">
  RESET
</button>
<br><br>
<p id="print"></p>
</div>
</body>
</html>
```

# CSS

```
h1 {
  color: orangered;
  margin-bottom: -5px;
}
p {
  margin-bottom: -10px;
}
.ui {
  display: flex;
  flex-direction: column;
  align-items: center;
}
.row {
  display: flex;
}
.cell {
  border: none;
  width: 80px;
  height: 80px;
  display: flex;
  align-items: center;
  justify-content: center;
  font-size: 24px;
  text-align: center;
  cursor: pointer;
}
.cell:active {
  outline: none;
}
/* 3*3 Grid */
#b1{
  border-bottom: 1px solid gray;
  border-right: 1px solid gray;
}
#b2 {
  border-bottom: 1px solid gray;
  border-right: 1px solid gray;
  border-left: 1px solid gray;
}
#b3 {
```

```
border-bottom: 1px solid gray;
border-left: 1px solid gray;
}

#b4 {
border-top: 1px solid gray;
border-bottom: 1px solid gray;
border-right: 1px solid gray;
}

#b5 {
border: 1px solid gray;
}

#b6 {
border-top: 1px solid gray;
border-bottom: 1px solid gray;
border-left: 1px solid gray;
}

#b7 {
border-top: 1px solid gray;
border-right: 1px solid gray;
}

#b8 {
border-top: 1px solid gray;
border-right: 1px solid gray;
border-left: 1px solid gray;
}

#b9 {
border-top: 1px solid gray;
border-left: 1px solid gray;
}

/* Reset Button */
#but {
box-sizing: border-box;
width: 95px;
height: 40px;
border: 1px solid dodgerblue;
margin-left: auto;
border-radius: 8px;
font-family: Verdana,
            Geneva, Tahoma, sans-serif;

background-color: whitesmoke;
color: dodgerblue;
```

```
    font-size: 20px;
    cursor: pointer;
}

/* Player turn space */
#print {
    font-family: Verdana,
        Geneva, Tahoma, sans-serif;
    color: dodgerblue;
    font-size: 20px;
}

/* Main Container */
#main {
    text-align: center;
}

/* Game Instruction Text */
#ins {
    font-family: Verdana, Geneva,
        Tahoma, sans-serif;
    color: dodgerblue;
}
```

# JavaScript

```
// Function called whenever user tab on any box
function myfunc() {

    // Setting DOM to all boxes or input field
    var b1, b2, b3, b4, b5, b6, b7, b8, b9;
    b1 = document.getElementById("b1").value;
    b2 = document.getElementById("b2").value;
    b3 = document.getElementById("b3").value;
    b4 = document.getElementById("b4").value;
    b5 = document.getElementById("b5").value;
    b6 = document.getElementById("b6").value;
    b7 = document.getElementById("b7").value;
    b8 = document.getElementById("b8").value;
    b9 = document.getElementById("b9").value;

    var b1btn, b2btn, b3btn, b4btn, b5btn,
        b6btn, b7btn, b8btn, b9btn;

    b1btn = document.getElementById("b1");
    b2btn = document.getElementById("b2");
    b3btn = document.getElementById("b3");
    b4btn = document.getElementById("b4");
    b5btn = document.getElementById("b5");
    b6btn = document.getElementById("b6");
    b7btn = document.getElementById("b7");
    b8btn = document.getElementById("b8");
    b9btn = document.getElementById("b9");

    // Checking if Player X won or not and after
    // that disabled all the other fields
    if ((b1 == 'x' || b1 == 'X') && (b2 == 'x' ||
        b2 == 'X') && (b3 == 'x' || b3 == 'X')) {
        document.getElementById('print')
            .innerHTML = "Player X won";
        b4btn.disabled = true;
        b5btn.disabled = true;
        b6btn.disabled = true;
        b7btn.disabled = true;
        b8btn.disabled = true;
        b9btn.disabled = true;

        b1btn.style.color = "red";
    }
}
```

```

        b2btn.style.color = "red";
        b3btn.style.color = "red";
    }
    else if ((b1 == 'x' || b1 == 'X') && (b4 == 'x' ||
        b4 == 'X') && (b7 == 'x' || b7 == 'X')) {
        document.getElementById('print')
            .innerHTML = "Player X won";
        b2btn.disabled = true;
        b3btn.disabled = true;
        b5btn.disabled = true;
        b6btn.disabled = true;
        b8btn.disabled = true;
        b9btn.disabled = true;

        b1btn.style.color = "red";
        b4btn.style.color = "red";
        b7btn.style.color = "red";
    }
    else if ((b7 == 'x' || b7 == 'X') && (b8 == 'x' ||
        b8 == 'X') && (b9 == 'x' || b9 == 'X')) {
        document.getElementById('print')
            .innerHTML = "Player X won";

        b1btn.disabled = true;
        b2btn.disabled = true;
        b3btn.disabled = true;
        b4btn.disabled = true;
        b5btn.disabled = true;
        b6btn.disabled = true;

        b7btn.style.color = "red";
        b8btn.style.color = "red";
        b9btn.style.color = "red";
    }
    else if ((b3 == 'x' || b3 == 'X') && (b6 == 'x' ||
        b6 == 'X') && (b9 == 'x' || b9 == 'X')) {
        document.getElementById('print')
            .innerHTML = "Player X won";

        b1btn.disabled = true;
        b2btn.disabled = true;
        b4btn.disabled = true;
        b5btn.disabled = true;
        b7btn.disabled = true;
        b8btn.disabled = true;

        b3btn.style.color = "red";
        b6btn.style.color = "red";
    }

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        b9btn.style.color = "red";
    }
    else if ((b1 == 'x' || b1 == 'X') && (b5 == 'x' ||
        b5 == 'X') && (b9 == 'x' || b9 == 'X')) {
        document.getElementById('print')
            .innerHTML = "Player X won";
        b2btn.disabled = true;
        b3btn.disabled = true;
        b4btn.disabled = true;
        b6btn.disabled = true;
        b7btn.disabled = true;
        b8btn.disabled = true;

        b1btn.style.color = "red";
        b5btn.style.color = "red";
        b9btn.style.color = "red";
    }
    else if ((b3 == 'x' || b3 == 'X') && (b5 == 'x' ||
        b5 == 'X') && (b7 == 'x' || b7 == 'X')) {
        document.getElementById('print')
            .innerHTML = "Player X won";
        b1btn.disabled = true;
        b2btn.disabled = true;
        b4btn.disabled = true;
        b6btn.disabled = true;
        b8btn.disabled = true;
        b9btn.disabled = true;

        b3btn.style.color = "red";
        b5btn.style.color = "red";
        b7btn.style.color = "red";
    }
    else if ((b2 == 'x' || b2 == 'X') && (b5 == 'x' ||
        b5 == 'X') && (b8 == 'x' || b8 == 'X')) {
        document.getElementById('print')
            .innerHTML = "Player X won";
        b1btn.disabled = true;
        b2btn.disabled = true;
        b4btn.disabled = true;
        b6btn.disabled = true;
        b7btn.disabled = true;
        b9btn.disabled = true;

        b2btn.style.color = "red";
        b5btn.style.color = "red";
        b8btn.style.color = "red";
    }
    else if ((b4 == 'x' || b4 == 'X') && (b5 == 'x' ||

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        b5 == 'X') && (b6 == 'x' || b6 == 'X')) {
    document.getElementById('print')
        .innerHTML = "Player X won";
    b1btn.disabled = true;
    b2btn.disabled = true;
    b3btn.disabled = true;
    b7btn.disabled = true;
    b8btn.disabled = true;
    b9btn.disabled = true;

    b4btn.style.color = "red";
    b5btn.style.color = "red";
    b6btn.style.color = "red";
}

// Checking of Player X finish
// Checking for Player 0 starts, Is player 0 won or
// not and after that disabled all the other fields
else if ((b1 == '0' || b1 == '0') && (b2 == '0' ||
    b2 == '0') && (b3 == '0' || b3 == '0')) {
    document.getElementById('print')
        .innerHTML = "Player 0 won";
    b4btn.disabled = true;
    b5btn.disabled = true;
    b6btn.disabled = true;
    b7btn.disabled = true;
    b8btn.disabled = true;
    b9btn.disabled = true;

    b1btn.style.color = "red";
    b2btn.style.color = "red";
    b3btn.style.color = "red";
}
else if ((b1 == '0' || b1 == '0') && (b4 == '0' ||
    b4 == '0') && (b7 == '0' || b7 == '0')) {
    document.getElementById('print')
        .innerHTML = "Player 0 won";
    b2btn.disabled = true;
    b3btn.disabled = true;
    b5btn.disabled = true;
    b6btn.disabled = true;
    b8btn.disabled = true;
    b9btn.disabled = true;

    b1btn.style.color = "red";
    b4btn.style.color = "red";
    b7btn.style.color = "red";
}

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else if ((b7 == '0' || b7 == '0') && (b8 == '0' ||
    b8 == '0') && (b9 == '0' || b9 == '0')) {
    document.getElementById('print')
        .innerHTML = "Player 0 won";
    b1btn.disabled = true;
    b2btn.disabled = true;
    b3btn.disabled = true;
    b4btn.disabled = true;
    b5btn.disabled = true;
    b6btn.disabled = true;

    b7btn.style.color = "red";
    b8btn.style.color = "red";
    b9btn.style.color = "red";
}
else if ((b3 == '0' || b3 == '0') && (b6 == '0' ||
    b6 == '0') && (b9 == '0' || b9 == '0')) {
    document.getElementById('print')
        .innerHTML = "Player 0 won";
    b1btn.disabled = true;
    b2btn.disabled = true;
    b4btn.disabled = true;
    b5btn.disabled = true;
    b7btn.disabled = true;
    b8btn.disabled = true;
    b3btn.style.color = "red";
    b6btn.style.color = "red";
    b9btn.style.color = "red";
}
else if ((b1 == '0' || b1 == '0') && (b5 == '0' ||
    b5 == '0') && (b9 == '0' || b9 == '0')) {
    document.getElementById('print')
        .innerHTML = "Player 0 won";
    b2btn.disabled = true;
    b3btn.disabled = true;
    b4btn.disabled = true;
    b6btn.disabled = true;
    b7btn.disabled = true;
    b8btn.disabled = true;

    b1btn.style.color = "red";
    b5btn.style.color = "red";
    b9btn.style.color = "red";
}
else if ((b3 == '0' || b3 == '0') && (b5 == '0' ||
    b5 == '0') && (b7 == '0' || b7 == '0')) {
    document.getElementById('print')
        .innerHTML = "Player 0 won";

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        b1btn.disabled = true;
        b2btn.disabled = true;
        b4btn.disabled = true;
        b6btn.disabled = true;
        b8btn.disabled = true;
        b9btn.disabled = true;

        b3btn.style.color = "red";
        b5btn.style.color = "red";
        b7btn.style.color = "red";
    }
    else if ((b2 == '0' || b2 == '0') && (b5 == '0' ||
        b5 == '0') && (b8 == '0' || b8 == '0')) {
        document.getElementById('print')
            .innerHTML = "Player 0 won";
        b1btn.disabled = true;
        b3btn.disabled = true;
        b4btn.disabled = true;
        b6btn.disabled = true;
        b7btn.disabled = true;
        b9btn.disabled = true;

        b2btn.style.color = "red";
        b5btn.style.color = "red";
        b8btn.style.color = "red";
    }
    else if ((b4 == '0' || b4 == '0') && (b5 == '0' ||
        b5 == '0') && (b6 == '0' || b6 == '0')) {
        document.getElementById('print')
            .innerHTML = "Player 0 won";
        b1btn.disabled = true;
        b2btn.disabled = true;
        b3btn.disabled = true;
        b7btn.disabled = true;
        b8btn.disabled = true;
        b9btn.disabled = true;

        b4btn.style.color = "red";
        b5btn.style.color = "red";
        b6btn.style.color = "red";
    }
}

// Checking of Player 0 finish
// Here, Checking about Tie
else if ((b1 == 'X' || b1 == '0') && (b2 == 'X'
    || b2 == '0') && (b3 == 'X' || b3 == '0') &&
    (b4 == 'X' || b4 == '0') && (b5 == 'X' ||
        b5 == '0') && (b6 == 'X' || b6 == '0') &&

```

```

        (b7 == 'X' || b7 == '0') && (b8 == 'X' ||
        b8 == '0') && (b9 == 'X' || b9 == '0')) {
        document.getElementById('print')
            .innerHTML = "Match Tie";
    }
    else {

        // Here, Printing Result
        if (flag == 1) {
            document.getElementById('print')
                .innerHTML = "Player X Turn";
        }
        else {
            document.getElementById('print')
                .innerHTML = "Player 0 Turn";
        }
    }
}

// Function to reset game
function myfunc_2() {
    location.reload();
    b1 = b2 = b3 = b4 = b5 = b6 = b7 = b8 = b9 = '';
}

// Here onwards, functions check turn of the player
// and put accordingly value X or 0
flag = 1;
function myfunc_3() {
    if (flag == 1) {
        document.getElementById("b1").value = "X";
        document.getElementById("b1").disabled = true;
        flag = 0;
    }
    else {
        document.getElementById("b1").value = "0";
        document.getElementById("b1").disabled = true;
        flag = 1;
    }
}

function myfunc_4() {
    if (flag == 1) {
        document.getElementById("b2").value = "X";
        document.getElementById("b2").disabled = true;
        flag = 0;
    }
    else {

```

```
        document.getElementById("b2").value = "0";
        document.getElementById("b2").disabled = true;
        flag = 1;
    }
}

function myfunc_5() {
    if (flag == 1) {
        document.getElementById("b3").value = "X";
        document.getElementById("b3").disabled = true;
        flag = 0;
    }
    else {
        document.getElementById("b3").value = "0";
        document.getElementById("b3").disabled = true;
        flag = 1;
    }
}

function myfunc_6() {
    if (flag == 1) {
        document.getElementById("b4").value = "X";
        document.getElementById("b4").disabled = true;
        flag = 0;
    }
    else {
        document.getElementById("b4").value = "0";
        document.getElementById("b4").disabled = true;
        flag = 1;
    }
}

function myfunc_7() {
    if (flag == 1) {
        document.getElementById("b5").value = "X";
        document.getElementById("b5").disabled = true;
        flag = 0;
    }
    else {
        document.getElementById("b5").value = "0";
        document.getElementById("b5").disabled = true;
        flag = 1;
    }
}

function myfunc_8() {
    if (flag == 1) {
        document.getElementById("b6").value = "X";
```

```
        document.getElementById("b6").disabled = true;
        flag = 0;
    }
    else {
        document.getElementById("b6").value = "0";
        document.getElementById("b6").disabled = true;
        flag = 1;
    }
}

function myfunc_9() {
    if (flag == 1) {
        document.getElementById("b7").value = "X";
        document.getElementById("b7").disabled = true;
        flag = 0;
    }
    else {
        document.getElementById("b7").value = "0";
        document.getElementById("b7").disabled = true;
        flag = 1;
    }
}

function myfunc_10() {
    if (flag == 1) {
        document.getElementById("b8").value = "X";
        document.getElementById("b8").disabled = true;
        flag = 0;
    }
    else {
        document.getElementById("b8").value = "0";
        document.getElementById("b8").disabled = true;
        flag = 1;
    }
}

function myfunc_11() {
    if (flag == 1) {
        document.getElementById("b9").value = "X";
        document.getElementById("b9").disabled = true;
        flag = 0;
    }
    else {
        document.getElementById("b9").value = "0";
        document.getElementById("b9").disabled = true;
        flag = 1;
    }
}
```

