<html>

<head>

<style>

.Square{

width: 80px;

height: 80px;

text-align: center;

font-size: 40px;

font-weight: bold;

font-family: Arial;

}

</style>

<script>

function startGame() {

for (var i = 1; i <=9; i = i + 1) {

clearBox(i);

}

document.turn = "X";

if (Math.random() <0.5) {

document.turn = "O";

}

document.winner = null;

setMessage(document.turn + " gets to start.");

}

function setMessage(msg) {

document.getElementById("Message").innerText = msg;

}

function nextMove(Square) {

if (document.winner != null) {

setMessage(document.winner + " already won the game.");

} else if (Square.innerText == "") {

Square.innerText = document.turn;

switchTurn();

} else {

setMessage("That Square is already used");

}

}

function switchTurn() {

if (checkForWinner(document.turn)) {

setMessage("Congradulations, " + document.turn + "! You win!");

document.winner = document.turn;

} else if (document.turn == "X") {

document.turn = "O";

setMessage("It's " + document.turn + "'s turn!");

} else {

document.turn = "X";

setMessage("It's " + document.turn + "'s turn!");

}

}

function checkForWinner(move) {

var result = false

if (checkRow(1, 2, 3, move) ||

checkRow(4, 5, 6, move) ||

checkRow(7, 8, 9, move) ||

checkRow(1, 4, 7, move) ||

checkRow(2, 5, 8, move) ||

checkRow(3, 6, 9, move) ||

checkRow(1, 5, 9, move) ||

checkRow(3, 5, 7, move))

{

result = true

}

return result;

}

function checkRow(a, b, c, move) {

var result = false;

if (getBox(a) == move && getBox(b) == move && getBox(c) == move) {

result = true;

}

return result;

}

function getBox(number) {

return document.getElementById("s" + number).innerText;

}

function clearBox(number) {

document.getElementById("s" + number).innerText = "";

}

</script>

</head>

<body onload="startGame();">

<h1>Welcome to my Tic Tac Toe game!</h1>

<div id="Message">Message will go here</div>

<table border="1">

<tr>

<td id="s1" class="Square" onclick="nextMove(this);"></td>

<td id="s2" class="Square" onclick="nextMove(this);"></td>

<td id="s3" class="Square" onclick="nextMove(this);"></td>

</tr>

<tr>

<td id="s4" class="Square" onclick="nextMove(this);"></td>

<td id="s5" class="Square" onclick="nextMove(this);"></td>

<td id="s6" class="Square" onclick="nextMove(this);"></td>

</tr>

<tr>

<td id="s7" class="Square" onclick="nextMove(this);"></td>

<td id="s8" class="Square" onclick="nextMove(this);"></td>

<td id="s9" class="Square" onclick="nextMove(this);"></td>

</tr>

</table>

<a href="javascript:startGame();">Start Over</a>

</body>

</html>

**OUTPUT:**







