<!DOCTYPE html>

<html>

<head>

<title>TIC TAC TOE</title>

<link rel="stylesheet" href="tic1.css">

<link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/css/bootstrap.min.css" integrity="sha384-BVYiiSIFeK1dGmJRAkycuHAHRg32OmUcww7on3RYdg4Va+PmSTsz/K68vbdEjh4u" crossorigin="anonymous">

</head>

<body>

<div class="container">

<div class="jumbotron">

<h1>ROHIT TIC TAC TOE</h1>

<p>Let's Ready To Play Game In Quarantine</p>

<button id="b" type="button" class="btn btn-primary btn-lg" name="button">Restart</button>

</div>

<table align="centre">

<tr>

<td id="one">X</td>

<td></td>

<td></td>

</tr>

<tr>

<td></td>

<td></td>

<td></td>

</tr>

<tr>

<td></td>

<td></td>

<td></td>

</tr>

</table>

</div>

<script src="tic2.js"></script>

</body>

</html>

td{

height: 70px;

width: 70px;

text-align: center;

border:5px solid black;

font-size: 50px;

}

var restart= document.querySelector("#b")

var squares= document.querySelectorAll("td")

function clearBoard() {

for (var i = 0; i < squares.length; i++) {

squares[i].textContent='';

}

}

restart.addEventListener("click",clearBoard);

function changeMarker(){

if (this.textContent===""){

this.textContent="X"

}else if (this.textContent==="X") {

this.textContent="O"

}else{

this.textContent=""

}

}

for (var i = 0; i < squares.length; i++) {

squares[i].addEventListener("click",changeMarker)

}