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Tic Tac Toe game :-
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Tic Tac Toe</title>
  <style>
    body {
      font-family: Arial, sans-serif;
      display: flex;
      justify-content: center;
      align-items: center;
      height: 100vh;
      margin: 0;
      background-color: #f4f4f4;
    }
    .container {
      text-align: center;
    }
    #game-board {
      display: grid;
      grid-template-columns: repeat(3, 100px);
      grid-template-rows: repeat(3, 100px);
      gap: 5px;
      margin-bottom: 20px;
    }
    .cell {
      width: 100px;
      height: 100px;
```

```
Tic Tac Toe game :-
      display: flex;
      justify-content: center;
      align-items: center;
      font-size: 2rem;
      cursor: pointer;
      background-color: #e0e0e0;
    }
    .cell:hover {
      background-color: #d0d0d0;
    }
    button {
      padding: 10px 20px;
      font-size: 1rem;
      cursor: pointer;
    }
    #message {
      margin-top: 10px;
      font-size: 1.2rem;
      color: #333;
    }
  </style>
</head>
<body>
  <div class="container">
    <h1>Tic Tac Toe</h1>
    <div id="game-board">
      <div class="cell" onclick="makeMove(0)"></div>
      <div class="cell" onclick="makeMove(1)"></div>
```

```
Tic Tac Toe game :-
      <div class="cell" onclick="makeMove(2)"></div>
      <div class="cell" onclick="makeMove(3)"></div>
      <div class="cell" onclick="makeMove(4)"></div>
      <div class="cell" onclick="makeMove(5)"></div>
      <div class="cell" onclick="makeMove(6)"></div>
      <div class="cell" onclick="makeMove(7)"></div>
      <div class="cell" onclick="makeMove(8)"></div>
    </div>
    <button onclick="resetGame()">Reset Game</button>
    </div>
  <script>
    let board = ["", "", "", "", "", "", "", ""];
    let currentPlayer = "X";
    let gameActive = true;
    const winningCombinations = [
      [0, 1, 2],
      [3, 4, 5],
      [6, 7, 8],
      [0, 3, 6],
      [1, 4, 7],
      [2, 5, 8],
      [0, 4, 8],
      [2, 4, 6]
    ];
```

function makeMove(index) {

if (board[index] === "" && gameActive) {

document.getElementsByClassName("cell")[index].innerText = currentPlayer;

board[index] = currentPlayer;

```
Tic Tac Toe game :-
        checkWinner();
        currentPlayer = currentPlayer === "X" ? "O" : "X";
      }
    }
    function checkWinner() {
      for (const combination of winningCombinations) {
        const [a, b, c] = combination;
        if (board[a] && board[a] === board[b] && board[a] === board[c]) {
           gameActive = false;
           document.getElementById("message").innerText = `${board[a]} wins!`;
           return;
        }
      }
      if (!board.includes("")) {
        gameActive = false;
        document.getElementById("message").innerText = "It's a draw!";
      }
    }
    function resetGame() {
      board = ["", "", "", "", "", "", "", ""];
      gameActive = true;
      currentPlayer = "X";
      document.querySelectorAll(".cell").forEach(cell => (cell.innerText = ""));
      document.getElementById("message").innerText = "";
    }
  </script>
</body>
</html>
```