<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;

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>

<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>

<p id="message"></p>

</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) {

board[index] = currentPlayer;

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

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>