```html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Tic tac toe game</title>
    <link rel="stylesheet" href="day fifteen.css">
</head>
<body>
    <h1 class="heading">TIC TAC TOE</h1>
    <div class="outer">
        <div class="turn turn1"></div>
    <div class="container">
        <button class="btn btn1"></button>
        <button class="btn btn2"></button>
        <button class="btn btn3"></button>
        <button class="btn btn4"></button>
        <button class="btn btn5"></button>
        <button class="btn btn6"></button>
        <button class="btn btn7"></button>
        <button class="btn btn8"></button>
        <button class="btn btn9"></button>
    </div>
    <div class="turn turn2"></div>
</div>
<button class="reset">Reset</button>
<div class="winner"></div>
<span class="newgame">New Game</span>

    <script src="day fifteen.js"></script>
</body>
</html>
```

```css
*{

    margin: 0;
    padding: 0;

}
body{
    background-color: #A59132;
}
.heading{
    text-align: center;
    color: #30362F;
    font-size: 4rem;
    margin: 15px;
```

```css
        margin-bottom: 30px;
}
.outer{
    display: flex;
    justify-content: center;
    align-items: center;
}
.container{
    width: 70vmin;
    height: 70vmin;
    margin: auto;
    display: flex;
    justify-content: center;
    align-items: center;
    flex-wrap: wrap;

}
.btn{
    height:20vmin ;
    width: 20vmin;
    margin: auto;
    border: none;
    color: #A59132;
    background-color: #30362F;
    box-shadow: 0px 2px 5px white;
    font-size: 80px;
    border-radius: 25px;
    cursor: pointer;
}

.turn{
    font-size: 3rem;
    text-align: center;
    background-color: #30362F;
    color: #A59132;
    width: 300px;
    height: 100px;
    display: flex;
    align-items: center;
    justify-content: center;
    margin: auto;
    border-radius: 50px;
}
.shadow{
    box-shadow: 0px 5px 15px white;
}

.winner{
```

```css
    display: flex;
    justify-content: center;
    align-items: center;
    border-radius: 100px;
    background-color: #30362F;
    color: white;
    margin: auto;
    font-size: 5rem;
    height: 30vmin;
    width: 100vmin;
    margin-top: 100px;
    display: none;
    color: #A59132;
}
.reset{
    width: 200px;
    font-size: 2.5rem;
    text-align: center;
    margin: auto;
    display: flex;
    padding: 10px 20px 10px 40px;
    background-color: #30362F;;
    color: #A59132;
    margin-top: 30px;
    border-radius: 30px;
    cursor: pointer;
}
.newgame{
    font-size: 2.5rem;
    text-align: center;
    margin: auto;
    width: 50vmin;
    padding: 10px;
    border: 6px solid #30362F;
    color: #30362F;
    margin-top: 30px;
    border-radius: 30px;
    display: none;
    text-align: center;
    justify-content: center;
    cursor: pointer;
}
.newgame:hover{
    background-color: #30362F;
    color: #A59132;
}
@media only screen and (max-width:1024px){
    .heading{
```

```css
        font-size: 2rem;
    }
.outer{
    flex-direction: column;
}

.turn{
    font-size: 2rem;
padding: 5px;
height: 60px;
}
.winner{
    font-size: 2rem;
    width: 60vw;
    text-align: center;
}
.btn{
    font-size: 50px;
}
.newgame{
    font-size: 1.5rem;

}
}
```

```javascript
const winner=[

    [0,1,2],
    [0,3,6],
    [1,4,7],
    [2,5,8],
    [0,4,8],
    [3,4,5],
    [6,7,8],
    [2,4,6],
];
let newgame=document.querySelector(".newgame");
let win=document.querySelector(".winner");
let outer=document.querySelector(".outer");
function checkwinner(){
    for (let pattern of winner) {

        pos1=btns[pattern[0]].innerText;
        pos2=btns[pattern[1]].innerText;
        pos3=btns[pattern[2]].innerText;
        if(pos1===pos2&& pos2===pos3){
```

```javascript
                    if(pos1==="X"){
                        win.innerText="Player1 is the winner"  ;
                        win.style.display="flex";
                        outer.style.display="none";
                        reset.style.display="none";
                        newgame.style.display="flex";
                    }
                    else if(pos1==="O"){
                        win.style.display="flex";
                        reset.style.display="none";
                        outer.style.display="none";
                        win.innerText="Player2 is the winner";
                        newgame.style.display="flex";
                    }
                }
            }
        let count=0;
        for (const btn of btns){
            if(btn.innerHTML!=""){
                count++;
            }
        }
        if(count==9){
            for (const btn of btns) {
                btn.innerText="";
            }
            turn1.innerText="Player1's Turn";
            turn2.innerText="";
            turn1.classList.add("shadow1");
            turn2.classList.remove("shadow2");
        }
    }
let turn=document.querySelector(".turn");
let turn1=document.querySelector(".turn1");
let turn2=document.querySelector(".turn2");
turn1.innerText="Player1's Turn";
turn1.classList.add("shadow");
function changeTurn(){
    if(turn1.innerText==="Player1's Turn"){
        turn2.innerText="Player2's Turn";
        turn1.innerText="";
        turn2.classList.add("shadow");
        turn1.classList.remove("shadow");
    }else{
        turn1.innerText="Player1's Turn";
        turn2.innerText="";
        turn1.classList.add("shadow");
        turn2.classList.remove("shadow");
```

```javascript
    }
}
let btns= document.querySelectorAll(".btn");
for (const btn of btns) {
    btn.addEventListener("click",()=>{
        if(btn.innerText===""){
            if(turn.innerText==="Player1's Turn") {
                btn.innerText="X"
            }else{
                btn.innerText="O"
            }
            changeTurn();
        }
        checkwinner();
    })


}
let reset=document.querySelector(".reset");
reset.addEventListener("click",()=>{
    for (const btn of btns) {
        btn.innerText="";
    }
    turn1.innerText="Player1's Turn";
    turn2.innerText="";
    turn1.classList.add("shadow");
    turn2.classList.remove("shadow");
})
newgame.addEventListener("click",()=>{
    win.style.display="none";
            outer.style.display="flex";
            reset.style.display="flex";
            newgame.style.display="none";
            for (const btn of btns) {
                btn.innerText="";
            }
            turn1.innerText="Player1's Turn";
            turn2.innerText="";
            turn1.classList.add("shadow");
            turn2.classList.remove("shadow");
})
```