

Tutorial: Tic-Tac-Toe

This game uses a 3x3 grid stored in a JavaScript array. Players click buttons to place 'X' or 'O', with logic checking for wins via predefined lines (rows, columns, diagonals). The `calculateWinner` function scans for matches, and `renderBoard` updates the UI. CSS grids style the board. Extend with reset buttons or AI opponents.