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<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:gravity="center"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <GridLayout
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:columnCount="3"
        android:rowCount="3">

        <Button
            android:onClick="Check"
            android:id="@+id/btn1"/>
        <Button
            android:onClick="Check"
            android:id="@+id/btn2"
            android:layout_marginLeft="5dp"/>
        <Button
            android:onClick="Check"
            android:id="@+id/btn3"
            android:layout_marginLeft="5dp"/>
        <Button
            android:onClick="Check"
            android:id="@+id/btn4"/>
        <Button
            android:onClick="Check"
            android:id="@+id/btn5"
            android:layout_marginLeft="5dp"/>
        <Button
            android:onClick="Check"
            android:id="@+id/btn6"
            android:layout_marginLeft="5dp"/>
        <Button
            android:onClick="Check"
            android:id="@+id/btn7"/>
        <Button
            android:id="@+id/btn8"
            android:onClick="Check"
            android:layout_marginLeft="5dp"/>
        <Button
            android:onClick="Check"
            android:id="@+id/btn9"
            android:layout_marginLeft="5dp"/>

    </GridLayout>

</LinearLayout>

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*****Java*****
package com.tictogame;

import android.os.Bundle;
import android.view.View;
import android.widget.Button;

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import android.widget.Toast;

import androidx.activity.EdgeToEdge;
import androidx.appcompat.app.AppCompatActivity;
import androidx.core.graphics.Insets;
import androidx.core.view.ViewCompat;
import androidx.core.view.WindowInsetsCompat;

public class MainActivity extends AppCompatActivity {

    Button btn1,btn2,btn3,btn4,btn5,btn6,btn7,btn8,btn9;
    int flag = 0,count=0;
    String b1,b2,b3,b4,b5,b6,b7,b8,b9;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        EdgeToEdge.enable(this);
        setContentView(R.layout.activity_main);
        init();
    }

    void init()
    {
        btn1 = findViewById(R.id.btn1);
        btn2 = findViewById(R.id.btn2);
        btn3 = findViewById(R.id.btn3);
        btn4 = findViewById(R.id.btn4);
        btn5 = findViewById(R.id.btn5);
        btn6 = findViewById(R.id.btn6);
        btn7 = findViewById(R.id.btn7);
        btn8 = findViewById(R.id.btn8);
        btn9 = findViewById(R.id.btn9);
    }

    public void Check(View view)
    {
        Button currentbtn = (Button) view;

        if(currentbtn.getText().toString().equals("")) {
            count++;
            if (flag == 0) {
                currentbtn.setText("X");
                flag = 1;
            } else {
                currentbtn.setText("0");
                flag = 0;
            }
        }

        if (count >= 5) {
            b1 = btn1.getText().toString();
            b2 = btn2.getText().toString();
            b3 = btn3.getText().toString();
            b4 = btn4.getText().toString();
            b5 = btn5.getText().toString();
            b6 = btn6.getText().toString();
            b7 = btn7.getText().toString();
            b8 = btn8.getText().toString();
            b9 = btn9.getText().toString();
        }
    }
}

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        if (b1.equals(b2) && b2.equals(b3) && !b1.isEmpty()) {
            Toast.makeText(this, "Winner is : " + b1,
Toast.LENGTH_SHORT).show();
            restart();
        } else if (b4.equals(b5) && b5.equals(b6) && !b4.isEmpty()) {
            Toast.makeText(this, "Winner is : " + b4,
Toast.LENGTH_SHORT).show();
            restart();
        } else if (b7.equals(b8) && b8.equals(b9) && !b7.isEmpty()) {
            Toast.makeText(this, "Winner is : " + b7,
Toast.LENGTH_SHORT).show();
            restart();
        } else if (b1.equals(b4) && b4.equals(b7) && !b1.isEmpty()) {
            Toast.makeText(this, "Winner is : " + b1,
Toast.LENGTH_SHORT).show();
            restart();
        } else if (b2.equals(b5) && b5.equals(b8) && !b2.isEmpty()) {
            Toast.makeText(this, "Winner is : " + b2,
Toast.LENGTH_SHORT).show();
            restart();
        } else if (b3.equals(b6) && b6.equals(b9) && !b3.isEmpty()) {
            Toast.makeText(this, "Winner is : " + b3,
Toast.LENGTH_SHORT).show();
            restart();
        } else if (b1.equals(b5) && b5.equals(b9) && !b1.isEmpty()) {
            Toast.makeText(this, "Winner is : " + b1,
Toast.LENGTH_SHORT).show();
            restart();
        } else if (b3.equals(b5) && b5.equals(b7) && !b3.isEmpty()) {
            Toast.makeText(this, "Winner is : " + b3,
Toast.LENGTH_SHORT).show();
            restart();
        } else if (!b1.isEmpty() && !b2.isEmpty() && !b3.isEmpty() && !
b4.isEmpty() && !b5.isEmpty() && !b6.isEmpty()
&& !b7.isEmpty() && !b8.isEmpty() && !b9.isEmpty())
        {
            Toast.makeText(this, "Game Withdraw...TRY AGAIN",
Toast.LENGTH_SHORT).show();
            restart();
        }
    }
}

void restart()
{
    flag = 0;
    count=0;
    btn1.setText("");
    btn2.setText("");
    btn3.setText("");
    btn4.setText("");
    btn5.setText("");
    btn6.setText("");
    btn7.setText("");
    btn8.setText("");
    btn9.setText("");
}
}

```