**TIC TAC TOE**

The JavaScript code you provided is for a Tic Tac Toe game. It works by creating a grid of 9 boxes, and allowing the player to click on a box to place their mark. The game then checks for a winner, and displays a message if there is one.

Here is a line-by-line explanation of the code:

Line 1: Logs the message "Welcome to Tic Tac Toe" to the console.

Line 2: Creates a new Audio object for the background music.

Line 3: Creates a new Audio object for the sound effect that plays when a player takes a turn.

Line 4: Creates a new Audio object for the sound effect that plays when the game is over.

Line 5: Declares a variable called turn and assigns it the value "X". This variable will keep track of which player's turn it is.

Line 6: Declares a variable called isgameover and assigns it the value false. This variable will keep track of whether or not the game is over.

Line 8: Defines a function called changeTurn(). This function simply returns the opposite of the current turn.

Line 12: Defines a function called checkWin(). This function checks to see if there is a winner. It does this by looking for any rows, columns, or diagonals that contain three of the same mark. If it finds a row, column, or diagonal with three of the same mark, it displays a message indicating that the player who placed that mark has won.

Line 18: Gets all of the elements with the class box.

Line 19: Iterates over the elements with the class box and adds an event listener to each one. The event listener checks to see if the box is empty, and if it is, it places the current player's mark in the box and changes the turn. It also plays the sound effect for taking a turn.

Line 27: Gets the element with the class info.

Line 28: Sets the text of the element with the class info to indicate whose turn it is.

Line 32: Gets the element with the class reset.

Line 33: Adds an event listener to the element with the class reset. The event listener resets the game by clearing all of the boxes, setting the turn back to X, and setting the isgameover variable to false.

Line 39: Adds a line to the game board to indicate the winning row, column, or diagonal.

This is a basic overview of how the code works. There are many other things that could be added to the game, such as a difficulty level, a multiplayer mode, or a leaderboard.