<!DOCTYPE html>

<head>

<meta name="viewport" content=

"width=device-width, initial-scale=1.0">

<!-- CSS file Included -->

<link rel="stylesheet"

type="text/css" href="tic.css">

<!-- JavaScript file included -->

<script src="tic.js"></script>

</head>

<body>

<div id="main">

<h1>TIC TAC TOE</h1>

<!-- Game Instructions -->

<p id="ins">Game starts by just Tap on

box<br><br>First Player starts as

<b>Player X</b><br>And<br>Second

Player as <b>Player 0</b>

</p>

<br><br>

<!-- 3\*3 grid of Boxes -->

<input type="text" id="b1" onclick=

"myfunc\_3(); myfunc();" readonly>

<input type="text" id="b2" onclick=

"myfunc\_4(); myfunc();" readonly>

<input type="text" id="b3" onclick=

"myfunc\_5(); myfunc();" readonly>

<br><br>

<input type="text" id="b4" onclick=

"myfunc\_6(); myfunc();" readonly>

<input type="text" id="b5" onclick=

"myfunc\_7(); myfunc();" readonly>

<input type="text" id="b6" onclick=

"myfunc\_8(); myfunc();" readonly>

<br><br>

<input type="text" id="b7" onclick=

"myfunc\_9(); myfunc();" readonly>

<input type="text" id="b8" onclick=

"myfunc\_10();myfunc();" readonly>

<input type="text" id="b9" onclick=

"myfunc\_11();myfunc();" readonly>

<!-- Grid end here -->

<br><br><br>

<!-- Button to reset game -->

<button id="but" onclick="myfunc\_2()">

RESET

</button>

<br><br>

<!-- Space to show player turn -->

<p id="print"></p>

</div>

</body>

</html>