// Function called whenever user tab on any box

function myfunc() {

// Setting DOM to all boxes or input field

var b1, b2, b3, b4, b5, b6, b7, b8, b9;

b1 = document.getElementById("b1").value;

b2 = document.getElementById("b2").value;

b3 = document.getElementById("b3").value;

b4 = document.getElementById("b4").value;

b5 = document.getElementById("b5").value;

b6 = document.getElementById("b6").value;

b7 = document.getElementById("b7").value;

b8 = document.getElementById("b8").value;

b9 = document.getElementById("b9").value;

// Checking if Player X won or not and after

// that disabled all the other fields

if ((b1 == 'x' || b1 == 'X') && (b2 == 'x' ||

b2 == 'X') && (b3 == 'x' || b3 == 'X')) {

document.getElementById('print')

.innerHTML = "Player X won";

document.getElementById("b4").disabled = true;

document.getElementById("b5").disabled = true;

document.getElementById("b6").disabled = true;

document.getElementById("b7").disabled = true;

document.getElementById("b8").disabled = true;

document.getElementById("b9").disabled = true;

window.alert('Player X won');

}

else if ((b1 == 'x' || b1 == 'X') && (b4 == 'x' ||

b4 == 'X') && (b7 == 'x' || b7 == 'X')) {

document.getElementById('print')

.innerHTML = "Player X won";

document.getElementById("b2").disabled = true;

document.getElementById("b3").disabled = true;

document.getElementById("b5").disabled = true;

document.getElementById("b6").disabled = true;

document.getElementById("b8").disabled = true;

document.getElementById("b9").disabled = true;

window.alert('Player X won');

}

else if ((b7 == 'x' || b7 == 'X') && (b8 == 'x' ||

b8 == 'X') && (b9 == 'x' || b9 == 'X')) {

document.getElementById('print')

.innerHTML = "Player X won";

document.getElementById("b1").disabled = true;

document.getElementById("b2").disabled = true;

document.getElementById("b3").disabled = true;

document.getElementById("b4").disabled = true;

document.getElementById("b5").disabled = true;

document.getElementById("b6").disabled = true;

window.alert('Player X won');

}

else if ((b3 == 'x' || b3 == 'X') && (b6 == 'x' ||

b6 == 'X') && (b9 == 'x' || b9 == 'X')) {

document.getElementById('print')

.innerHTML = "Player X won";

document.getElementById("b1").disabled = true;

document.getElementById("b2").disabled = true;

document.getElementById("b4").disabled = true;

document.getElementById("b5").disabled = true;

document.getElementById("b7").disabled = true;

document.getElementById("b8").disabled = true;

window.alert('Player X won');

}

else if ((b1 == 'x' || b1 == 'X') && (b5 == 'x' ||

b5 == 'X') && (b9 == 'x' || b9 == 'X')) {

document.getElementById('print')

.innerHTML = "Player X won";

document.getElementById("b2").disabled = true;

document.getElementById("b3").disabled = true;

document.getElementById("b4").disabled = true;

document.getElementById("b6").disabled = true;

document.getElementById("b7").disabled = true;

document.getElementById("b8").disabled = true;

window.alert('Player X won');

}

else if ((b3 == 'x' || b3 == 'X') && (b5 == 'x' ||

b5 == 'X') && (b7 == 'x' || b7 == 'X')) {

document.getElementById('print')

.innerHTML = "Player X won";

document.getElementById("b1").disabled = true;

document.getElementById("b2").disabled = true;

document.getElementById("b4").disabled = true;

document.getElementById("b6").disabled = true;

document.getElementById("b8").disabled = true;

document.getElementById("b9").disabled = true;

window.alert('Player X won');

}

else if ((b2 == 'x' || b2 == 'X') && (b5 == 'x' ||

b5 == 'X') && (b8 == 'x' || b8 == 'X')) {

document.getElementById('print')

.innerHTML = "Player X won";

document.getElementById("b1").disabled = true;

document.getElementById("b3").disabled = true;

document.getElementById("b4").disabled = true;

document.getElementById("b6").disabled = true;

document.getElementById("b7").disabled = true;

document.getElementById("b9").disabled = true;

window.alert('Player X won');

}

else if ((b4 == 'x' || b4 == 'X') && (b5 == 'x' ||

b5 == 'X') && (b6 == 'x' || b6 == 'X')) {

document.getElementById('print')

.innerHTML = "Player X won";

document.getElementById("b1").disabled = true;

document.getElementById("b2").disabled = true;

document.getElementById("b3").disabled = true;

document.getElementById("b7").disabled = true;

document.getElementById("b8").disabled = true;

document.getElementById("b9").disabled = true;

window.alert('Player X won');

}

// Checking of Player X finish

// Checking for Player 0 starts, Is player 0 won or

// not and after that disabled all the other fields

else if ((b1 == '0' || b1 == '0') && (b2 == '0' ||

b2 == '0') && (b3 == '0' || b3 == '0')) {

document.getElementById('print')

.innerHTML = "Player 0 won";

document.getElementById("b4").disabled = true;

document.getElementById("b5").disabled = true;

document.getElementById("b6").disabled = true;

document.getElementById("b7").disabled = true;

document.getElementById("b8").disabled = true;

document.getElementById("b9").disabled = true;

window.alert('Player 0 won');

}

else if ((b1 == '0' || b1 == '0') && (b4 == '0' ||

b4 == '0') && (b7 == '0' || b7 == '0')) {

document.getElementById('print')

.innerHTML = "Player 0 won";

document.getElementById("b2").disabled = true;

document.getElementById("b3").disabled = true;

document.getElementById("b5").disabled = true;

document.getElementById("b6").disabled = true;

document.getElementById("b8").disabled = true;

document.getElementById("b9").disabled = true;

window.alert('Player 0 won');

}

else if ((b7 == '0' || b7 == '0') && (b8 == '0' ||

b8 == '0') && (b9 == '0' || b9 == '0')) {

document.getElementById('print')

.innerHTML = "Player 0 won";

document.getElementById("b1").disabled = true;

document.getElementById("b2").disabled = true;

document.getElementById("b3").disabled = true;

document.getElementById("b4").disabled = true;

document.getElementById("b5").disabled = true;

document.getElementById("b6").disabled = true;

window.alert('Player 0 won');

}

else if ((b3 == '0' || b3 == '0') && (b6 == '0' ||

b6 == '0') && (b9 == '0' || b9 == '0')) {

document.getElementById('print')

.innerHTML = "Player 0 won";

document.getElementById("b1").disabled = true;

document.getElementById("b2").disabled = true;

document.getElementById("b4").disabled = true;

document.getElementById("b5").disabled = true;

document.getElementById("b7").disabled = true;

document.getElementById("b8").disabled = true;

window.alert('Player 0 won');

}

else if ((b1 == '0' || b1 == '0') && (b5 == '0' ||

b5 == '0') && (b9 == '0' || b9 == '0')) {

document.getElementById('print')

.innerHTML = "Player 0 won";

document.getElementById("b2").disabled = true;

document.getElementById("b3").disabled = true;

document.getElementById("b4").disabled = true;

document.getElementById("b6").disabled = true;

document.getElementById("b7").disabled = true;

document.getElementById("b8").disabled = true;

window.alert('Player 0 won');

}

else if ((b3 == '0' || b3 == '0') && (b5 == '0' ||

b5 == '0') && (b7 == '0' || b7 == '0')) {

document.getElementById('print')

.innerHTML = "Player 0 won";

document.getElementById("b1").disabled = true;

document.getElementById("b2").disabled = true;

document.getElementById("b4").disabled = true;

document.getElementById("b6").disabled = true;

document.getElementById("b8").disabled = true;

document.getElementById("b9").disabled = true;

window.alert('Player 0 won');

}

else if ((b2 == '0' || b2 == '0') && (b5 == '0' ||

b5 == '0') && (b8 == '0' || b8 == '0')) {

document.getElementById('print')

.innerHTML = "Player 0 won";

document.getElementById("b1").disabled = true;

document.getElementById("b3").disabled = true;

document.getElementById("b4").disabled = true;

document.getElementById("b6").disabled = true;

document.getElementById("b7").disabled = true;

document.getElementById("b9").disabled = true;

window.alert('Player 0 won');

}

else if ((b4 == '0' || b4 == '0') && (b5 == '0' ||

b5 == '0') && (b6 == '0' || b6 == '0')) {

document.getElementById('print')

.innerHTML = "Player 0 won";

document.getElementById("b1").disabled = true;

document.getElementById("b2").disabled = true;

document.getElementById("b3").disabled = true;

document.getElementById("b7").disabled = true;

document.getElementById("b8").disabled = true;

document.getElementById("b9").disabled = true;

window.alert('Player 0 won');

}

// Checking of Player 0 finish

// Here, Checking about Tie

else if ((b1 == 'X' || b1 == '0') && (b2 == 'X'

|| b2 == '0') && (b3 == 'X' || b3 == '0') &&

(b4 == 'X' || b4 == '0') && (b5 == 'X' ||

b5 == '0') && (b6 == 'X' || b6 == '0') &&

(b7 == 'X' || b7 == '0') && (b8 == 'X' ||

b8 == '0') && (b9 == 'X' || b9 == '0')) {

document.getElementById('print')

.innerHTML = "Match Tie";

window.alert('Match Tie');

}

else {

// Here, Printing Result

if (flag == 1) {

document.getElementById('print')

.innerHTML = "Player X Turn";

}

else {

document.getElementById('print')

.innerHTML = "Player 0 Turn";

}

}

}

// Function to reset game

function myfunc\_2() {

location.reload();

document.getElementById('b1').value = '';

document.getElementById("b2").value = '';

document.getElementById("b3").value = '';

document.getElementById("b4").value = '';

document.getElementById("b5").value = '';

document.getElementById("b6").value = '';

document.getElementById("b7").value = '';

document.getElementById("b8").value = '';

document.getElementById("b9").value = '';

}

// Here onwards, functions check turn of the player

// and put accordingly value X or 0

flag = 1;

function myfunc\_3() {

if (flag == 1) {

document.getElementById("b1").value = "X";

document.getElementById("b1").disabled = true;

flag = 0;

}

else {

document.getElementById("b1").value = "0";

document.getElementById("b1").disabled = true;

flag = 1;

}

}

function myfunc\_4() {

if (flag == 1) {

document.getElementById("b2").value = "X";

document.getElementById("b2").disabled = true;

flag = 0;

}

else {

document.getElementById("b2").value = "0";

document.getElementById("b2").disabled = true;

flag = 1;

}

}

function myfunc\_5() {

if (flag == 1) {

document.getElementById("b3").value = "X";

document.getElementById("b3").disabled = true;

flag = 0;

}

else {

document.getElementById("b3").value = "0";

document.getElementById("b3").disabled = true;

flag = 1;

}

}

function myfunc\_6() {

if (flag == 1) {

document.getElementById("b4").value = "X";

document.getElementById("b4").disabled = true;

flag = 0;

}

else {

document.getElementById("b4").value = "0";

document.getElementById("b4").disabled = true;

flag = 1;

}

}

function myfunc\_7() {

if (flag == 1) {

document.getElementById("b5").value = "X";

document.getElementById("b5").disabled = true;

flag = 0;

}

else {

document.getElementById("b5").value = "0";

document.getElementById("b5").disabled = true;

flag = 1;

}

}

function myfunc\_8() {

if (flag == 1) {

document.getElementById("b6").value = "X";

document.getElementById("b6").disabled = true;

flag = 0;

}

else {

document.getElementById("b6").value = "0";

document.getElementById("b6").disabled = true;

flag = 1;

}

}

function myfunc\_9() {

if (flag == 1) {

document.getElementById("b7").value = "X";

document.getElementById("b7").disabled = true;

flag = 0;

}

else {

document.getElementById("b7").value = "0";

document.getElementById("b7").disabled = true;

flag = 1;

}

}

function myfunc\_10() {

if (flag == 1) {

document.getElementById("b8").value = "X";

document.getElementById("b8").disabled = true;

flag = 0;

}

else {

document.getElementById("b8").value = "0";

document.getElementById("b8").disabled = true;

flag = 1;

}

}

function myfunc\_11() {

if (flag == 1) {

document.getElementById("b9").value = "X";

document.getElementById("b9").disabled = true;

flag = 0;

}

else {

document.getElementById("b9").value = "0";

document.getElementById("b9").disabled = true;

flag = 1;

}

}