TIC TAC TOE(JS)

var val = "X";

function cal(obj)

{

if(obj.innerHTML == "")

{

if(val == "X")

{

obj.innerHTML = "X"

check(obj)

val = "O"

}

else

{

obj.innerHTML = "O"

val = "X"

check(obj)

}

}

}

function check(obj)

{

var key = obj.innerHTML;

var key1 = document.getElementById("cell1").innerHTML;

var key2 = document.getElementById("cell2").innerHTML;

var key3 = document.getElementById("cell3").innerHTML;

var key4 = document.getElementById("cell4").innerHTML;

var key5 = document.getElementById("cell5").innerHTML;

var key6 = document.getElementById("cell6").innerHTML;

var key7 = document.getElementById("cell7").innerHTML;

var key8 = document.getElementById("cell8").innerHTML;

var key9 = document.getElementById("cell9").innerHTML;

if((key == key1) && ((key1 == key2)&&(key1 == key3) || (key1 == key5)&&(key1 == key9)|| (key1 == key4)&&(key1 == key7)))

{

alert(`${key} wins`)

resetbutton();

}

else if((key == key2) && ((key2 == key1)&&(key2 == key3) || (key2 == key5)&&(key2 == key8)))

{

alert(`${key} wins`)

resetbutton();

}

else if((key == key3) && ((key3 == key2)&&(key3 == key1) || (key3 == key6)&&(key3 == key9)|| (key3 == key5)&&(key3 == key7)))

{

alert(`${key} wins`)

resetbutton();

}

else if((key == key4) && ((key4 == key1)&&(key4 == key7) || (key4 == key5)&&(key4 == key6)))

{

alert(`${key} wins`)

resetbutton();

}

else if((key==key5)&&((key5==key1)&&(key5==key9)||(key5==key3)&&(key5==key7) ||(key5==key4)&&(key5==key6) ||(key5==key2)&&(key5==key8)))

{

alert(`${key} wins`)

resetbutton();

}

else if((key==key6)&&((key6==key3)&&(key6==key9)||(key6==key5)&&(key6==key4)))

{

alert(`${key} wins`)

resetbutton();

}

else if((key==key7)&&((key7==key4)&&(key7==key1)||(key7==key8)&&(key7==key9)||(key7==key5)&&(key7==key3)))

{

alert(`${key} wins`)

resetbutton();

}

else if((key==key8)&&((key8==key5)&&(key8==key2)||(key8==key7)&&(key8==key9)))

{

alert(`${key} wins`)

resetbutton();

}

else if((key==key9)&&((key9==key8)&&(key9==key7)||(key9==key5)&&(key9==key1)||(key9==key6)&&(key9==key3)))

{

alert(`${key} wins`)

resetbutton();

}

}

function resetbutton()

{

for (let i=1; i<10;i++){

document.getElementById(`cell${i}`).innerHTML="";

}

}