<!DOCTYPE html>

<html>

<head>

<title>Javascript TIC TAC TOE</title>

<meta charset="windows-1252">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<style>

\*{box-sizing: border-box}

.container{width: 300px;

overflow: hidden;

margin: 50px auto 0 auto;

}

.container span{width: 100%;

display: block;

text-align: center;

font-family: sans-serif;

color: #fff;

font-size: 25px;

background: #446CB3;

}

.container .box{float: left;

width: 100px;

height: 100px;

border: 1px solid #000;

transition: all .25s ease-in-out;

font-family: sans-serif;

font-size: 85px;

text-align: center;

line-height: 100px;

cursor: pointer;

}

.container .box:hover{background: rgba(10,10,10,0.5);

color: #fff

}

button{background: #26C281;

color: #fff;

font-weight: bold;

border: 1px solid yellow;

cursor: pointer;

width: 200px;

height: 40px;

font-size: 22px;

display: block;

margin: 10px auto}

.win{background: #F9690E; color: #fff}

</style>

</head>

<body>

<div class="container" id="main">

<span id="turn">Play</span>

<!-- show X or O on div click -->

<div class="box" id="box1"></div>

<div class="box" id="box2"></div>

<div class="box" id="box3"></div>

<div class="box" id="box4"></div>

<div class="box" id="box5"></div>

<div class="box" id="box6"></div>

<div class="box" id="box7"></div>

<div class="box" id="box8"></div>

<div class="box" id="box9"></div>

</div>

<!-- Play Again And Reset All Info -->

<button onclick="replay()">Play Again</button>

<script>

var turn = document.getElementById("turn"),

// boxes => all boxes

// X\_or\_O => to set X or O into the box

boxes = document.querySelectorAll("#main div"), X\_or\_O = 0;

function selectWinnerBoxes(b1,b2,b3){

b1.classList.add("win");

b2.classList.add("win");

b3.classList.add("win");

turn.innerHTML = b1.innerHTML + " Won Congrat";

turn.style.fontSize = "40px";

}

function getWinner(){

var box1 = document.getElementById("box1"),

box2 = document.getElementById("box2"),

box3 = document.getElementById("box3"),

box4 = document.getElementById("box4"),

box5 = document.getElementById("box5"),

box6 = document.getElementById("box6"),

box7 = document.getElementById("box7"),

box8 = document.getElementById("box8"),

box9 = document.getElementById("box9");

// get all posibilites

if(box1.innerHTML !== "" && box1.innerHTML === box2.innerHTML && box1.innerHTML === box3.innerHTML)

selectWinnerBoxes(box1,box2,box3);

if(box4.innerHTML !== "" && box4.innerHTML === box5.innerHTML && box4.innerHTML === box6.innerHTML)

selectWinnerBoxes(box4,box5,box6);

if(box7.innerHTML !== "" && box7.innerHTML === box8.innerHTML && box7.innerHTML === box9.innerHTML)

selectWinnerBoxes(box7,box8,box9);

if(box1.innerHTML !== "" && box1.innerHTML === box4.innerHTML && box1.innerHTML === box7.innerHTML)

selectWinnerBoxes(box1,box4,box7);

if(box2.innerHTML !== "" && box2.innerHTML === box5.innerHTML && box2.innerHTML === box8.innerHTML)

selectWinnerBoxes(box2,box5,box8);

if(box3.innerHTML !== "" && box3.innerHTML === box6.innerHTML && box3.innerHTML === box9.innerHTML)

selectWinnerBoxes(box3,box6,box9);

if(box1.innerHTML !== "" && box1.innerHTML === box5.innerHTML && box1.innerHTML === box9.innerHTML)

selectWinnerBoxes(box1,box5,box9);

if(box3.innerHTML !== "" && box3.innerHTML === box5.innerHTML && box3.innerHTML === box7.innerHTML)

selectWinnerBoxes(box3,box5,box7);

}

// set event onclick

for(var i = 0; i < boxes.length; i++){

boxes[i].onclick = function(){

// not allow to change the value of the box

if(this.innerHTML !== "X" && this.innerHTML !== "O"){

if(X\_or\_O%2 === 0){

console.log(X\_or\_O);

this.innerHTML = "X";

turn.innerHTML = "O Turn Now";

getWinner();

X\_or\_O += 1;

}else{

console.log(X\_or\_O);

this.innerHTML = "O";

turn.innerHTML = "X Turn Now";

getWinner();

X\_or\_O += 1;

}

}

};

}

function replay(){

for(var i = 0; i < boxes.length; i++){

boxes[i].classList.remove("win");

boxes[i].innerHTML = "";

turn.innerHTML = "Play";

turn.style.fontSize = "25px";

}

}

</script>

</body>

</html>