index.js

```javascript
1   let board = ['', '', '', '', '', '', '', '', ''];
2   let currentPlayer = 'X';
3   const cells = document.querySelectorAll('.cell');
4
5   cells.forEach((cell, index) => {
6       cell.addEventListener('click', () => handleCellClick(index));
7   });
8
9   function handleCellClick(index) {
10      if (board[index] !== '') return;
11      board[index] = currentPlayer;
12      cells[index].textContent = currentPlayer;
13
14      if (checkWinner()) {
15          setTimeout(() => alert(`Player ${currentPlayer} wins!`), 100);
16          resetGame();
17      } else if (board.every(cell => cell !== '')) {
18          setTimeout(() => alert("It's a tie!"), 100);
19          resetGame();
20      } else {
21          currentPlayer = currentPlayer === 'X' ? 'O' : 'X';
22      }
23  }
24
25  function checkWinner() {
26      const winningCombinations = [
27          [0, 1, 2], [3, 4, 5], [6, 7, 8], // rows
28          [0, 3, 6], [1, 4, 7], [2, 5, 8], // columns
29          [0, 4, 8], [2, 4, 6]  // diagonals
30      ];
31
32      return winningCombinations.some(combination => {
33          return combination.every(index => board[index] === currentPlayer);
34      });
35  }
36
37  function resetGame() {
38      board = ['', '', '', '', '', '', '', '', ''];
39      cells.forEach(cell => cell.textContent = '');
40      currentPlayer = 'X';
41  }
42
```