//this function parses the selectedSquares array to serach for win condition

    //drwaLine() function is called to draw a line on the screen if the condition is met

    function checkWinConditions() {

         // X 0, 1, 2 conditon.

        if (arrayIncludes('0X', '1X', '2X')) { drawWinLine(50, 100, 558, 100) }

        // X 3, 4 5 condition

        else if (arrayIncludes('3X', '4X', '5X')) { drawWinLine(50, 404, 558, 304) }

        // X 6, 7, 8 CONDITION

        else if (arrayIncludes('6X', '7X', '8X')) { drawWinLine(50, 508, 558, 508) }

        //X 0, 3, 6 CONDITION

        else if (arrayIncludes('0X', '3X', '6X')) { drawWinLine(100, 50, 100, 558) }

        // X 1, 4, 7 CONDITION

        else if (arrayIncludes('1X', '4X', '7X')) { drawWinLine(304, 50, 304, 558) }

        // X 2, 5, 8 CONDITION

        else if (arrayIncludes('2X', '5X', '8X')) { drawWinLine(508, 50, 508, 558) }

        // x 6, 4, 2 condition

        else if (arrayIncludes('6X', '4X', '2X')) { drawWinLine(100, 508, 510, 90) }

        //X 0, 4, 8 CONDITION

        else if (arrayIncludes('0X', '4X', '8X')) {drawWinLine(100, 100, 520, 520) }

        // o 0, 1, 2 CONDITION

        else if (arrayIncludes('0O', '1O', '2O')) {drawWinLine(50, 100, 558, 100) }

        //O 3, 4, 5 condition

        else if (arrayIncludes('3O', '4O', '5O')) {drawWinLine(50, 304, 558, 304) }

        //O 6, 7, 8 condition

        else if (arrayIncludes('6O', '7O', '8O')) {drawWinLine(50, 508, 558, 508) }

        // O 0, 3, 6 CONDITION

        else if (arrayIncludes('0O', '3O', '6O')) {drawWinLine(100, 50, 100, 558) }

        // O 1, 4, 7 CONDITION

        else if (arrayIncludes('1O', '4O', '7O')) {drawWinLine(304, 50, 304, 558) }

        // O 2, 5, 8 CONDITION

        else if (arrayIncludes('2O', '5O', '8O')) {drawWinLine(508, 50, 508, 558) }

        // O 6, 4, 2 CONDTION

        else if (arrayIncludes('6O', '4O', '2O')) {drawWinLine(100, 508, 510, 90) }

        // O 0, 4, 8 CONDTION

        else if (arrayIncludes('0O', '4O', '80')) {drawWinLine(100, 100, 520, 520) }

        //THIS CONDITION CHECKS FOR THE TIE. IF NONE OF THE ABOVE CONDITIONS ARE MET AND

        //9 SQUARES ARE SELECTED THE CODE EXECUTES

        else if (selectedSquares.length >= 9) {

            //this function plays the tie game sound

            Audio('./media/tie.mp3');

            //this function sets a.3 seconds timer before the resetgame is called

            setTimeout(function () { resetGame(); }, 500);

        }

        //this function checks if an array includes 3 strings. it is used to check for

        //each win condition

        function arrayIncludes(squareA, squareB, squareC) {

            //THSES 3 VARIABLES WILL BE USED TO CHECK FOR 3 IN A ROW

            const a = selectedSquares.includes(squareA);

            const b = selectedSquares.includes(squareB);

            const c = selectedSquares.includes(squareC);

            //IF THE 3 VARIABLES WE PASS ARE ALL INLUDED IN OUR ARRAY THEN

            //TRUE IS RETURNED AND OUR ELSE IF CONDTION EXECUTES THE DRAWLINE() FUNCTION

            if (a === true && b === true && c === true) {return true; }

         }

     }