App.js file:

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import { useState } from 'react';

function Square({ value, onSquareClick }) {

 return (

  <button className="square" onClick={onSquareClick}>

   {value}

  </button>

 );

}

function Board({ xIsNext, squares, onPlay }) {

 function handleClick(i) {

  if (calculateWinner(squares) || squares[i]) {

   return;

  }

  const nextSquares = squares.slice();

  if (xIsNext) {

   nextSquares[i] = 'X';

  } else {

   nextSquares[i] = 'O';

  }

  onPlay(nextSquares);

 }

 const winner = calculateWinner(squares);

 let status;

 if (winner) {

  status = 'Winner: ' + winner;

 } else {

  status = 'Next player: ' + (xIsNext ? 'X' : 'O');

 }

 return (

  <>

   <div className="status">{status}</div>

   <div className="board-row">

    <Square value={squares[0]} onSquareClick={() => handleClick(0)} />

    <Square value={squares[1]} onSquareClick={() => handleClick(1)} />

    <Square value={squares[2]} onSquareClick={() => handleClick(2)} />

   </div>

   <div className="board-row">

    <Square value={squares[3]} onSquareClick={() => handleClick(3)} />

    <Square value={squares[4]} onSquareClick={() => handleClick(4)} />

    <Square value={squares[5]} onSquareClick={() => handleClick(5)} />

   </div>

   <div className="board-row">

    <Square value={squares[6]} onSquareClick={() => handleClick(6)} />

    <Square value={squares[7]} onSquareClick={() => handleClick(7)} />

    <Square value={squares[8]} onSquareClick={() => handleClick(8)} />

   </div>

  </>

 );

}

export default function Game() {

 const [history, setHistory] = useState([Array(9).fill(null)]);

 const [currentMove, setCurrentMove] = useState(0);

 const xIsNext = currentMove % 2 === 0;

 const currentSquares = history[currentMove];

 function handlePlay(nextSquares) {

  const nextHistory = [...history.slice(0, currentMove + 1), nextSquares];

  setHistory(nextHistory);

  setCurrentMove(nextHistory.length - 1);

 }

 function jumpTo(nextMove) {

  setCurrentMove(nextMove);

 }

 const moves = history.map((squares, move) => {

  let description;

  if (move > 0) {

   description = 'Go to move #' + move;

  } else {

   description = 'Go to game start';

  }

  return (

   <li key={move}>

    <button id="btnmove" onClick={() => jumpTo(move)}>{description}</button>

   </li>

  );

 });

 return (

  <div className="game">

   <div className="game-board">

    <Board xIsNext={xIsNext} squares={currentSquares} onPlay={handlePlay} />

   </div>

   <div className="game-info">

    <ol>{moves}</ol>

   </div>

  </div>

 );

}

function calculateWinner(squares) {

 const lines = [

  [0, 1, 2],

  [3, 4, 5],

  [6, 7, 8],

  [0, 3, 6],

  [1, 4, 7],

  [2, 5, 8],

  [0, 4, 8],

  [2, 4, 6],

 ];

 for (let i = 0; i < lines.length; i++) {

  const [a, b, c] = lines[i];

  if (squares[a] && squares[a] === squares[b] && squares[a] === squares[c]) {

   return squares[a];

  }

 }

 return null;

}

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style.js file

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\* {

 box-sizing: border-box;

}

body {

 font-family: sans-serif;

 margin: 20px;

 padding: 0;

}

h1 {

 margin-top: 0;

 font-size: 22px;

}

h2 {

 margin-top: 0;

 font-size: 20px;

}

h3 {

 margin-top: 0;

 font-size: 18px;

}

h4 {

 margin-top: 0;

 font-size: 16px;

}

h5 {

 margin-top: 0;

 font-size: 14px;

}

h6 {

 margin-top: 0;

 font-size: 12px;

}

code {

 font-size: 1.2em;

}

ul {

 padding-inline-start: 20px;

}

li{

 color:#4c00ff;

}

#btnmove{

 color:blue;

 font-size: 1rem;

}

\* {

 box-sizing: border-box;

}

body {

 font-family: sans-serif;

 margin: 160px;

 padding: 0;

}

.square {

 background: #fff;

 border: 4px solid hsl(129, 97%, 50%);

 float: left;

 font-size: 4rem;

 font-weight: bold;

 line-height: 34px;

 /\* height: 44px;\*/

 margin-right: -1px;

 margin-top: -1px;

 padding: 0;

 text-align: center;

 width: 94px;

 height: 94px;

 color:blue

}

.board-row:after {

 clear: both;

 content: '';

 display: table;

}

.status {

 margin-bottom: 10px;

 font-size: 2rem;

 color: blue;

}

.game {

 display: flex;

 flex-direction: row;

}

.game-info {

 margin-left: 20px;

}