```
<html>
<head>
   <style>
      * {
         margin: 0;
         padding: 0;
      }
      body {
         background-color: lightcyan;
         text-align: center;
      }
      .container {
         height: 70vh;
         display: flex;
         justify-content: center;
         align-items: center;
      }
      .game {
         height: 60vmin;
         width: 60vmin;
         display: flex;
         flex-wrap: wrap;
         gap: 1.5vmin;
         justify-content: center;
      }
      .box {
         height: 18vmin;
         width: 18vmin;
```

```
  border-radius: 1rem;
  border: none;
  box-shadow: 0 0 1rem rgba(0,0,0,0.3);
  font-size: 8vmin;
  color: red;
  background-color: yellow;
}
#reset {
  padding: 1rem;
  font-size: 1.25rem;
  background: #191913;
  color: white;
  border-radius: 1rem;
  border: none;
}
.box:hover {
  background-color: chocolate;
}
#new-btn {
  padding: 1rem;
  font-size: 1.25rem;
  background: #191913;
  color: white;
  border-radius: 1rem;
  border: none;
}
#msg {
  font-size: 8vmin;
```

```
        }
        .msg-container {
            height: 30vmin;
        }
        .hide {
            display: none;
        }
    </style>
</head>
<body>
    <div class="msg-container hide">
        <p id="msg">Winner</p>
        <button id="new-btn">New Game</button>
    </div>
    <main>
        <h1>Tic Tac Toe</h1>
        <div class="container">
            <div class="game">
                <button class="box"></button>
                <button class="box"></button>
                <button class="box"></button>
                <button class="box"></button>
                <button class="box"></button>
                <button class="box"></button>
                <button class="box"></button>
                <button class="box"></button>
                <button class="box"></button>
            </div>
```

```
  </div>
  <button id="reset">Reset Game</button>
</main>
<script>
  let boxes = document.querySelectorAll('.box');
  let resetBtn = document.querySelector('#reset');
  let turnO = true; // Player O starts
  let newGameBtn = document.querySelector('#new-btn');
  let msgContainer = document.querySelector('.msg-container');
  let msg = document.querySelector('#msg');

  const winPatterns = [
    [0, 1, 2],
    [0, 3, 6],
    [0, 4, 8],
    [1, 4, 7],
    [2, 5, 8],
    [2, 4, 6],
    [3, 4, 5],
    [6, 7, 8]
  ];

  boxes.forEach((box) => {
    box.addEventListener('click', function () {
      if (turnO) {
        box.innerText = 'O';
        box.style.color = 'green';
        turnO = false;
```

```
            box.disabled = true;
            checkWinner();
        } else {
            box.innerText = 'X';
            box.style.color = 'black';
            turnO = true;
            box.disabled = true;
            checkWinner();
        }
    });
});

const enableBoxes = () => {
    for (let box of boxes) {
        box.disabled = false;
        box.innerText = "";
    }
};

const disableBoxes = () => {
    for (let box of boxes) {
        box.disabled = true;
    }
};

const showWinner = (winner) => {
    msg.innerText = `Congratulations, Winner is ${winner}`;
    msgContainer.classList.remove('hide');
```

```
  disableBoxes();
};

const checkWinner = () => {
  let hasWin = false;
  for (let pattern of winPatterns) {
    let pos1Val = boxes[pattern[0]].innerText;
    let pos2Val = boxes[pattern[1]].innerText;
    let pos3Val = boxes[pattern[2]].innerText;

    if (pos1Val !== "" && pos2Val!=="" && pos3Val!=="" &&
      pos1Val === pos2Val && pos2Val === pos3Val) {
      showWinner(pos1Val);
      hasWin = true;
      return;
    }
  }

  if (!hasWin) {
    const allBoxes = [...boxes].every((box) => box.innerText !== "");
    if (allBoxes) {
      msgContainer.classList.remove('hide');
      msg.innerText = 'Match Drawn';
    }
  }
};

const resetGame = () => {
      turnO = true;

      enableBoxes();

      msgContainer.classList.add('hide');

    };


    newGameBtn.addEventListener('click', resetGame);

    resetBtn.addEventListener('click', resetGame);

  </script>

</body>

</html>
```