```javascript
let btnRef = document.querySelectorAll(".button-option");

let popupRef = document.querySelector(".popup");

let newgameBtn = document.getElementById("new-game");

let restartBtn = document.getElementById("restart");

let msgRef = document.getElementById("message");

//Winning Pattern Array

let winningPattern = [

  [0, 1, 2],

  [0, 3, 6],

  [2, 5, 8],

  [6, 7, 8],

  [3, 4, 5],

  [1, 4, 7],

  [0, 4, 8],

  [2, 4, 6],

];

//Player 'X' plays first

let xTurn = true;

let count = 0;

//Disable All Buttons

const disableButtons = () => {

  btnRef.forEach((element) => (element.disabled = true));

  //enable popup

  popupRef.classList.remove("hide");

};

//Enable all buttons (For New Game and Restart)

const enableButtons = () => {

  btnRef.forEach((element) => {

    element.innerText = "";

    element.disabled = false;

  });
```

```javascript
  //disable popup

  popupRef.classList.add("hide");

};

//This function is executed when a player wins

const winFunction = (letter) => {

  disableButtons();

  if (letter == "X") {

    msgRef.innerHTML = "&#x1F389; <br> 'X' Wins";

  } else {

    msgRef.innerHTML = "&#x1F389; <br> 'O' Wins";

  }

};

//Function for draw

const drawFunction = () => {

  disableButtons();

  msgRef.innerHTML = "&#x1F60E; <br> It's a Draw";

};

//New Game

newgameBtn.addEventListener("click", () => {

  count = 0;

  enableButtons();

});

restartBtn.addEventListener("click", () => {

  count = 0;

  enableButtons();

});

//Win Logic

const winChecker = () => {

  //Loop through all win patterns

  for (let i of winningPattern) {

    let [element1, element2, element3] = [
```

```javascript
      btnRef[i[0]].innerText,

      btnRef[i[1]].innerText,

      btnRef[i[2]].innerText,

    ];
    //Check if elements are filled
    //If 3 empty elements are same and would give win as would
    if (element1 != "" && (element2 != "") & (element3 != "")) {
      if (element1 == element2 && element2 == element3) {
        //If all 3 buttons have same values then pass the value to winFunction
        winFunction(element1);
      }
    }
  }
};
//Display X/O on click
btnRef.forEach((element) => {
  element.addEventListener("click", () => {
    if (xTurn) {
      xTurn = false;
      //Display X
      element.innerText = "X";
      element.disabled = true;
    } else {
      xTurn = true;
      //Display Y
      element.innerText = "O";
      element.disabled = true;
    }
    //Increment count on each click
    count += 1;
    if (count == 9) {
```

```
      drawFunction();

    }

    //Check for win on every click

    winChecker();

  });

});

//Enable Buttons and disable popup on page load

window.onload = enableButtons
```