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```
<!DOCTYPE html>
<html lang="pt-BR">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-
width, initial-scale=1.0">
  <title>Jogo da Velha</title>
  <style>
    body {
      font-family: Arial, sans-serif;
      text-align: center;
      margin: 20px;
      background-color: #f0f0f0;
    }

    h1 {
      color: #333;
    }

    .status {
      margin: 20px 0;
      font-size: 18px;
      font-weight: bold;
    }
  </style>
</head>
<body>
```

```
.board {
  display: grid;
  grid-template-columns: repeat(3,
100px);
  grid-gap: 5px;
  justify-content: center;
  margin: 0 auto;
}

.cell {
  width: 100px;
  height: 100px;
  background-color: #fff;
  border: 2px solid #333;
  font-size: 40px;
  font-weight: bold;
  cursor: pointer;
  display: flex;
  align-items: center;
  justify-content: center;
}

.cell:hover {
  background-color: #e0e0e0;
}

button {
  margin-top: 20px;
  padding: 10px 20px;
  font-size: 16px;
  background-color: #4CAF50;
  color: white;
  border: none;
  border-radius: 5px;
  cursor: pointer;
}

button:hover {
  background-color: #45a049;
}

.winner {
  background-color: #aaffaa;
}
</style>
</head>
<body>
```

```

<h1>Jogo da Velha</h1>
<div class="status" id="status">Vez do
jogador: X</div>

<div class="board" id="board">
  <div class="cell" data-index="0"></div>
  <div class="cell" data-index="1"></div>
  <div class="cell" data-index="2"></div>
  <div class="cell" data-index="3"></div>
  <div class="cell" data-index="4"></div>
  <div class="cell" data-index="5"></div>
  <div class="cell" data-index="6"></div>
  <div class="cell" data-index="7"></div>
  <div class="cell" data-index="8"></div>
</div>

<button id="reset">Reiniciar Jogo</button>

<script>

document.addEventListener('DOMContentLoaded', ()
=> {
    // Elementos do DOM
    const statusDisplay =
document.getElementById('status');
    const cells =
document.querySelectorAll('.cell');
    const resetButton =
document.getElementById('reset');

    // Variáveis do jogo
    let gameActive = true;
    let currentPlayer = 'X';
    let gameState = ['', '', '', '', '',
'', '', '', ''];

    // Mensagens do jogo
    const winMessage = () => `Jogador
${currentPlayer} venceu!`;
    const drawMessage = () => `Empate!`;
    const currentPlayerTurn = () => `Vez
do jogador: ${currentPlayer}`;

    // Atualiza o status do jogo
    statusDisplay.innerHTML =
currentPlayerTurn();

    // Combinações vencedoras

```

```
const winningConditions = [
    [0, 1, 2], [3, 4, 5], [6, 7, 8],
    // Linhas
    [0, 3, 6], [1, 4, 7], [2, 5, 8],
    // Colunas
    [0, 4, 8], [2, 4, 6]
    // Diagonais
];

// Função para lidar com a jogada
function handleCellPlayed(clickedCell,
clickedCellIndex) {
    gameState[clickedCellIndex] =
currentPlayer;
    clickedCell.innerHTML =
currentPlayer;
}

// Função para mudar o jogador
function handle
```

