<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Tic Tac Toe</title>

<style>

.board {

display: grid;

grid-template-columns: repeat(3, 100px);

grid-template-rows: repeat(3, 100px);

gap: 2px;

}

.cell {

background-color: #ccc;

display: flex;

justify-content: center;

align-items: center;

font-size: 2em;

cursor: pointer;

}

</style>

</head>

<body>

<div class="board" id="board">

<div class="cell" onclick="cellClicked(0, 0)"></div>

<div class="cell" onclick="cellClicked(0, 1)"></div>

<div class="cell" onclick="cellClicked(0, 2)"></div>

<div class="cell" onclick="cellClicked(1, 0)"></div>

<div class="cell" onclick="cellClicked(1, 1)"></div>

<div class="cell" onclick="cellClicked(1, 2)"></div>

<div class="cell" onclick="cellClicked(2, 0)"></div>

<div class="cell" onclick="cellClicked(2, 1)"></div>

<div class="cell" onclick="cellClicked(2, 2)"></div>

</div>

<script>

let currentPlayer = 'X';

const board = document.getElementById('board');

const cells = document.querySelectorAll('.cell');

function cellClicked(row, col) {

const cell = cells[row \* 3 + col];

if (cell.textContent === '') {

cell.textContent = currentPlayer;

if (checkWin()) {

alert(currentPlayer + ' wins!');

resetBoard();

} else if (checkDraw()) {

alert('It\'s a draw!');

resetBoard();

} else {

currentPlayer = currentPlayer === 'X' ? 'O' : 'X';

}

}

}

function checkWin() {

const winConditions = [

[0, 1, 2],

[3, 4, 5],

[6, 7, 8],

[0, 3, 6],

[1, 4, 7],

[2, 5, 8],

[0, 4, 8],

[2, 4, 6]

];

return winConditions.some(condition => {

const [a, b, c] = condition;

return cells[a].textContent !== '' &&

cells[a].textContent === cells[b].textContent &&

cells[a].textContent === cells[c].textContent;

});

}

function checkDraw() {

return [...cells].every(cell => cell.textContent !== '');

}

function resetBoard() {

cells.forEach(cell => cell.textContent = '');

currentPlayer = 'X';

}

</script>

</body>

</html>