

# 1 triliza.html

```
<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

  <title>ΤΡΙΑΙΖΑ !!!!!!!</title>

  <link rel="stylesheet" href="style.css">

</head>

<body bgcolor="green">

  <div id="gameContainer">

    <h1>ΠΟΙΟΣ ΘΑ ΚΕΡΔΙΣΕΙ ΣΤΗΝ ΤΡΙΑΙΖΑ; ΕΙΣΑΙ ΕΤΟΙΜΟΣ ΝΑ ΠΑΙΞΕΙΣ;</h1>

    <div id="cellContainer">

      <div cellIndex="0" class="cell"></div>

      <div cellIndex="1" class="cell"></div>

      <div cellIndex="2" class="cell"></div>

      <div cellIndex="3" class="cell"></div>

      <div cellIndex="4" class="cell"></div>

      <div cellIndex="5" class="cell"></div>

      <div cellIndex="6" class="cell"></div>

      <div cellIndex="7" class="cell"></div>

      <div cellIndex="8" class="cell"></div>

    </div>

    <h2 id="statusText"></h2>

  </div>

</body>

</html>
```

```
    <button id="restartBtn">Restart</button>

  </div>

  <script src="triliza.js"></script>

</body>

</html>
```

## 2 style.css

```
.cell{

  width: 75px;

  height: 75px;

  border: 2px solid;

  box-shadow: 0 0 0 2px;

  line-height: 75px;

  font-size: 50px;

  cursor: pointer;

}

#gameContainer{

  font-family: "Permanent Marker", cursive;

  text-align: center;

}

#cellContainer{

  display: grid;

  grid-template-columns: repeat(3, auto);
```

```
width: 225px;

margin: auto;

}
```

### 3 triliza.js

```
const cells = document.querySelectorAll(".cell");

const statusText = document.querySelector("#statusText");

const restartBtn = document.querySelector("#restartBtn");

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]

];

let options = ["", "", "", "", "", "", "", "", ""];

let currentPlayer = "X";

let running = false;

initializeGame();
```

```
function initializeGame(){

    cells.forEach(cell => cell.addEventListener("click", cellClicked));

    restartBtn.addEventListener("click", restartGame);

    statusText.textContent = `${currentPlayer}'s turn`;

    running = true;

}

function cellClicked(){

    const cellIndex = this.getAttribute("cellIndex");

    if(options[cellIndex] != "" || !running){

        return;

    }

    updateCell(this, cellIndex);

    checkWinner();

}

function updateCell(cell, index){

    options[index] = currentPlayer;

    cell.textContent = currentPlayer;

}

function changePlayer(){

    currentPlayer = (currentPlayer == "X") ? "O" : "X";

    statusText.textContent = `${currentPlayer}'s turn`;

}

function checkWinner(){
```

```
let roundWon = false;

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

    const condition = winConditions[i];

    const cellA = options[condition[0]];

    const cellB = options[condition[1]];

    const cellC = options[condition[2]];

    if(cellA == "" || cellB == "" || cellC == ""){

        continue;

    }

    if(cellA == cellB && cellB == cellC){

        roundWon = true;

        break;

    }

}

if(roundWon){

    statusText.textContent = `${currentPlayer} wins!`;

    running = false;

}

else if(!options.includes("")){

    statusText.textContent = `Κανείς νικητής !!!`;

    running = false;

}
```

```
}  
  
else{  
    changePlayer();  
}  
}  
  
function restartGame(){  
    currentPlayer = "X";  
  
    options = ["", "", "", "", "", "", "", "", ""];  
  
    statusText.textContent = `${currentPlayer}'s turn`;  
  
    cells.forEach(cell => cell.textContent = "");  
  
    running = true;  
}
```