```
import javax.swing.*;
import java.awt.Color;
import java.awt.Font;
import java.awt.event.*;
public class Example extends JFrame
{
 int k=0 , m , count=0;
JButton b, b1, b2, b3, b4, b5, b6, b7, b8, b9, b0;
JLabel l1, L2, L3, L4;
JTextField t1, t2, t3;
public Example() {
}
public Example(String s) {
super(s);
}
public void components() {
b = new JButton();
setLayout(null);
t3 = new JTextField();
t3.setBounds(40, 300, 220, 30);
t3.setEditable(false);
add(t3);
b.setBounds(40, 45, 65, 65);
b.setBackground(Color.PINK);
add(b);
b1 = new JButton();
b1.setBounds(119, 45, 65, 65);
b1.setBackground(Color.pink);
add(b1);
b2 = new JButton();
b2.setBounds(195, 45, 65, 65);
b2.setBackground(Color.pink);

add(b2);
b3 = new JButton();
b3.setBounds(40, 120, 65, 65);
b3.setBackground(Color.pink);
add(b3);
b4 = new JButton();
b4.setBounds(119, 120, 65, 65);
b4.setBackground(Color.pink);
add(b4);
b5 = new JButton();
b5.setBounds(195, 120, 65, 65);
b5.setBackground(Color.pink);
add(b5);
b6 = new JButton();
b6.setBounds(40, 195, 65, 65);
b6.setBackground(Color.pink);
add(b6);
b7 = new JButton();
b7.setBounds(119, 195, 65, 65);
b7.setBackground(Color.pink);
add(b7);
b8 = new JButton();
b8.setBounds(195, 195, 65, 65);
```

```
b8.setBackground(Color.pink);
add(b8);
b9 = new JButton(" AGAIN ");
b9.setBounds(390, 230, 100, 30);
b9.setBackground(Color.BLUE);
b9.setForeground(Color.white);
add(b9);
t1 = new JTextField();
t1.setBounds(400, 100, 140, 28);
add(t1);
t2 = new JTextField();
t2.setBounds(400, 150, 140, 28);
add(t2);
l1 = new JLabel("TIC TAC TOE GAME");
l1.setBounds(250, 2, 700, 30);
Font font = new Font (l1.getFont().getName(),Font.PLAIN+Font.BOLD,l1.getFont().deriveFont(20.0f).get
Size());
l1.setFont(font);
l1.setForeground(Color.white);
add(l1);
L2 = new JLabel(" Player X : ");
L2.setBounds(300, 90, 70, 40);
L2.setForeground(Color.WHITE);
add(L2);
L2 = new JLabel(" Player O : ");
L2.setBounds(300, 140, 70, 40);
L2.setForeground(Color.WHITE);
add(L2);
b.addActionListener(new A1 ());
b1.addActionListener(new A2 ());
b2.addActionListener(new A3 ());
b3.addActionListener(new A4 ());
b4.addActionListener(new A5 ());
b5.addActionListener(new A6 ());
b6.addActionListener(new A7 ());
b7.addActionListener(new A8 ());
b8.addActionListener(new A9 ());
b9.addActionListener(new A0 ());
}
public void enable ()
{
 b.setEnabled(false);
 b1.setEnabled(false);
 b2.setEnabled(false);
 b3.setEnabled(false);
 b4.setEnabled(false);
 b5.setEnabled(false);
 b6.setEnabled(false);
 b7.setEnabled(false);
 b8.setEnabled(false);
}

public int check()
{
 count++;
 if(b.getText()=="X" && b1.getText()=="X" && b2.getText()=="X" )
```

```
 return 1 ;
 else if(b.getText()=="X" && b3.getText() == "X" && b6.getText()=="X")
 return 1;
 else if(b.getText()=="X" && b4.getText() == "X" && b8.getText()=="X")
 return 1;
 else if(b1.getText()=="X" && b4.getText() == "X" && b7.getText()=="X")
 return 1;
 else if(b2.getText()=="X" && b5.getText() == "X" && b8.getText()=="X")
 return 1;
 else if(b2.getText()=="X" && b4.getText() == "X" && b6.getText()=="X")
 return 1;
 else if(b3.getText()=="X" && b4.getText() == "X" && b5.getText()=="X")
 return 1;
 else if(b6.getText()=="X" && b7.getText() == "X" && b8.getText()=="X")
 return 1;
 if(b.getText()=="0" && b1.getText()=="0" && b2.getText()=="0" )
 return 2;
 else if(b.getText()=="0" && b3.getText() == "0" && b6.getText()=="0")
 return 2;
 else if(b.getText()=="0" && b4.getText() == "0" && b8.getText()=="0")
 return 2;
 else if(b1.getText()=="0" && b4.getText() == "0" && b7.getText()=="0")
 return 2;
 else if(b2.getText()=="0" && b5.getText() == "0" && b8.getText()=="0")
 return 2;
 else if(b2.getText()=="0" && b4.getText() == "0" && b6.getText()=="0")
 return 2;
 else if(b3.getText()=="0" && b4.getText() == "0" && b5.getText()=="0")
 return 2;
 else if(b6.getText()=="0" && b7.getText() == "0" && b8.getText()=="0")
 return 2;

 else
 {
 if(count==9)
 t3.setText("Game Draw");
 return 3 ;
 }

}
class A0 implements ActionListener
{
 public void actionPerformed(ActionEvent e)
 {
 k =0; m=0; count=0;
 b.setText("");
 b1.setText("");
 b2.setText("");
 b3.setText("");
 b4.setText("");
 b5.setText("");
 b6.setText("");
 b7.setText("");
 b8.setText("");
 t3.setText("");
 b.setEnabled(true);
```

```
 b1.setEnabled(true);
 b2.setEnabled(true);
 b3.setEnabled(true);
 b4.setEnabled(true);
 b5.setEnabled(true);
 b6.setEnabled(true);
 b7.setEnabled(true);
 b8.setEnabled(true);
 }
}
class A1 implements ActionListener
{
 public void actionPerformed(ActionEvent e)
 {
 if (k==0)
 {
 b.setText("X");
 b.setEnabled(false);
 m = check();
 k=1;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
 else
 {
 b.setText("0");

 b.setEnabled(false);
 m = check();

 k=0;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
}
}
```

```
class A2 implements ActionListener
{
 public void actionPerformed(ActionEvent e)
 {
 if (k==0)
 {
 b1.setText("X");

 b1.setEnabled(false); m = check();
 k=1;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
 else
 {
 b1.setText("0");

 b1.setEnabled(false);
 m = check();
 k=0;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
}
}
class A3 implements ActionListener
{
 public void actionPerformed(ActionEvent e)
 {
 if (k==0)
 {
 b2.setText("X");
 b2.setEnabled(false);
 m = check();
 k=1;
```

```
 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
 else
 {
 b2.setText("0");
 b2.setEnabled(false);
 m = check();
 k=0;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won"); enable();
 }
 else;
 }
}
}
class A4 implements ActionListener
{
 public void actionPerformed(ActionEvent e)
 {
 if (k==0)
 {
 b3.setText("X");
 b3.setEnabled(false);
 m = check();
 k=1;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
 else
```

```
 {
 b3.setText("0");
 b3.setEnabled(false);
 m = check();
 k=0;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
}
}
class A5 implements ActionListener
{
 public void actionPerformed(ActionEvent e)
 {
 if (k==0)
 {
 b4.setText("X");
 b4.setEnabled(false);
 m = check();
 k=1;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
 else
 { b4.setText("0");
 b4.setEnabled(false);
 m = check();
 k=0;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
```

```
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
}
}
class A6 implements ActionListener
{
 public void actionPerformed(ActionEvent e)
 {
 if (k==0)
 {
 b5.setText("X");
 b5.setEnabled(false);
 m = check();
 k=1;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
 else
 {
 b5.setText("0");
 b5.setEnabled(false);
 m = check();
 k=0;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
}
}
class A7 implements ActionListener
{
 public void actionPerformed(ActionEvent e)
 {
 if (k==0)
```

```
 {
 b6.setText("X");
 b6.setEnabled(false);
 m = check();
 k=1;

 if(m==1) {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
 else
 {
 b6.setText("0");
 b6.setEnabled(false);
 m = check();
 k=0;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
}
}
class A8 implements ActionListener
{
 public void actionPerformed(ActionEvent e)
 {
 if (k==0)
 {
 b7.setText("X");
 b7.setEnabled(false);
 m = check();
 k=1;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
```

```
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
 else
 {
 b7.setText("0");
 b7.setEnabled(false);
 m = check();
 k=0;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
}}
class A9 implements ActionListener
{
 public void actionPerformed(ActionEvent e)
 {
 if (k==0)
 {
 b8.setText("X");
 b8.setEnabled(false);
 m = check();
 k=1;

 if(m==1)
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
 else
 {
 b8.setText("0");
 b8.setEnabled(false);
 m = check();
 k=0;

 if(m==1)
```

```
 {
 t3.setText("Player 1 won");
 enable();
 }
 else if(m==2)
 {
 t3.setText("Player 2 won");
 enable();
 }
 else;
 }
}

}
public static void main (String args[])
{
Example j = new Example("TTT GAME ");
j.setSize(700, 400);
j.components();
j.enable();
j.setVisible(true);
j.setLocation(200, 60);
j.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
j.getContentPane().setBackground(Color.BLACK);
}
}
```