TIC TAC TOE

FINAL YEAR PROJECT

(2018 - 2021)

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Language used

o JAVA Programming

CONTENT

INTRODUCTION

- A simple two player game that if played optimally by both players will always result in a tie.

- Traditionally played by being drawn on paper, and it can be played on a computer or on a variety of media.

- In ancient it was called "Terni lapilli" , which means "three pebbles at a time".

- Played on a grid of 3 by 3 squares and it is mainly enjoyed by children.

PREDEFINED METHODS

setLayout() method

- The setLayout() method allows you to set the layout of the container, often a JPanel, to say FlowLayout, BorderLayout, GridLayout, null layout, or whatever layout desired.
- The layout manager helps lay out the components held by this container.

setBounds() method

- The setBounds() method needs four arguments.
- The first two arguments are x and y coordinates of the top-left corner of the component, the third argument is the width of the component and the fourth argument is the height of the component.

SetBackground ()

SetVisible()

- In general, to set the JFrame or JFrame's components background color, we can call the setBackground method.

- if you set it true ,it means you want that thing to be visible in your screen . And if you set it to false , you can't see anything in your screen.

setEditable()

- if you set it true , it means you give a permission to your user to edit that thing (textbox , text field etc.) When it is on your screen. And if you set it False it means , you don't want to give permission to the user to edit that thing

setSize()

- The setSize() method of Java Vector class is used to set the size of a vector. If the new size is greater than the current size, null items are added to the end of the vector. Otherwise, all components at index newSize and greater are discarded.

SetForeground ()

- In general, to set the text color of JFrame or JFrame's components, we can call the SetForeground method.

getText()

- In general, to get the text dynamically while program is executing we use getText method in JFrame's components.

setEnabled ()

- The code setEnabled(false), disables this TextField. It is not selectable and the user can not copy data from it and the user cannot change the TextField's contents directly.

Setlocationmethod()

- To set the location of JFrame in actual screen we use set location ()method.

add()

- To add the components in JFrame we use add() method.

actionPerformed()

- The actionPerformed() method is invoked automatically whenever you click on the registered component.

setDefaultCloseOperation()

- It is used to specify one of several options for the close button.
- Use one of the following constants to specify your choice.
- JFrame.EXIT_ON_CLOSE — Exit the application.
- JFrame.HIDE_ON_CLOSE — Hide the frame, but keep the
- application running.
- JFrame.DISPOSE_ON_CLOSE — Dispose of the frame object,
- but keep the application running.
- JFrame.DO_NOTHING_ON_CLOSE — Ignore the click.

PREDEFINED CLASSES

JavaJTextField

- The java object of a JTextField class is a text component that allows the editing of a single line text.

- It inherits JTextComponent class.

Java JButton

- The Jbutton class is used to create a label button that has platform independent implementation.

- The application result in some action when the button is pushed.

- It inherits AbstractButton class.

JavaJLAbel

- The object of JLabel class is a component for placing text in a container.

- It is used to display single line of read only text.

- The text can be changed by an application but a user cannot edit it directly.

INTERFACE USED

ActionListener Interface

- The Java ActionListener is notified whenever you click on the button or menu item. It is notified against ActionEvent.

- The ActionListener interface is found in java.awt.event package.

- It has only one method.

PACKAGES USED

Javax.swing.*

- Provides a set of "lightweight" (all-Java language) components that, to the maximum degree possible, work the same on all platforms.
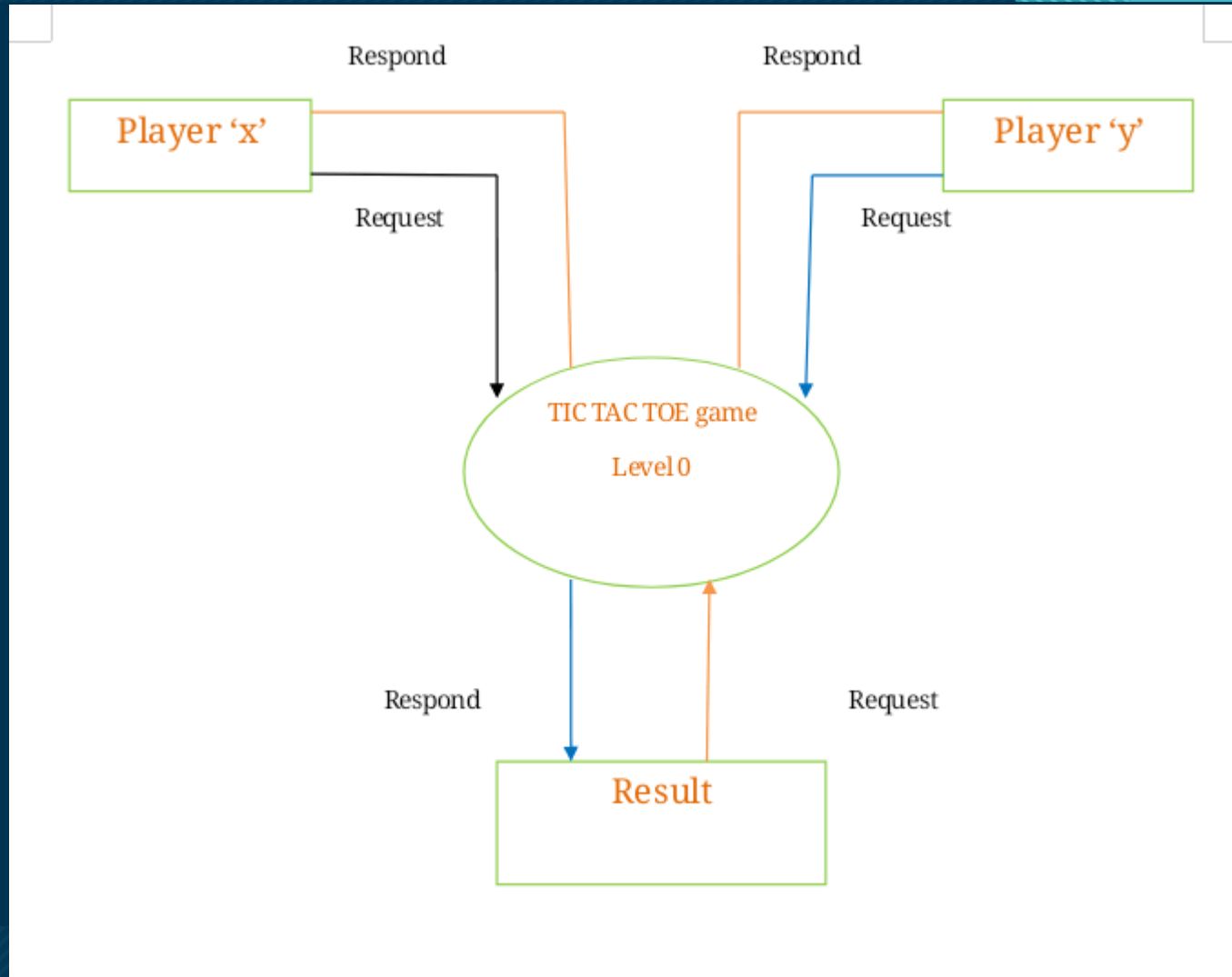
Java.awt.*

- The java.awt package provides classes for AWT api such as TextField, Label, TextArea, RadioButton, CheckBox, Choice, List etc.
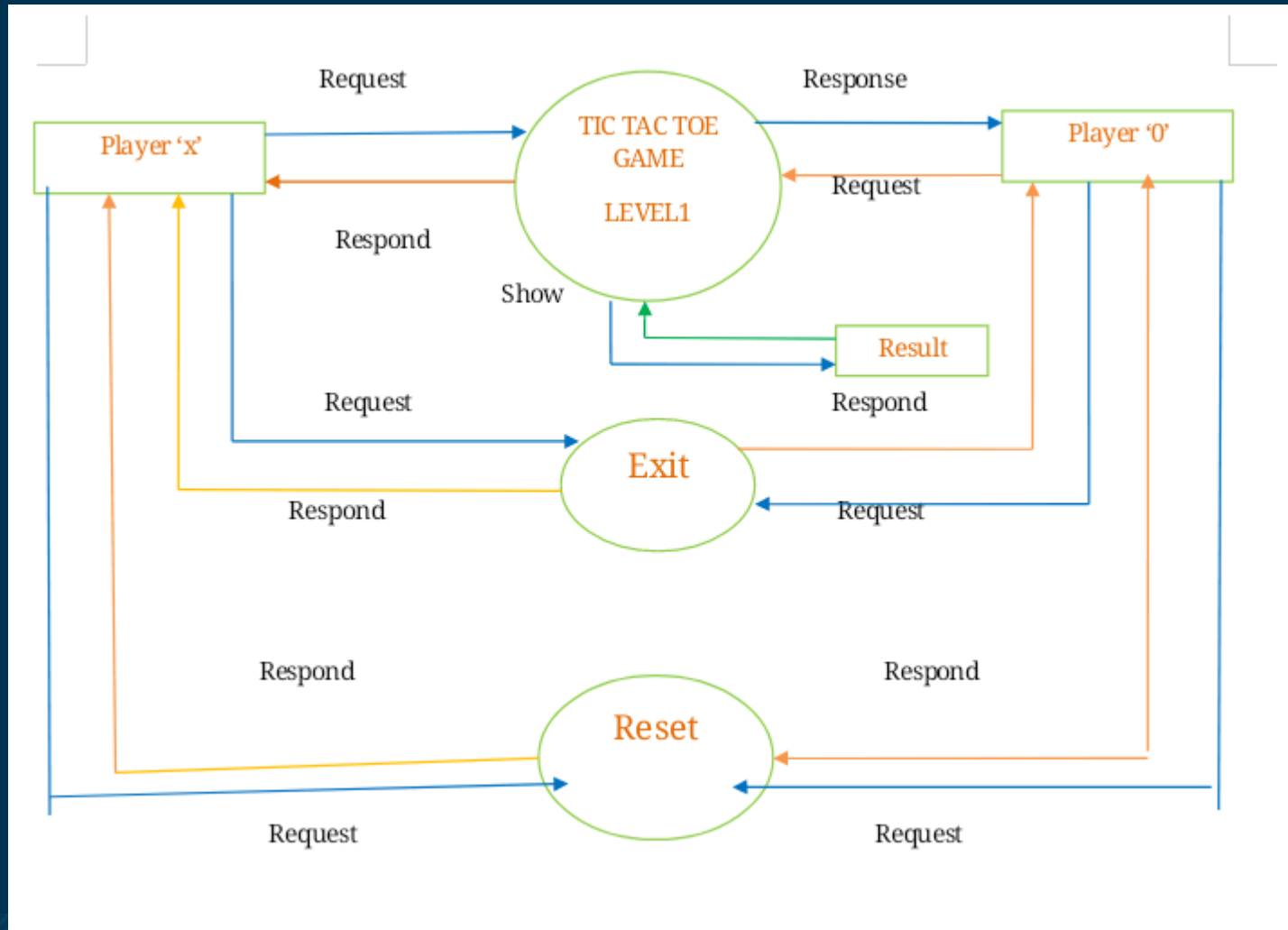
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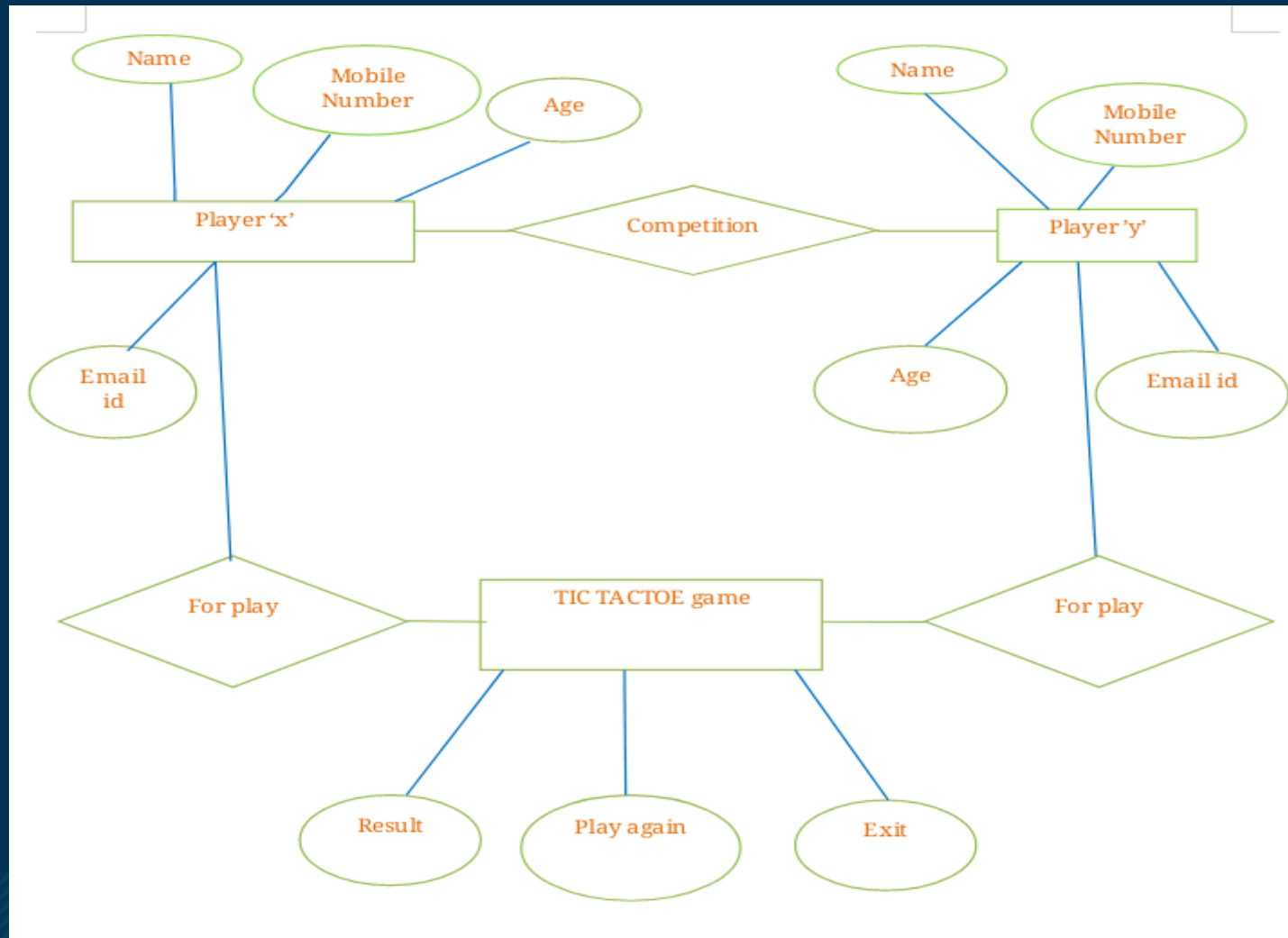
DFD - Level 0

DFD – Level 1

INITIAL STAGE

DATA INSERTION

DECLARATION

DRAW

RESTART

LIMITATIONS

- The player who succeeds in placing three of their mark in a diagonal , horizontal and vertical row wins the game.

- It is a solved game with a forced draw assuming best play from both players.

REFERENCES

GOOGLE
YOU TUBE
GREEK OF GREEKS

THANK YOU