

Credit Name: CSE3010 - Computer Science 3

Assignment Name: Tictacto

## Error Log Entry

What error message did you encounter (if any)?

I encountered a logic error where my JButtons were labled wrong, having the top left be declared top right and vice verse

What unexpected behavior did your program exhibit?

The Program wasn't able to declare a winner becuase of the logic error, becuase all the rights were declared as left it wasn't able to identify when a user won

What caused the issue? (e.g., syntax error, logic error, incorrect function usage, etc.)

logic error

Include a screenshot of specific lines of code.

How did you fix the issue?

Provide the corrected code or solution using a screenshot.

```
JButton Tl = new JButton("");
Tl.addActionListener(but);
Tl.setBounds(10, 22, 209, 109);
panel.add(Tl);
board[0][0] = Tl;

JButton Tm = new JButton("");
Tm.setBounds(260, 22, 209, 109);
panel.add(Tm);
Tm.addActionListener(but);
board[1][0] = Tm;

JButton Tr = new JButton("");
Tr.setBounds(511, 22, 209, 109);
Tr.addActionListener(but);
panel.add(Tr);
```

```
JButton Tr = new JButton("");
Tr.setBounds(511, 22, 209, 109);
Tr.addActionListener(but);
panel.add(Tr);
board[2][0] = Tr;

JButton Ml = new JButton("");
Ml.setBounds(10, 162, 209, 109);
Ml.addActionListener(but);
panel.add(Ml);
board[0][1] = Ml;

JButton Mm = new JButton("");
Mm.setBounds(260, 162, 209, 109);
Mm.addActionListener(but);
panel.add(Mm);
board[1][1] = Mm;

JButton Mr = new JButton("");
```

```

panel.add(Tr);
board[2][0] = Tr;

JButton Ml = new JButton("");
Ml.setBounds(10, 162, 209, 109);
Ml.addActionListener(but);
panel.add(Ml);
board[0][1] = Ml;

JButton Mm = new JButton("");
Mm.setBounds(260, 162, 209, 109);
Mm.addActionListener(but);
panel.add(Mm);
board[1][1] = Mm;

JButton Mr = new JButton("");
Mr.setBounds(511, 162, 209, 109);
Mr.addActionListener(but);
panel.add(Mr);
board[2][1] = Mr;

```

```

JButton Mr = new JButton("");
Mr.setBounds(511, 162, 209, 109);
Mr.addActionListener(but);
panel.add(Mr);
board[2][1] = Mr;

JButton Bl = new JButton("");
Bl.setBounds(10, 293, 209, 109);
Bl.addActionListener(but);
panel.add(Bl);
board[0][2] = Bl;

JButton Bm = new JButton("");
Bm.setBounds(260, 293, 209, 109);
Bm.addActionListener(but);
panel.add(Bm);
board[1][2] = Bm;

JButton Br = new JButton("");
Br.setBounds(511, 293, 209, 109);
Br.addActionListener(but);
panel.add(Br);
board[2][2] = Br;

```