

Credit Name: CSE3010 - Computer Science 3
Assignment Name: TicTaco

The following questions can help you in thinking critically about your problem-solving processes:

Understanding the Problem

How did you approach understanding the challenge?

Were there any parts of the problem you found confusing at first? If so, how did you resolve that confusion?

I approached the challenge by reading the textbook

Planning the Solution

Did you create a plan or break the problem into smaller steps before coding?

How did you decide on the tools, data structures, or algorithms to use?

Started with teh GUI, made the JButtons become a grid, had 2 labels one for whos turn and one for the end of the game for who wins. I also had a action listener that applies to all the Jbuttons I declared which square is which by making it like a graph (x,y) moving left to right up to down, Top left being (0,0) and bottom right being (2,2). I had 3 win checker 1 checking for a vertical 3 in a rows horizontal and then one checking diagnaly.

Implementation

Did you write the code in small pieces or attempt the entire solution at once?

How did you test your solution along the way to make sure it was working?

Attepmtd it all at once

Overcoming Challenges

What part of the problem was the most difficult for you?

How did you handle moments when you felt stuck or unsure of what to do next?

The error I ran into was declaring the grid I had delared all the Jbutton that were on the right as left and viceverse

Learning

Was there anything you learned that you think will help you with future challenges?

My left and rights