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*Written Response:*

In the end, the Java Gui project was a project that I learned much from because of the different complexity it had to this different code program. The two of us came together and tried finding different uses of the java code components, objects and more,it is able to use in the making of this tac tic toe game.One of the problems we encountered was implementing the seed which is the placeholder that tells the program whose turn it is.This was hard and we used along with a canvas that makes a grid and indicates where it left off. We tried different methods and ended up using graphics2d to help solve our problems. Another problem we faced was implementing the state at which the game knows whether it is in progress or not. We had put all the states into a function using if statements.One thing I did by myself was figure out how to implement the if statements into a function.