

CS101 Homework 1: Tic Tac Toe

Deadline March 7, 2016 Monday 11:00 a.m.

In this homework you will write a graphics program for the Tic Tac Toe game (Hint: Your program will be a subclass of **GraphicsProgram**).

You can see how the graphical interface will look like below.

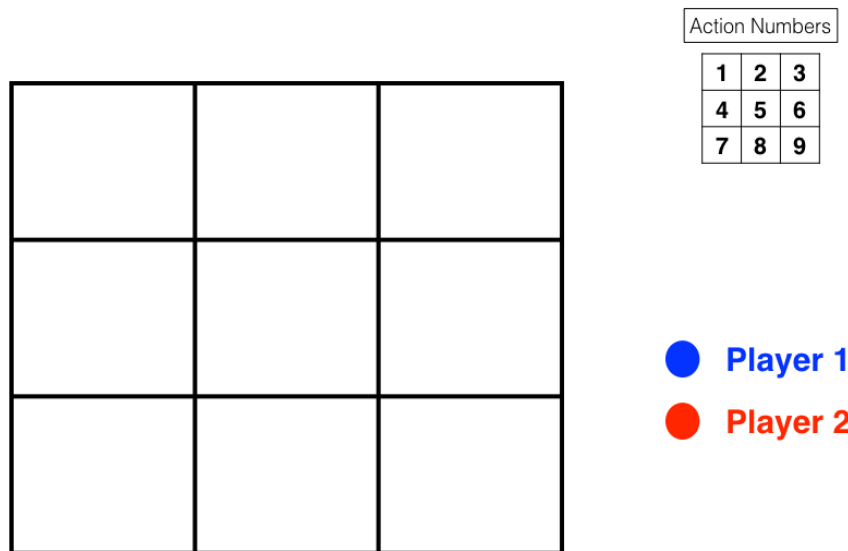
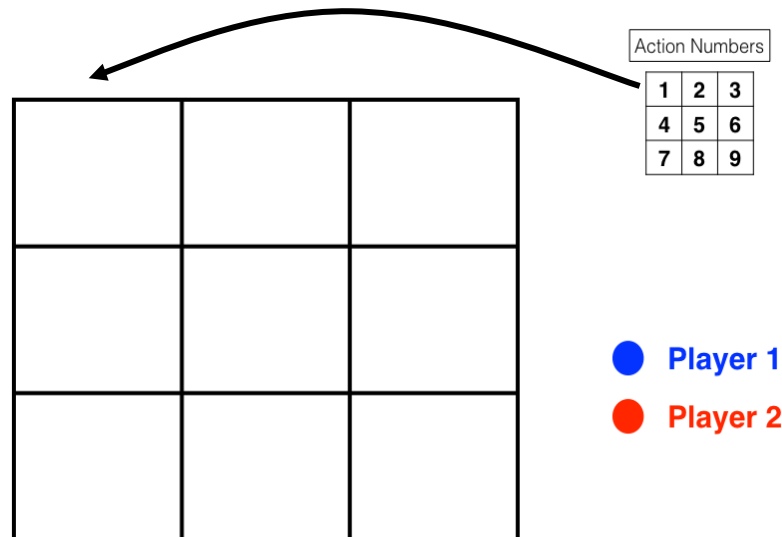


Figure 1. Graphical Interface

You must create the grids by using loops!

Please do not draw the grids one by one.

As you see from the interface design, you will draw an empty grid on the left side of the panel. Right upper corner will display a small grid with numerical labels denoting the corresponding square in the grid. For instance, the label 1 denotes the top leftmost square. The interface will also display each player's icon in different color (e.g., blue oval shape with a "Player 1" label as seen in the interface). It is important to use loop statements in this homework.



Coding Instructions:

- Submit a file named **TicTacToe.java** to the LMS **submissions with different names will be disregarded!**
- Make sure your program **compiles and runs before submitting otherwise you will get 0 from your homework (no exceptions).**
- The first lines of your code must include your name, surname, student number, and department as a comment. An example comment is as follows:

```
/* John Smith S0001 Department of Computer Science */
```

- Submit .java files only. Do NOT submit .rar, .zip, .doc, .class, etc. files.
- **IMPORTANT : Add comments to your code that briefly explains what your code does such as :**

```
int n; // n holds the number of square
```

```
if ( n > 0) // test whether the value of n is greater than zero
```

Warning: You will continue working on this assignment; therefore write neat and clean code (e.g. meaningful variable names, indentation).