1. What are five classes from JavaFX you will need to complete this assignment? What do you expect to use each class for?

Stage – basically create a window for the scene to happen

Scene – a combination of several layouts and will displays something

Button – a button that will trigger a handler after it is clicked

EventHandler – a handler that is linked to a button and will be activated when the button is clicked.

Application – the class that will be inherited by my class. And I must override the Start method inside.

2. We have to be able to track whether a spot is marked as Red, Black, or unmarked so we can figure out when someone wins or if there is a tie. How might we do this without having to do lots of string comparisons?

One possible solution for this is to create another two dimensional array that is corresponded to the board. And the variable in this array will be changed as the value on board changed. So I will be able to track the values on board without actually calling the method of board.

3. Is there a way we could perhaps use inheritance or interfaces when designing our board spaces to make determining a winner easier? If so, explain it. If not, explain why not.

A example of the I can come with is inheritances a class that have method that take a two dimensional array and will return a bool value to show if a side wins. The method doesn’t need to be changed, it can just fit the situations in the game.

4. Write an English language algorithm for resetting the board. Be sure to explain what you have to do (and in what order) in order to reset the board.

Because I will use a two dimensional array as my board so I will do a loop with another loop inside to reset each row and column to its original state. I will also set all the other variables used during the game to their initial value.