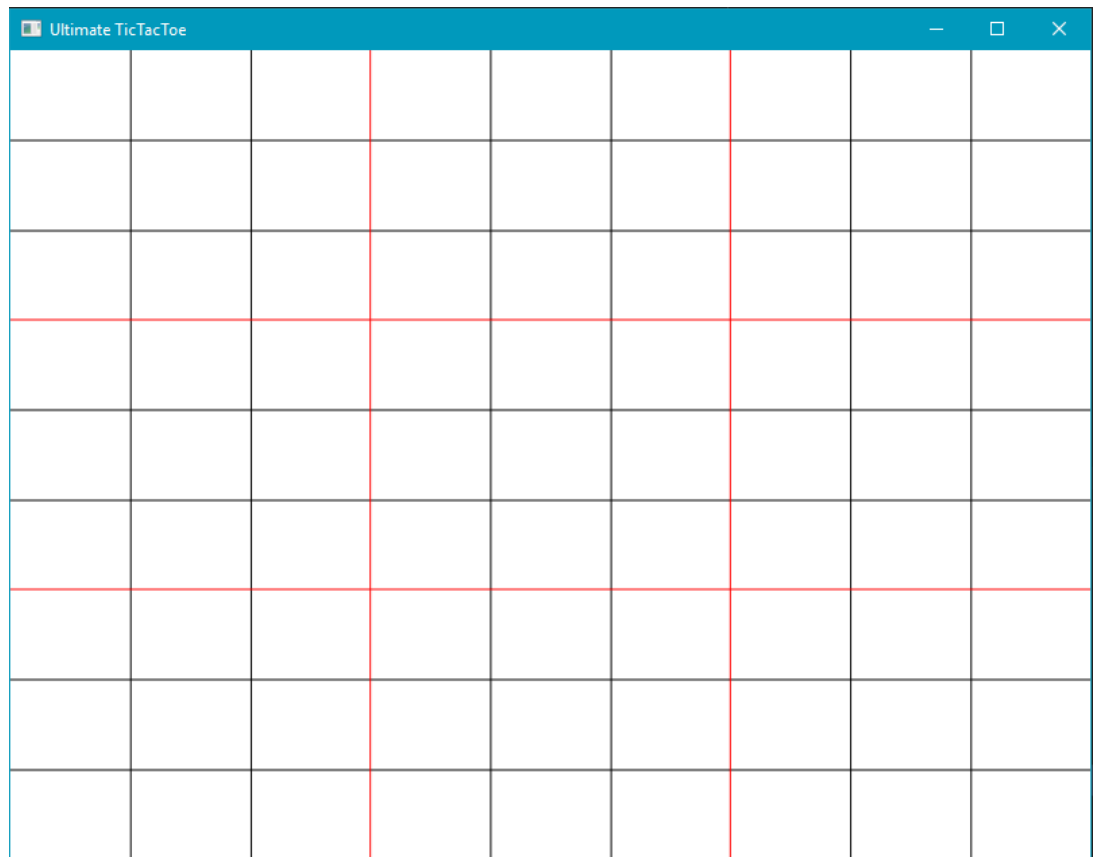


## Assignment 2

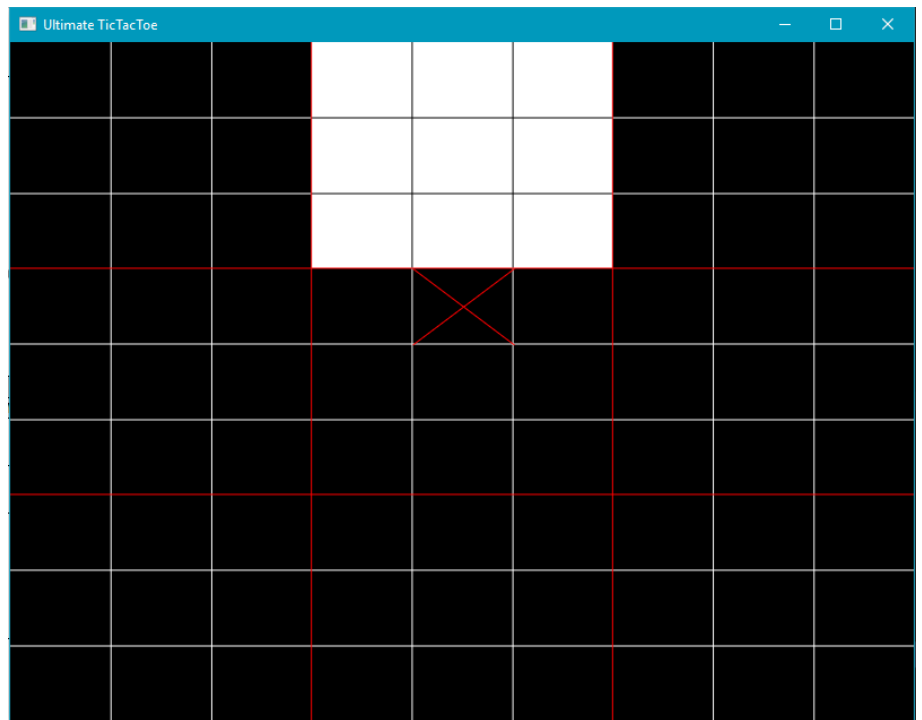
### Screen Shots – Task 1

GUI when loaded :

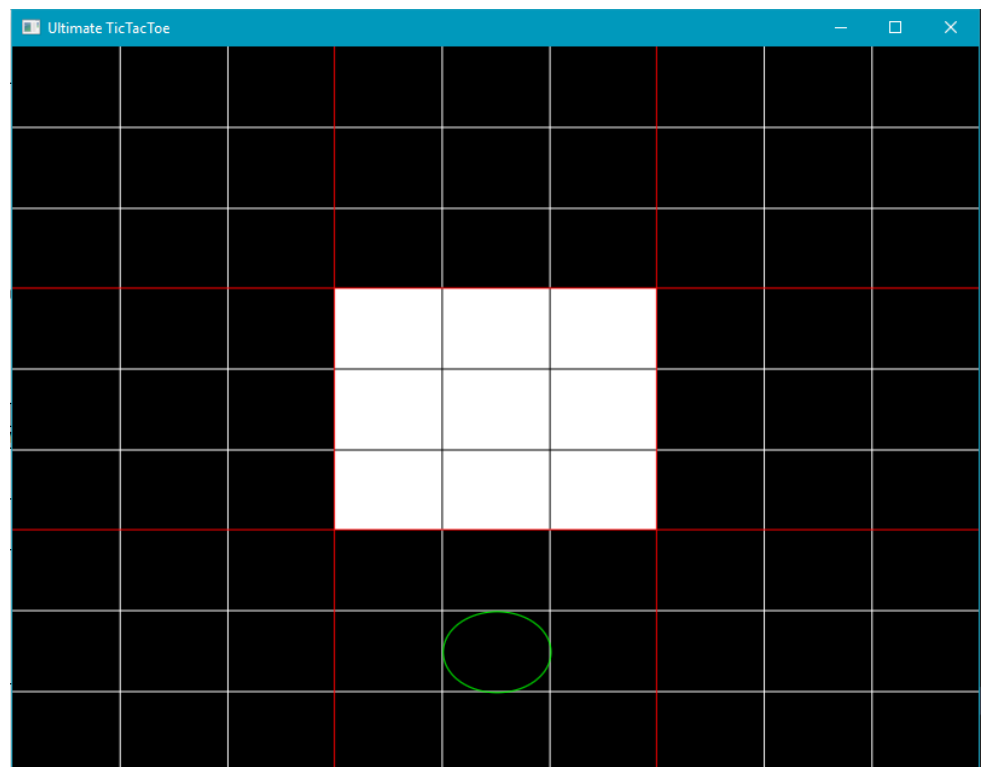


## Screen Shots – Task 2

First screenshot shows the X player starting on middle board :

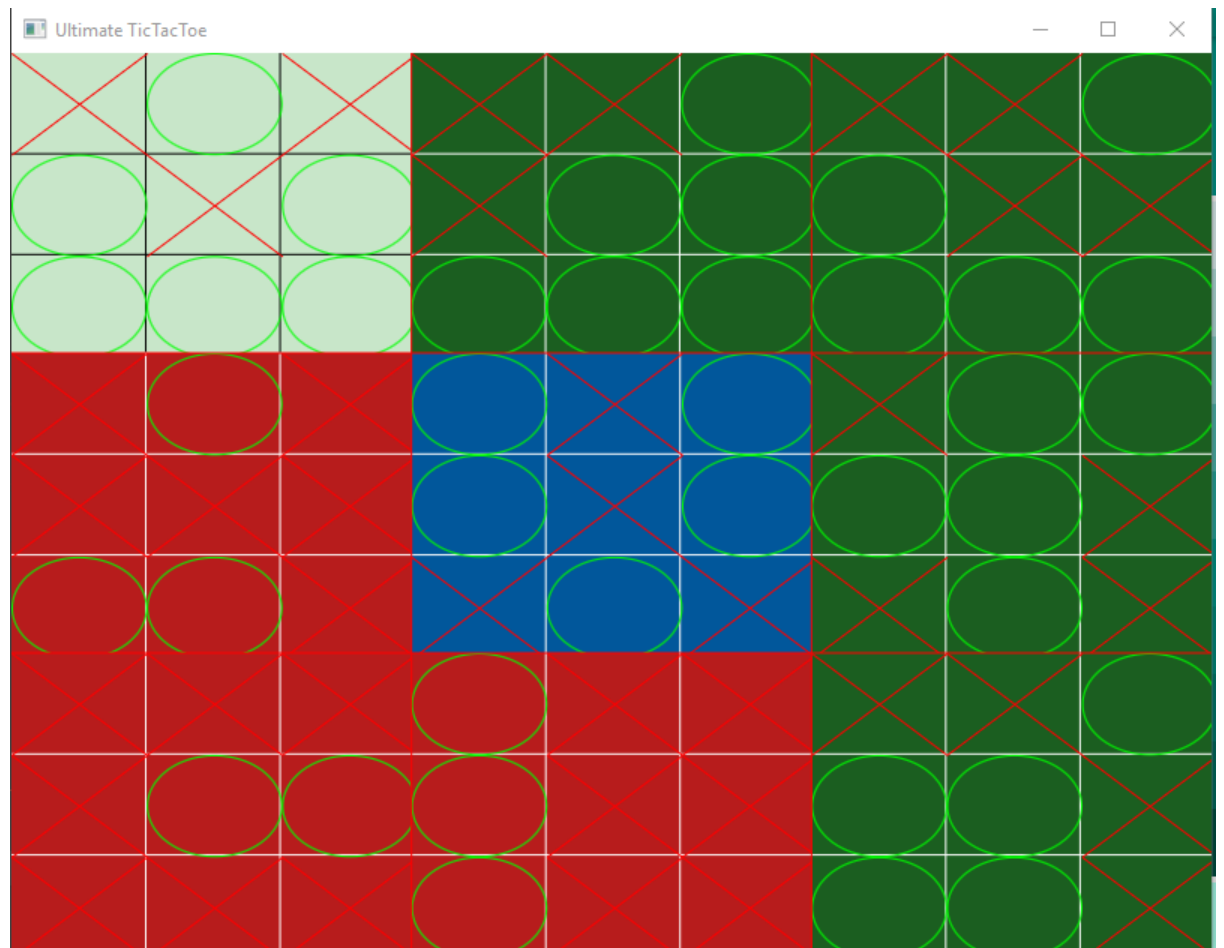


Second shows the O player starting on center bottom board :



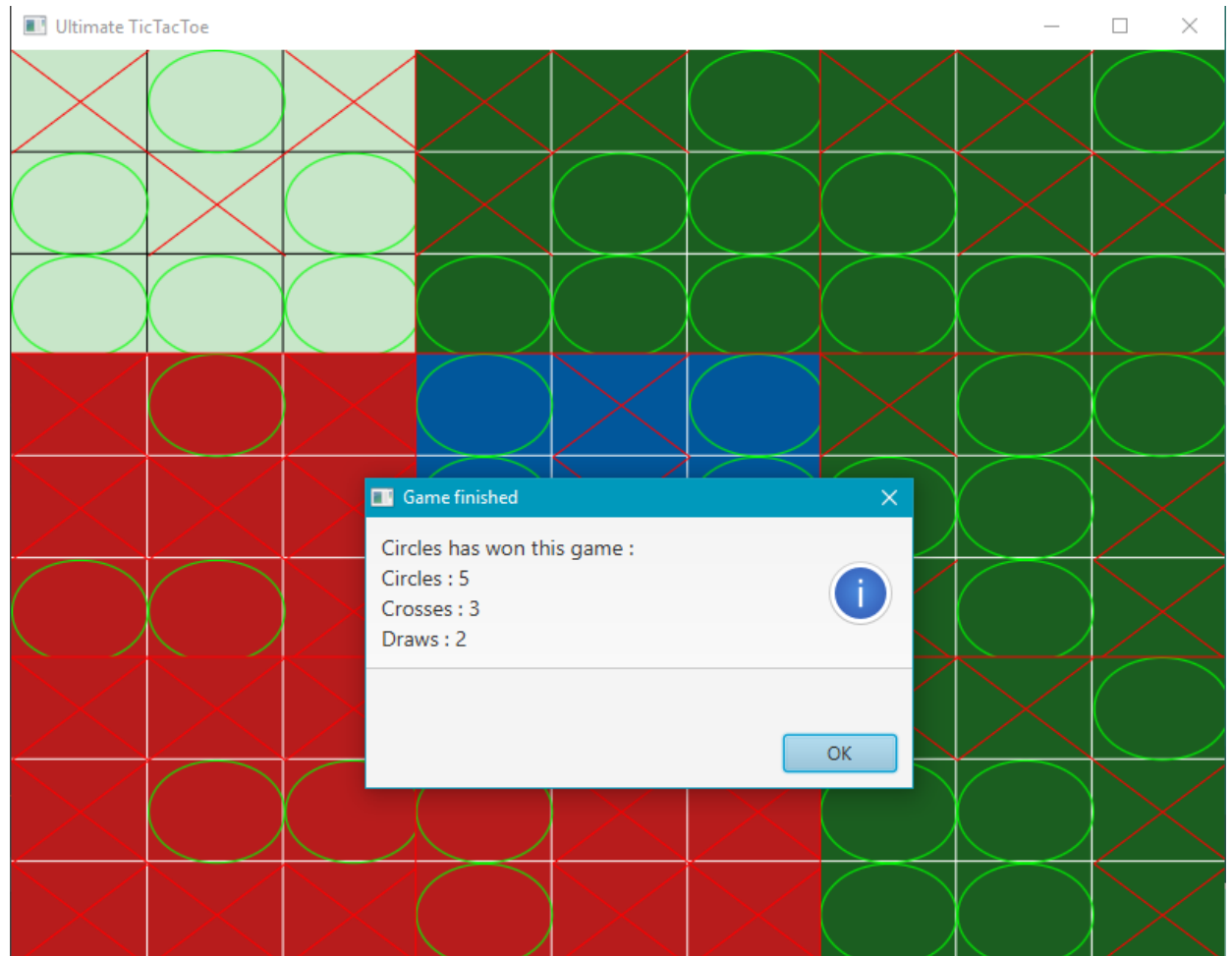
## Screen Shots – Task 3

Winner of a single board change the background of the board with the color of the player  
(green = circles and red = crosses) :



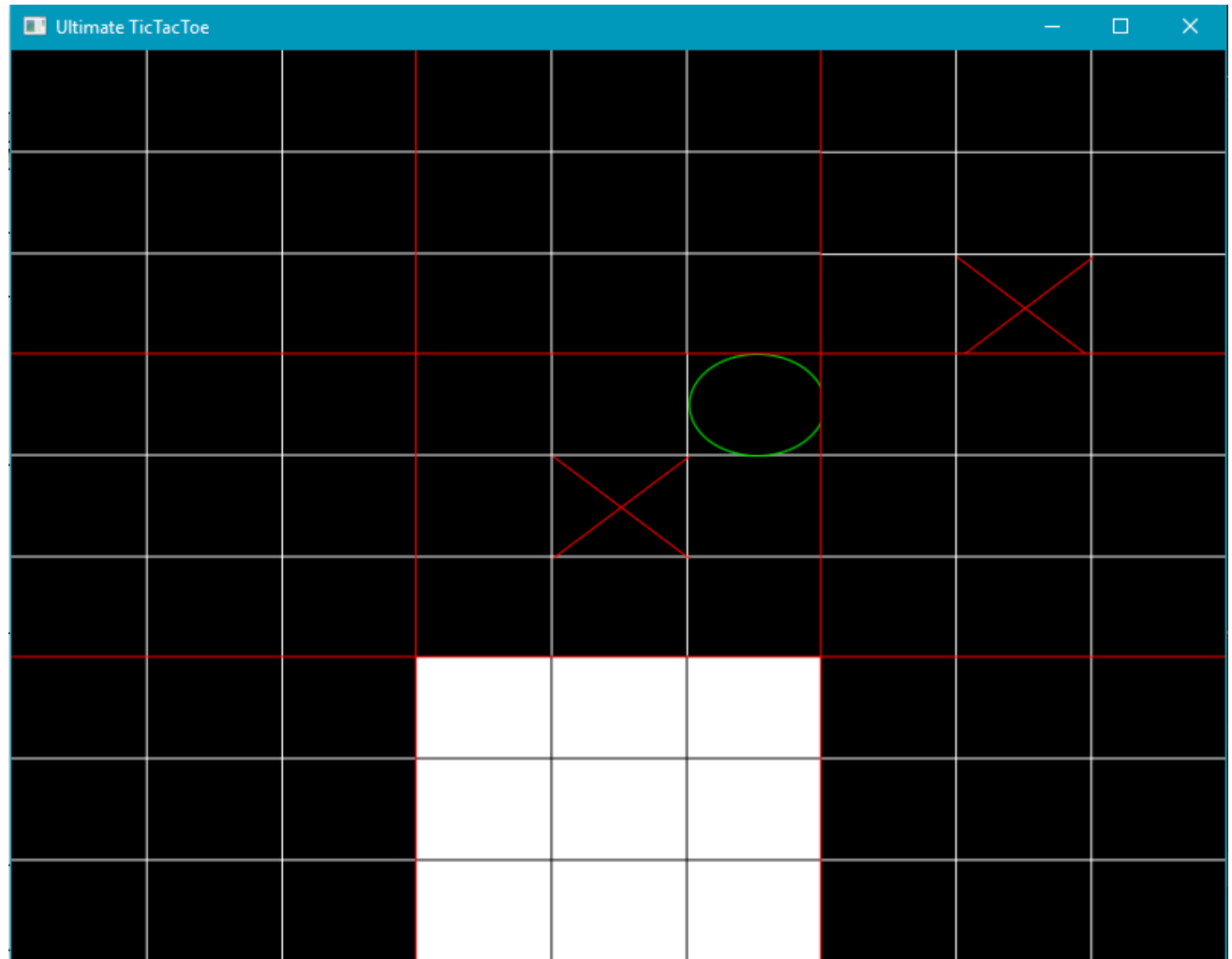
## Screen Shots – Task 4

Overall winner is detected once every cells have been populated and an Alert Dialog appears :



## Screen Shots – Task 5

This screenshot show that only the white board can be played on :



## Screen Shots – Task 6

The fact that boards that cannot be played on are black (or deep green and deep red) and boards that can be played on are white (or light green or light red) is an improvement :

