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| **Game Panel** |
| - rand: Random  - frame: JFrame  - panel: JPanel  - button: JPanel  - txt: JLabel  - buttons: JButtons []  - X\_turn: boolean |
| + GamePanel ()  + actionPerformed (e: ActionEvent): void  + player1(): void  + check (): void  + player1Wins (x: int, y: int, z: int): void  + player2Wins (x: int, y: int, z: int): void  + isTie (): void |

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| **Image** |
| - backgroundImage: Image |
| + image ()  + paintComponent (g: Graphics): void |

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| **Background** |
| - panel: image  - single: JButton  - exit: JButton |
| + Background ()  + main (args: String []): void |