TrashTalk()

changeMessage(String):void

getMessage():String

trashtalk():void

message: String

text: Label

<<Java Class>>

**TrashTalk**

Main

GameOver()

Show(String):void

<<Java Class>>

**GameOver**

Main

Main()

main(String[]):void

start(Stage): void

botTurn():void

bestMove():int[]

minimax(Tile[][], Boolean):int

resetBoard():void

setPlayerMove(char):void

checkWinner()byte:

checkGameEnd():void

quitGame():void

irandom(int):int

changeBackgroundColor(Color):void

getBackgroundColor():Color

rootNode: Group

winsLabel: Label

lossesLabel: Label

tiesLabel: Label

X: char

O: char

BLANK: char

PLAYER: byte

BOT: byte

TIE: byte

playerMove: char

botMove: char

wins: int

losses: int

ties: int

<<Java Class>>

**Main**

Main

Tile()

Get():char

Set(char):void

O\_IMAGE: Image

X\_IMAGE: Image

BLANK\_IMAGE: Image

imageView: ImageView

movetype: char

<<Java Class>>

**Tile**

Main

<<Java Class>>

**BackgroundColorPicker**

Main

Colors: Color[]

BackgroundColorPicker()

getColor(int):Color