Objective: Introduce;

- Event handling
- Use of Model View Control (MVC) architecture

Description: In this laboratory class, you are expected to implement the classical tick-tact-toe game. Specification for is as follows:

- Display a 3x3 matrix of buttons.

- Each player gets a turns to pick a button which is not selected. If the player selects a button already selected the system should ignore that selection and let the user select again until he/she picks a free button.

- The buttons selected by user 1 should be marked with a 1 and that for user 2 is 2.

- User 1 gets the first chance then the user 2 get the chance and so on.

- Based on the pick the game might continue (in which case the other player should get his/her turn) or end with either a win to the current player or a draw. When the game ends the results should be displayed in a different window.

Submission: Submit your code; all the code including the fractals implementation, GUI and any glue code as a single zip file to Moodle before the deadline.