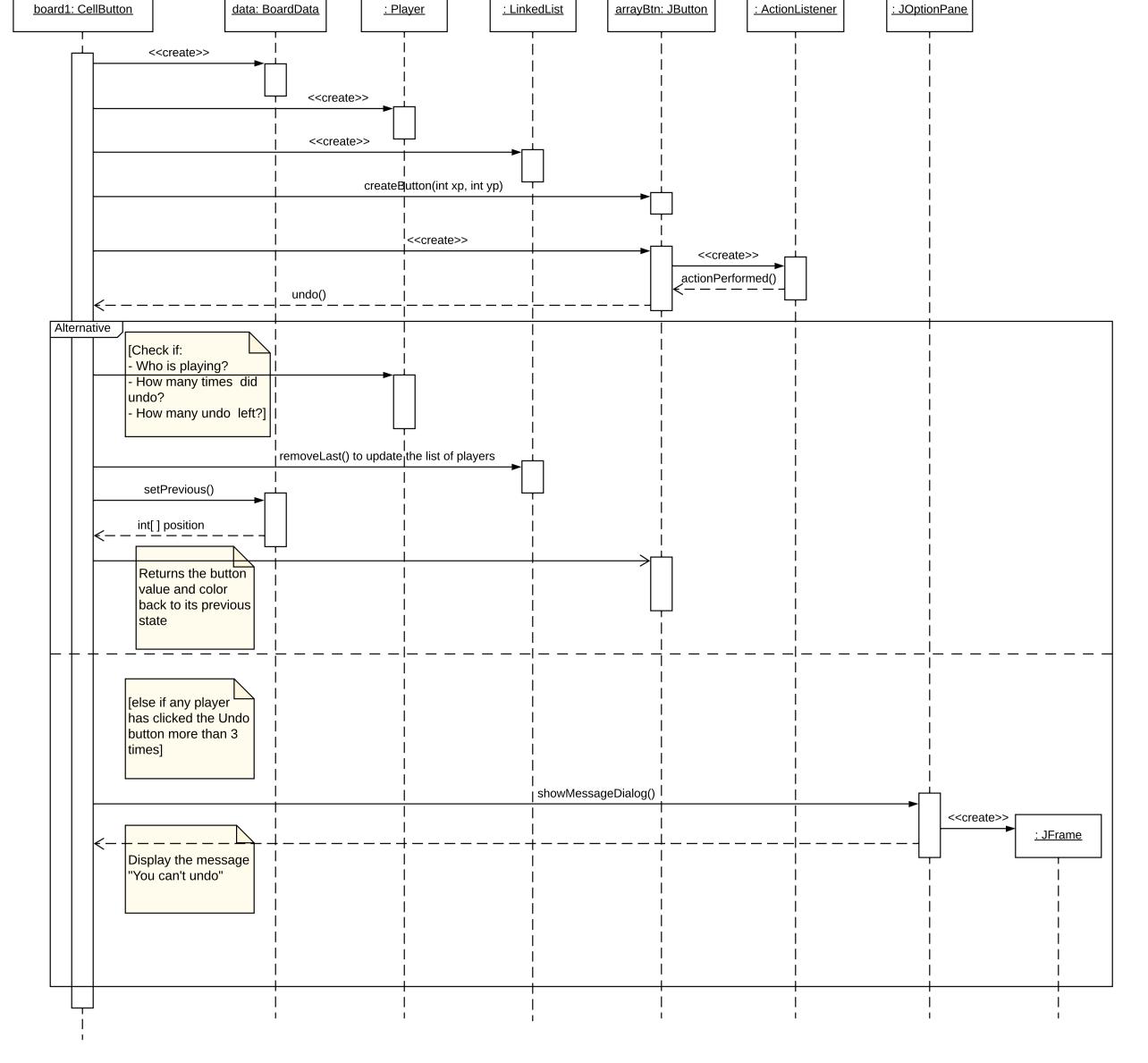
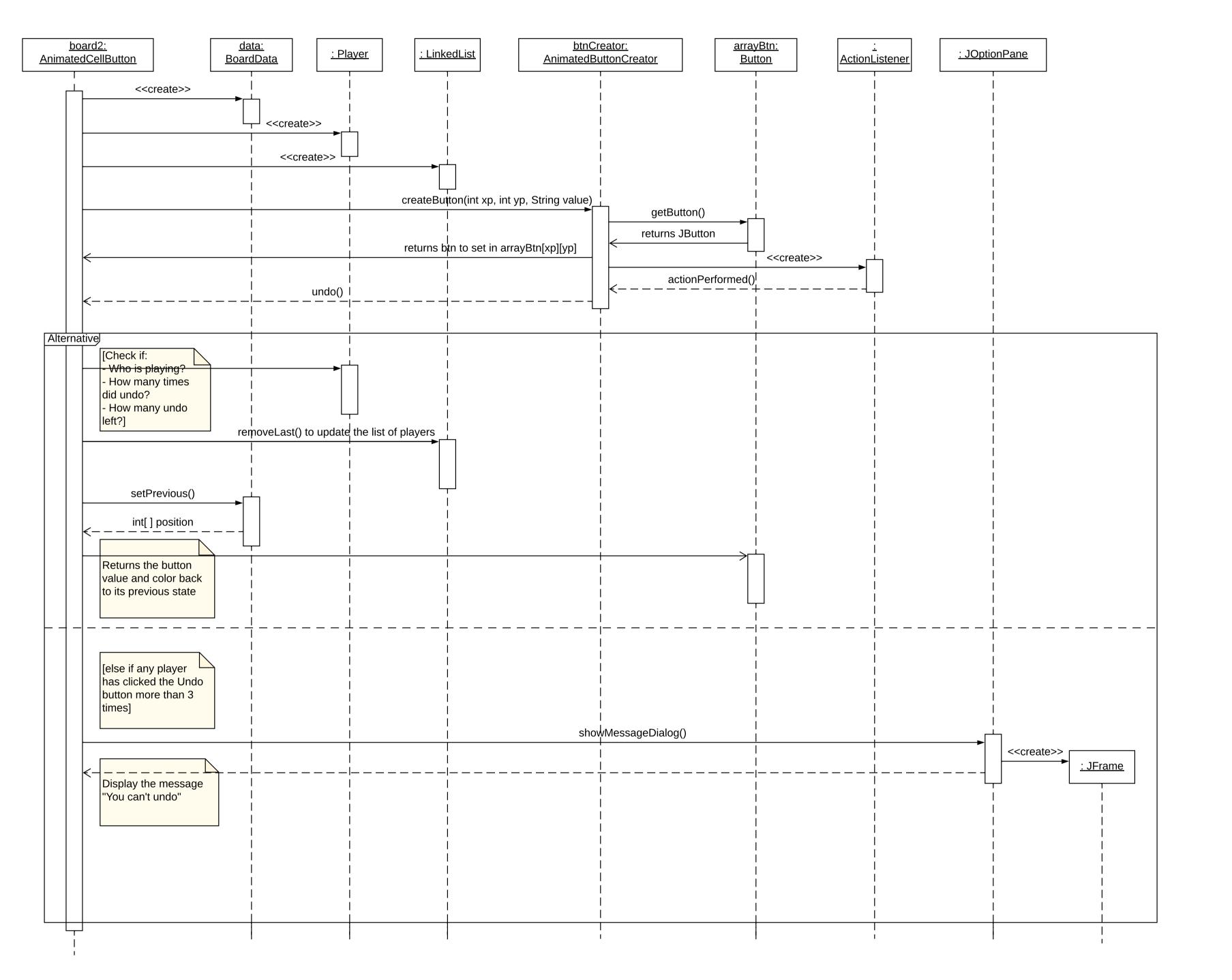


## board1: CellButton <u>: Player</u> : LinkedList data: BoardData arrayBtn: JButton

Use case 2.1: When the player clicks the Undo button in CellButton board



Use case 2.2: When the player clicks the Undo button in AnimatedCellButton board



: ActionListener

<u>: JOptionPane</u>

## [if data.CheckWinner()== true] showMessageDialog() <<create>> <u>: JFrame</u> displays the winning|message buttonDisable() button is disabled setEnabled(boolean) undoButton is disabled disables all the buttons

Use case 3.2: The system checks if the AnimatedCellButton board is in winning state

checkWinner()

Use case 3.1: The system checks if the CellButton board is in winning state

<<create>>

arrayBtn[xp][yp]

createButton(int xp, int yp)

data: BoardData

<<create>>

board1: CellButton

<u>: Player</u>

: JButton

nextPlayer()

currentPlayer

changeData(d, f, currentPlayer)

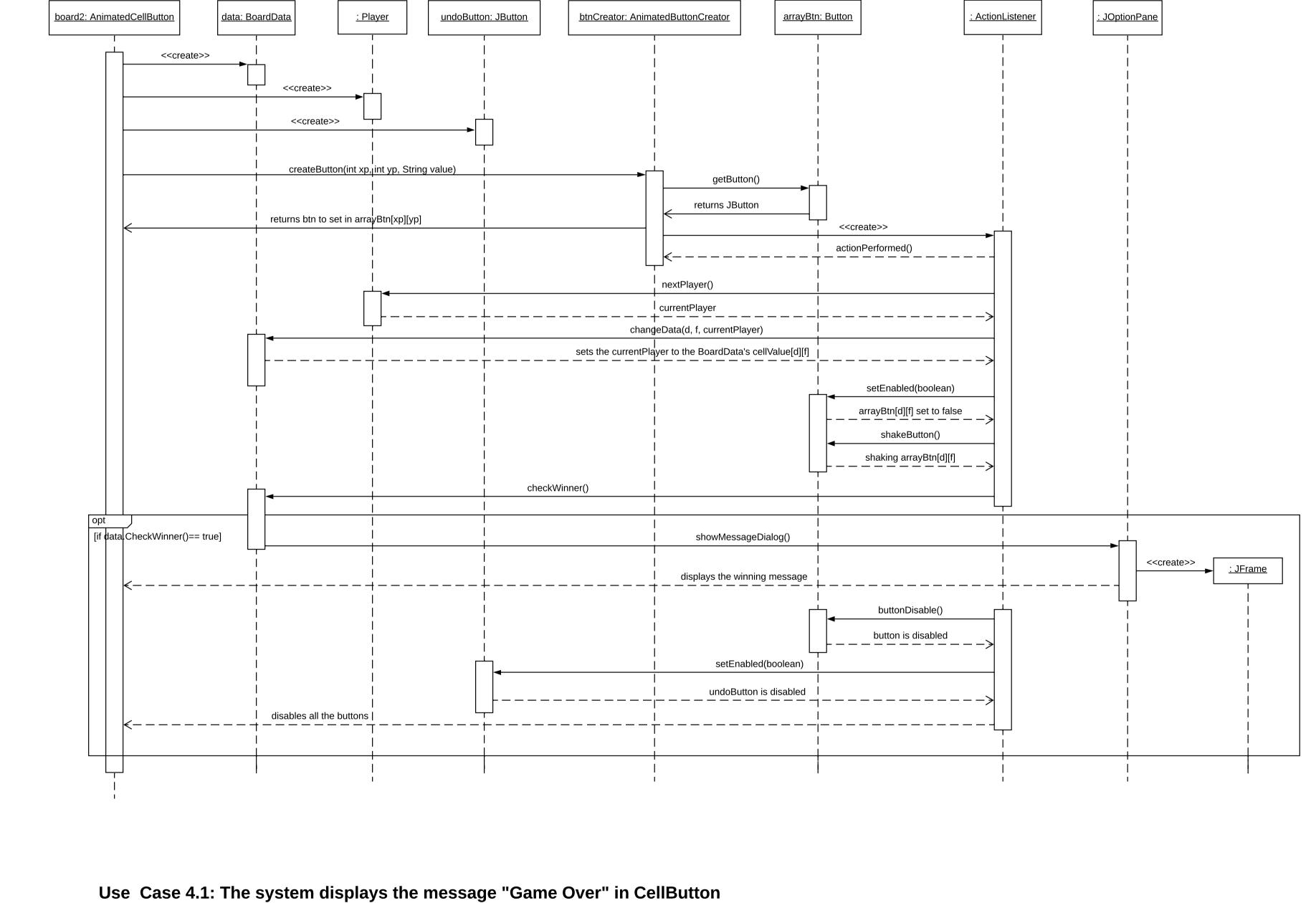
sets the currentPlayer to the BoardData's cellValue[d][f]

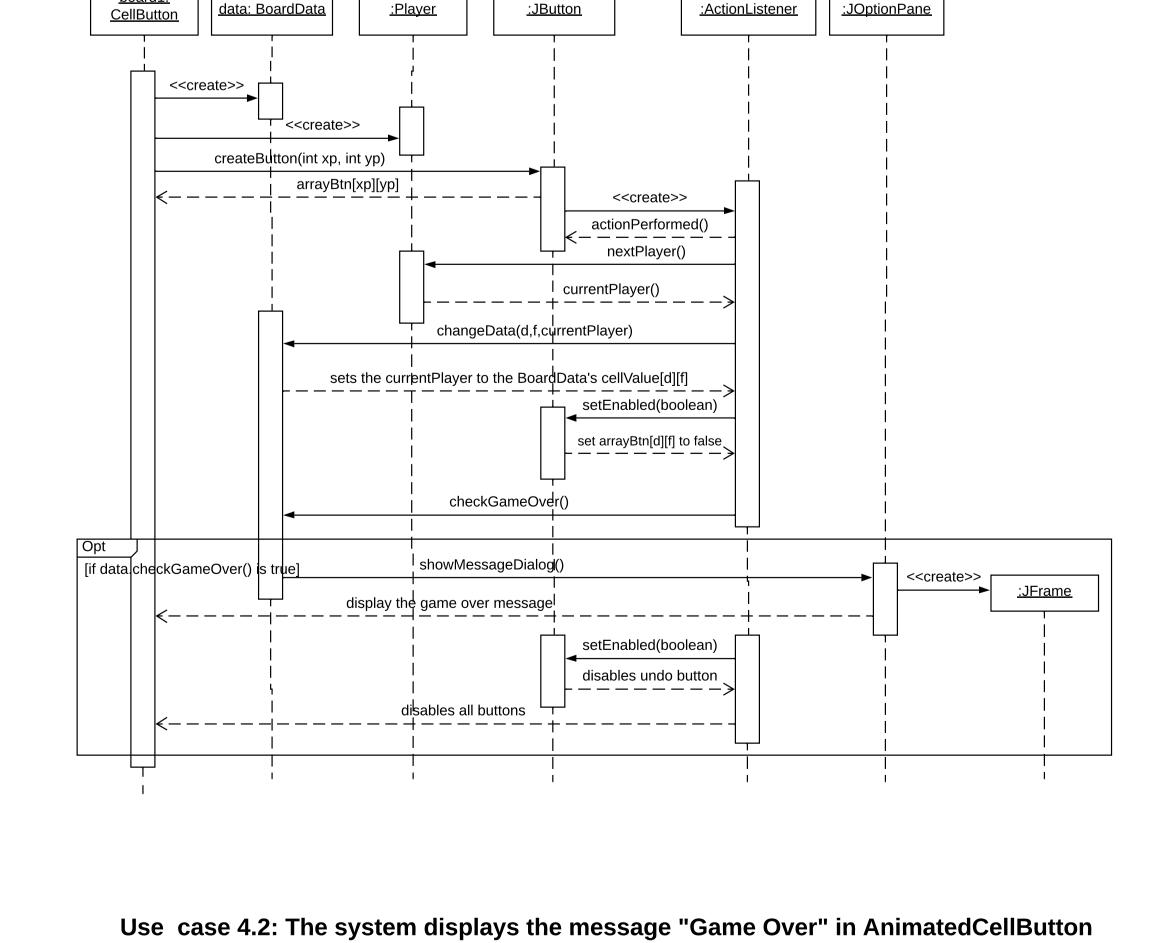
<<create>>

actionPerformed()

setEnabled(boolean)

arrayBtn[d][f] set to false





board1:

## <u>btnCreator:</u> <u>AnimatedButtonCreator</u> <u>board1:</u> <u>data:</u> <u>arrayBtn:</u> undoButton:JButton <u>:Player</u> : JButton <u>BoardData</u> CellButton <u>Button</u>

