Tic Tac Toe

Basic Steps in Creating your Program.

1. Plan your logic before working on the project and review the syntax you will use in the project. Think about how you want the output to display to the user. You might want to tell the user what the program does and what type of input you expect from the user. You interface structure could do this. Select names of the variables you will use in the program.
2. Create a JAVA project Using **NetBeans IDE**.
   - Declare variables to hold input information.
   - Using the **JFrame Form** or **JPanel Form** to create the create the application.
   - Program created with JavaFX in the previous versions of NetBeans like 8.2 will work but the newest version of Apache NetBeans 12.6 does not automatically allow creation of JavaFX applications. There are a number of additions to the runtime that need to be set up and are not easily accomplished. The notation in 12.6 is that you use the Ant>Project and then add the JFrame to the project source. from there use the Panels to add the forms and controls.
3. Run the program. Debug the code, making sure all calculations are correct and the line spacing is suitable for readability.

Your program Assignment

Create a GUI application that simulates a game of tic tac toe. (There is one example in the book of a possible example of the application's window. Look.). The window shown in the figure uses nine large JLabel components to display the Xs and Os

One simple way to do the program

One approach in designing the application is to use a two-dimensional int array to simulate the game board in memory. When the user clicks the New Game button, the application should step through the array, storing a random number in the range of 0 through 1 in each element. The number 0 represents the letter O, and the number 1 represents the letter C. The JLabel components should then be updated to display the game board. The application should display a message indicating whether player X won, player Y won or the game a tie.

Let's Get more complicated

Instead of have a random generated game, see if you can create the game where the game is played by two people and actually picks the position of each round played. Look at the example on the web:

http://www.coderslexicon.com/a-beginner-tic-tac-toe-class-for-java/

Example: