

Tic Tac Toe

```
+button1: Button
+button2: Button
+button3: Button
+button4: Button
+button5: Button
+button6: Button
+button7: Button
+button8: Button
+button9: Button
+gridPane: GridPane
+intArr: int[]
+boolArr: boolean[]
+PLAYER_TICK: int
+CPU_TICK: int
+EMPTY_TICK: int
+LAST_XCOORD: int
+LAST_YCOORD: int
+turns: int
+winnerID: int
+colorsText: String[]
+colorChoiceBox: ComboBox<String>
+vbox: VBox
+changeColorText: Text
+comment: Label
+youWin: Text
+youLose: Text
+draw: Text
+newGame: Button
+wins: int
+loses: int
+draws: int
+tracker: Text
```

```
+start(primaryStage: Stage): void
+winScreen(): void
+animations(text: Text): void
+newGameButton(): void
+aiButton(row: int, col: int, b: Button): void
+playerButton(row: int, col: int): void
+debugPrintGrid(): void
+aiDecision(turnNum: int, arr: int [ ][ ]): void
+getButton(row: int, col: int): Button
+addToGrid(): void
+setBackgroundColor(): void
+main(args: String[]): void
```

checkWin

```
+horizWin(arr: int[ ][ ]): int  
+vertWin(arr: int[ ][ ]): int  
+diagWin(arr: int[ ][ ]): int
```