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| **MainFile** |
| Model model  View view  JFrame frame |

The following Class Diagrams are for the 3 main Classes in this program

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| **Model** |
| View view  String playerX, playerO, playerSelection  int buttonNum, playerXWins, playerOwins  JButton[][] buttons  int xCount  int yCount  int currentRound  Players player |
| void start()  String getPlayerSelection()  void outputToFile()  void setGUI(View view)  void btnEvents(String command)  void setButtonNum(int num)  int getButtonNum()  String getPlayerX()  String getPlayerO()  int getXCount()  void updateXWins()  void updateOWins()  int currentRound()  int[] getIndex()  int[] computer()  boolean determineWinner()  void newRound()  void updateState() |

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| **View** |
| Model model  JButton[][] buttons  JButton btnExit, btnSettings, btnRestart, btnAIMove  JLabel lblTurn, lblCurrentRound  JPanel panelRow1, panelRow2, panelRow3  String playerSelection |
| void updateView()  JButton[][] getButtons()  void setLabelCurrentRound(String text)  String getLblTurnText()  void initializePanel()  void initializeControllers() |

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| **Controller** |
| Model model |
| void actionPerformed(ActionEvent e)  void keyTyped(KeyEvent e)  void keyPressed(KeyEvent e)  void keyReleased(KeyEvent e)   * This method has an instance of SettingsModel |