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CSC 360 – Section 002

Assignment 5

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Essay on: Tic-tac-toe game

In the given code, TicTacToeWithSaveGame is the class, the code is started by extending the Application class. It manages the GUI setup using the start method. And TicTacToeWithSaveGame contains methods like start, loadGame, saveAs which controls starting the game, loading, and saving features. Main method is used for serving as a beginning for launching the JavaFX application. Different built in files and I/O functionality are used to run the program. For a player to win this game, he/she needs three of their tokens or characters in a vertical row, vertical column or diagonal and that token is normally represented by ‘X’ or ‘O’ symbol.

A menu bar is also added, which separates the menu items into New Game, Save As, Load Game and Exit. To get these tokens from the player, a loop is used. Several key programming techniques are written. JavaFX is used to construct the GUI, and stage, scenes are some pieces used and OOP concept is used to logically implement the code. Each cell in the game is represented by the “cell” class which encapsulates the behavior of individual grid cells. And to use the loop in the game, especially for loop and some conditional statements are used to check who is the winner. Input and Output files are used to save and load the game. Also, 2D- Array is used to manage the game. It is used if someone wins the game. Some limitations would be that we won’t be able to play this game with our friends via online access. Also, this doesn’t have descent error handling if anything were to be wrong.

This game uses concepts of OOP and the logic is organized properly so that the code logic readability is also better. This would be good for people who are learning concepts about OOP and its some other features which can help people get knowledge and ideas to build more projects in the future.