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JavaFX Tic-Tac-Toe Report

Approach

My JavaFX application is composed of a 'Borderpane' containing a 'Gridpane' in the center, a 'Label' at the bottom, and a 'Button' at the top. The button will reset the game, and is set to be hidden until a game is completed. Within each Gridpane is a custom 'Cell' object which extends 'Pane'. Upon the click of a cell, an 'x' or 'o' image is inserted depending on whos turn it is, and a function is called to see if the board is full, someone has won, or it is the next player's turn, and reacts accordingly.

Screenshots