

Second Assignment

Description of the exercise:

4. Tricky five-in-a-row

Create a game, which is a variant of the well-known five-in-a-row game. The two players can play on a board consists of $n \times n$ fields. Players put their signs alternately (X and O) on the board. A sign can be put only onto a free field. The game ends, when the board is full, or a player won by having five adjacent signs in a row, column or diagonal. The program should show during the game who turns.

The trick in this variant is that if a player makes 3 adjacent signs (in a row, column or diagonal), then one of his signs is removed randomly (not necessary from this 3 signs). Similar happens, when the player makes 4 adjacent signs, but in this case two of his signs are removed.

Implement this game, and let the board size be selectable (6x6, 10x10, 14x14). The game should recognize if it is ended, and it has to show in a message box which player won (if the game is not ended with draw), and automatically begin a new game.

Short description how to use my program (user doc)

Two players play the game , players put their signs alternately (X and O) on the board, If a player has five adjacent signs in a row, column or diagonal, then he wins.

The trick thing is that if a player makes 3 adjacent signs , then one of his signs is removed randomly . Similarly, when the player makes 4 adjacent signs, two of his signs are removed.

The connections between the events and event handlers.

class ButtonListener implements ActionListener :

when you click on the button,it will call the refresh() function and the program should show during the game who turns.

sizeMenuItem.addActionListener(new ActionListener() :

When you choose a size, it will remove the original panel and label, define new board size and add new Content Pane ,panel, layout, label

Class Diagram

