+---------------------+

| MainApp |

+---------------------+

| - player1Field |

| - player2Field |

| - startGameButton |

| - newGameButton |

| - gameGrid |

| - statusText |

| - gameController |

+---------------------+

| + start(Stage) |

| + main(String[]) |

+---------------------+

|

| Uses

v

+---------------------+

| GameController |

+---------------------+

| - gameGrid |

| - statusText |

| - currentPlayer |

| - player1, player2 |

| - buttons |

+---------------------+

| + startGame() |

| + resetGame() |

| - handleMove() |

| - checkWin() |

| - isBoardFull() |

| - disableAllButtons()|

| - initializeGrid() |

+---------------------+

|

| Aggregates

v

+---------------------+

| TicTacToeButton |

+---------------------+

| - marked: boolean |

+---------------------+

| + TicTacToeButton() |

| + isMarked() |

| + mark(symbol) |

+---------------------+

MainApp Class

Handles the UI setup and flow using JavaFX components.

Starts the game via a GameController instance.

Manages user input and buttons (Start Game and New Game).

GameController Class

Implements the Tic Tac Toe game logic.

Keeps track of the players, current moves, and game grid.

Controls moves, checks for a winner, and manages the reset functionality.

TicTacToeButton Class

Extends JavaFX's Button class.

Adds game-specific properties like the marked state to track moves.