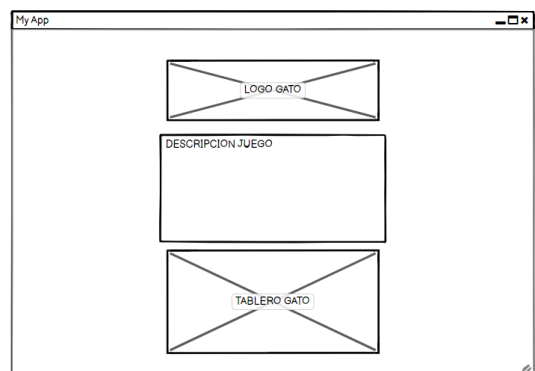
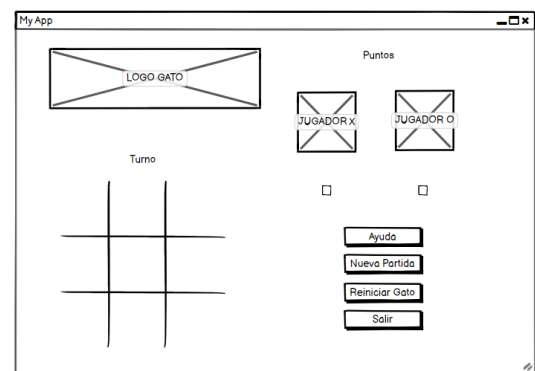
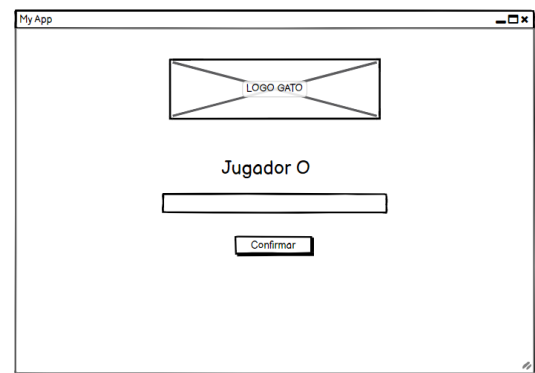
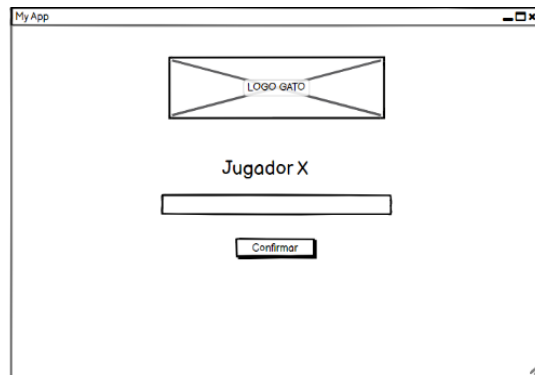


PROTOTIPO DE BAJA FIDELIDAD



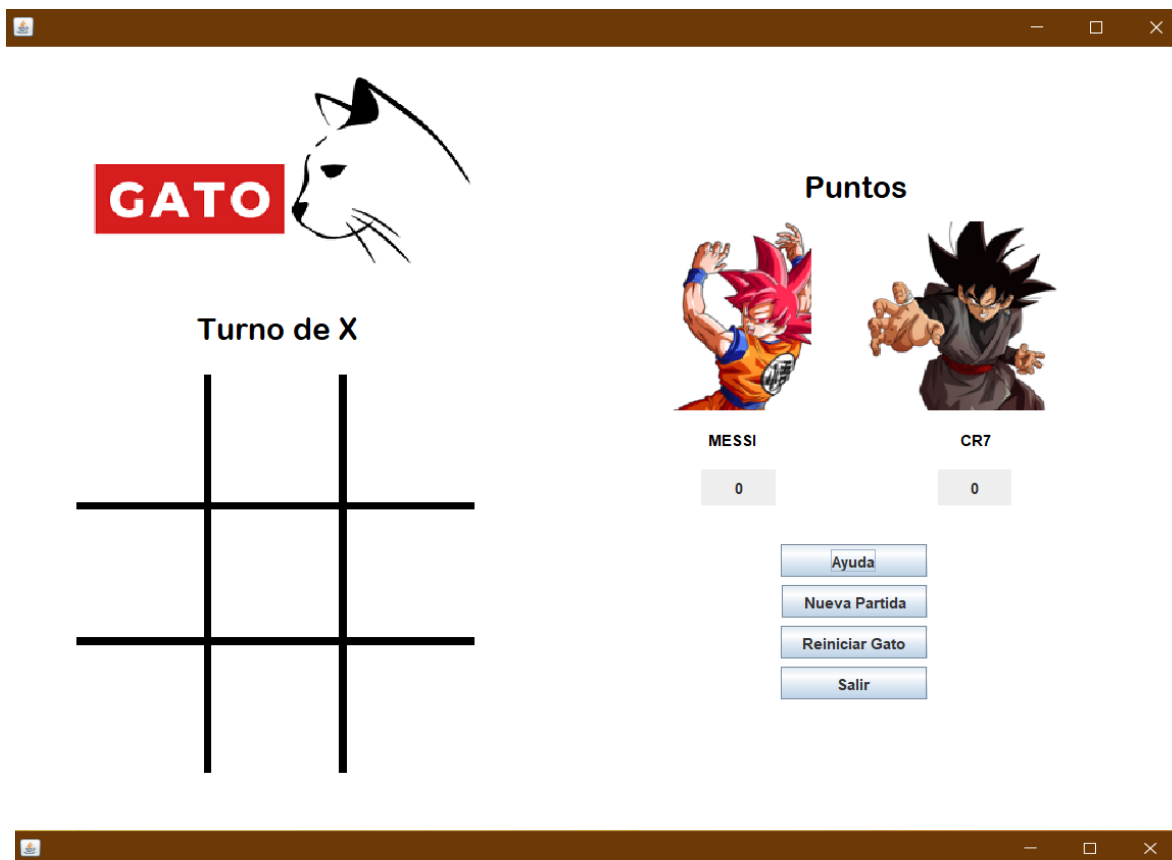
PROTOTIPO DE ALTA FIDELIDAD



A high fidelity prototype window for 'Jugador X'. The window has a brown title bar with a small icon on the left and standard minimize, maximize, and close buttons on the right. The main content area is white and features the 'GATO' logo (the word 'GATO' in white on a red rectangular background) and a black silhouette of a cat's head to its right. Below the logo, the text 'Jugador X' is displayed in a large, bold, red font. Underneath this, there is a horizontal input field with a vertical cursor line in the center. At the bottom center of the window is a blue button with the text 'Confirmar' in white.



A high fidelity prototype window for 'Jugador 0'. The window has a brown title bar with a small icon on the left and standard minimize, maximize, and close buttons on the right. The main content area is white and features the 'GATO' logo (the word 'GATO' in white on a red rectangular background) and a black silhouette of a cat's head to its right. Below the logo, the text 'Jugador 0' is displayed in a large, bold, red font. Underneath this, there is a horizontal input field with a vertical cursor line in the center. At the bottom center of the window is a blue button with the text 'Confirmar' in white.



En el Gato un jugador es dueño de los círculo 'O' y el otro de la 'X', el objetivo es formar una línea horizontal, vertical o diagonal sólo con símbolos iguales. Los jugadores tienen que poner las piezas para cumplir su objetivo, y al mismo tiempo impedírselo al contrincante

x	x		o		x	o	o	x
o	o	o	o	x	o	x	o	x
x	o	x	x	o	x	x	o	
o	x		x		x	x	x	x
o	x	o	x	o	x	o	o	
x	x	o	o	o	o	o		
o	x	x	o	x	x	o	o	x
o	x	o	o	o	x	x	x	x
o		x	o	x		o	o	

Salir

DIAGRAMAS UML

Gato

- boolean estado
- String turno
- JLabel lbs
- int vs
- javax.swing.JButton Ayuda
- javax.swing.JButton Historial
- javax.swing.JLabel Jugador1
- javax.swing.JLabel Jugador2
- javax.swing.JLabel LbTurno
- javax.swing.JLabel Logo
- javax.swing.JButton NuevaPartida
- javax.swing.JLabel Puntos
- javax.swing.JLabel Puntos0
- javax.swing.JLabel Puntosx
- javax.swing.JButton Salir
- javax.swing.JLabel jLabel1
- javax.swing.JLabel jLabel2
- javax.swing.JLabel jLabel3
- javax.swing.JLabel jLabel4
- javax.swing.JLabel jLabel5
- javax.swing.JLabel jLabel6
- javax.swing.JLabel jLabel7
- javax.swing.JLabel jLabel8
- javax.swing.JLabel jLabel9
- javax.swing.JPanel jPanel2
- javax.swing.JPanel jPanel3
- javax.swing.JLabel recibenombreo
- javax.swing.JLabel recibenombrex

+Gato()

```
// <editor-fold defaultstate="collapsed" desc="Generated Code">
//GEN-BEGIN: initComponents void initComponents()
-void jLabel2MousePressed(java.awt.event.MouseEvent evt)
-void jLabel8MousePressed(java.awt.event.MouseEvent evt)
-void jLabel1MousePressed(java.awt.event.MouseEvent evt)
-void jLabel3MousePressed(java.awt.event.MouseEvent evt)
-void jLabel4MousePressed(java.awt.event.MouseEvent evt)
-void jLabel5MousePressed(java.awt.event.MouseEvent evt)
-void jLabel6MousePressed(java.awt.event.MouseEvent evt)
-void jLabel7MousePressed(java.awt.event.MouseEvent evt)
-void jLabel9MousePressed(java.awt.event.MouseEvent evt)
-void NuevaPartidaActionPerformed(java.awt.event.ActionEvent evt)
-void SalirActionPerformed(java.awt.event.ActionEvent evt)
-void AyudaActionPerformed(java.awt.event.ActionEvent evt)
-void HistorialActionPerformed(java.awt.event.ActionEvent evt)
+void presionar(int casilla)
```

<div>JugadorX</div> <div><div><div>+static String dato</div><div>- javax.swing.JButton EnviarX</div><div>- javax.swing.JLabel LabelJugadorX</div><div>- javax.swing.JTextField NombreX</div><div>- javax.swing.JLabel jLabel1</div><div>- javax.swing.JLabel jLabel2</div><div>- javax.swing.JPanel jPanel1</div></div><div><div>+JugadorX()</div><div>-// <editor-fold defaultstate="collapsed" desc="Generated Code">//GEN-BEGIN: initComponents void initComponents()</div><div>-void NombreXActionPerformed(java.awt.event.ActionEvent evt)</div><div>-void EnviarXActionPerformed(java.awt.event.ActionEvent evt)</div><div>+static void main(String args)</div></div></div>
<div>JugadorO</div> <div><div><div>+static String dato</div><div>- javax.swing.JButton EnviarO</div><div>- javax.swing.JLabel LabelJugadorO</div><div>- javax.swing.JTextField NombreO</div><div>- javax.swing.JLabel jLabel1</div><div>- javax.swing.JPanel jPanel1</div></div><div><div>+JugadorO()</div><div>-// <editor-fold defaultstate="collapsed" desc="Generated Code">//GEN-BEGIN: initComponents void initComponents()</div><div>-void EnviarOActionPerformed(java.awt.event.ActionEvent evt)</div><div>+static void main(String args)</div></div></div>
<div>Ayuda</div> <div><div><div>- javax.swing.JButton SalirAyud</div><div>- javax.swing.JLabel jLabel1</div><div>- javax.swing.JLabel jLabel2</div><div>- javax.swing.JPanel jPanel1</div></div><div><div>+Ayuda()</div><div>-// <editor-fold defaultstate="collapsed" desc="Generated Code">//GEN-BEGIN: initComponents void initComponents()</div><div>-void SalirAyudActionPerformed(java.awt.event.ActionEvent evt)</div><div>+static void main(String args)</div></div></div>