|  |
| --- |
| Interface |
| - GUI awesomeGUI  - Game awesomeGame  - TextArea awesomeTA  - JButton benjaminButtons[9]  - Thread awesomeThread  - Boolean [] numQuest=false  -Round round  -boolean showedPane |
| + Interface()  + actionPerformed(ActionEvent) : void  + loadQuestion() : string  + loadAnswer() : string  + checkAnswer(boolean) : boolean  + run() : void  + computerChooseSquare(): int  + chooseAnswer (String) : boolean  + startGame(): void  +resetBoard(): void  +computerTurn(): void  +assignsRound(Round):void |

|  |
| --- |
| Game |
| - interface Model  - Player firstPlayer  - Player X  - Player O |
| + game(Interface)  + determineFirst() : Player  + permuteRound() : void  + decideGameWin() : boolean  +getPlayerX(): Player  +getPlayerO(): Player |

|  |
| --- |
| *Player* |
| # int score = 0 { 0 …. \*}  # int representation = {1,2} |
| + *getScore* () : int  + *setScore* (int) : void  +getRepresentation():int  +setRepresentation(int):void |

|  |
| --- |
| GUI |
| - JButton board[9] - Container content  - TextArea textArea |
| + Gui(Interface)  + createFileMenu(): void  + getTextArea(): TextArea  + getBoard(): JButtons []  + setButton(): void |

|  |
| --- |
| Round |
| - interface Model - Player currentPlayer  - Player otherPlayer  - int squares[9] = 0 {0, 1, 2, 7, 8, 9} |
| + Round(Player, Player, Interface)  + switchPlayer(Player): Player  + checkSecretSquare(int) : boolean  + assignSquare(int, boolean): void  + checkRoundWin() : boolean  + checkOpponentWin(int) : boolean  + calculatePoints() : void  +resetBoard(): void |

|  |
| --- |
| Human |
| - String name |
| + getName() : string  + setName(string) : void  + getScore () : int  + setScore (int) : void |

|  |
| --- |
| Main |
|  |
| + main(String[]):void |

|  |
| --- |
| Computer |
|  |
| + getScore () : int  + setScore (int) : void |