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| ClassName | GUI | Description |
| Attributes | - JButton board[9] | Buttons to be used for the GUI representation. They will be able to be enabled/disabled and will show ‘X’ or ‘O’ as claimed squares. |
|  | - Container content | Container for the GUI that contains all of its active content. |
|  | - TextArea textarea | The TextArea that displays information about the game to the person(s) playing the game. When constructed it should be with the empty string and its dimensions should fill up the space provided. It should also be with vertical scrollbars only. |
| Operations | +GUI(Interface) | Constructor for the class to set up the gui. Sets reference to Interface. Sets the size 400x400, gets the content pane, sets the location to 500x200 on screen, makes it not resizable, sets the title to “Hollywood Squares”, sets the default close operation to exit on close, call setButtons() (which will make the buttons), creates the file menu, sets the gui visible, makes the text area. It sets the layout to a grid layout of 1x2. The text area goes in the second column of the two (needs to be done after stuff is put in the first column (add to content)). A new JPanel is made and placed in the 1st slot in the grid layout. The JPanel is made into a 3x3 grid layout. The Board is then looped into the new grid layout one at a time. |
|  | + getTextArea(): TextArea | Returns text area of GUI for use in other classes |
|  | + getBoard(): JButtons[] | Returns the JButtons representing the board. |
|  | + setButton(): void | Initializes buttons. Creates action listener on them all set to be implemented in Interface. Sets the name of the buttons from 0-8 via constructor (in loop). Changes the background color of the buttons to be 217,253 or 255. Make sure all buttons are enabled. |
|  | +  createFileMenu():void | Creates a JMenuBar, sets it opaque, and its color to 217,253,255. Creates a fileMenu item called “File” and sets it opaque. Sets it background to the same color as before. Createsa new JMenuItem called “New Game”. Adds an actionlistener(Interface) to it. Adds the item to the fileMenu and adds the fileMenu to the JMenuBar. |