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| **Caller** | **Method** | **Called** | **Result** | **Use Case #** |
| Interface | actionPerformed() | GUI | Responds to user interaction | 1 |
| Interface | determineFirst() | Interface | Returns integer value corresponding to Player | 1 |
| Interface | loadQuestion() | Interface | Loads question from database | 1 |
| Interface | loadAnswer() | Interface | Loads answer from database | 1 |
| Interface | checkAnswer() | Interface | Returns Boolean value corresponding to if players answer was correct or not | 1 |
| Interface | run() | Interface | Timer is initiated | 1 |
| Interface | chooseAnswer(string) | Round | Returns boolean value corresponding to if player’s answer choice is correct or not. | 1 |
| Interface | computerChooseSquare() | Round | Returns integer representing a square | 1 |
| Interface | Interface() | Main | Intiliazes the Interface for game | 1 |
| Interface | startGame() | Interface | Starts the game | 1 |
| Interface | resetBoard() | Round | Resets the board. | 1 |
| Interface | computerTurn() | Interface | All moves of computer are done in game | 1 |
| Interface | assignsRound() | Round | gives reference to current Round to the interface. | 1 |

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| **Caller** | **Method** | **Called** | **Result** | **Use Case #** |
| GUI | gui() | GUI | GUI created | 1 |
| GUI | createFileMenu() | GUI | Creates a file menu with an option for a new game | 1 |
| GUI | setButton() | GUI | Board is set for game with all Buttons enabled and labeled | 1 |
| GUI | getTextArea() | Interface | Gives Interface access to the text area in the GUI | 1 |
| GUI | getBoard() | Interface | Gives the buttons that represent the board for the game to be played | 1 |

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| **Caller** | **Method** | **Called** | **Result** | **Use Case #** |
| Round | round(Player x, Player y, Interface) | Round | Initiates Round with given players | 1 |
| Round | switchPlayer() | Round | Switches play to other player | 1 |
| Round | checkSecretSquare() | Round | Returns boolean if square was secretSquare or not | 1 |
| Round | displayQuestion() | Round | Display question to user | 1 |
| Round | displayCelebrityAnswer() | Round | Display celebrity answer to user | 1 |
| Round | assignSquare() | Round | Assigns square to player’s set of squares (X or O) | 1 |
| Round | checkRoundWin() | Round | Returns Boolean value correlating to if round was won yet or not | 1 |
| Round | checkOpponentWin() | Round | Returns Boolean value correlating to if opponent will win by default or not | 1 |
| Round | calculatePoints() | Round | Returns integer value of given player | 1 |
| Round | resetBoard() | Round | resets board back to start state | 1 |

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| **Caller** | **Method** | **Called** | **Result** | **Use Case #** |
| Game | game(Interface) | Game | Game initiated | 1 |
| Game | determineFirst() | Game | Player is returned | 1 |
| Game | permuteRound() | Game | Round is initiated | 1 |
| Game | decideGameWin() | Game | Either new round initiated or declare winner!!! | 1 |
| Game | +getPlayerX() | Interface | returns Player X | 1 |
| Game | +getPlayerO() | Interface | returns Player O | 1 |
| Game | +setRepresentation(int) | Player | Sets an integer representation for the player | 1 |
| Game | +getRepresentation() | Player | Returns the integer representation for the player | 1 |

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| **Caller** | **Method** | **Called** | **Result** | **Use Case #** |
| Player | getScore | Player | Score is returned | 1 |
| Player | setScore(int) | Player | Score is set | 1 |

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| **Caller** | **Method** | **Called** | **Result** | **Use Case #** |
| Human | getName() | Human | Name is returned | 1 |
| Human | setName(string) | Human | Name is set | 1 |
| Human | getScore() | Human | Score is returned | 1 |
| Human | setScore(int) | Human | Score is set | 1 |

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| **Caller** | **Method** | **Called** | **Result** | **Use Case #** |
| Computer | getScore() | Computer | Score is returned | 1 |
| Computer | setScore(int) | Computer | Score is set | 1 |

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| **Caller** | **Method** | **Called** | **Result** | **Use Case #** |
| Main | main(String[]) | Main | Hollywood Squares game is completed | 1 |