

CSE 241 Homework 7

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1 GUI Design

- boardPanel is JPanel with GridLayout
- For identification empty JLabel's are used
- Each cell is a JButton with some customization
- To run:

```
javac *.java  
java Main
```

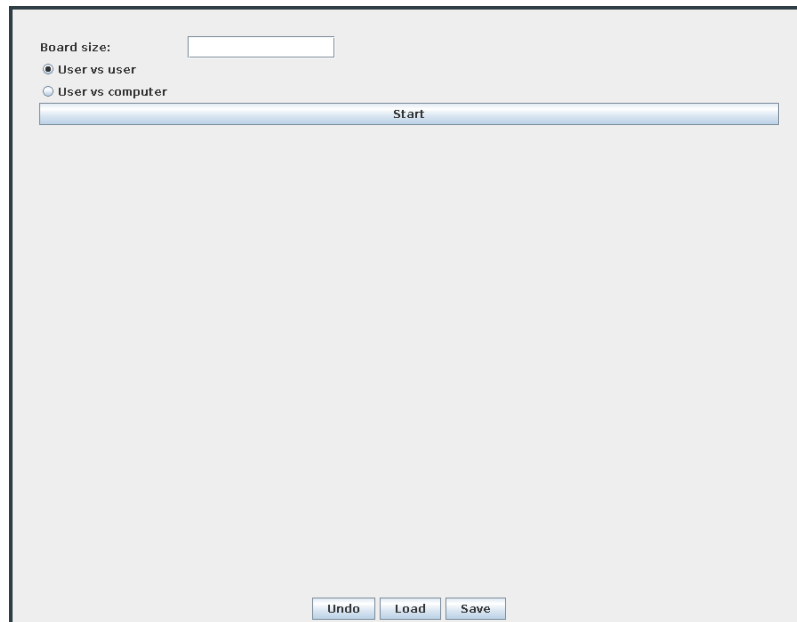


Figure 1: First run of the program

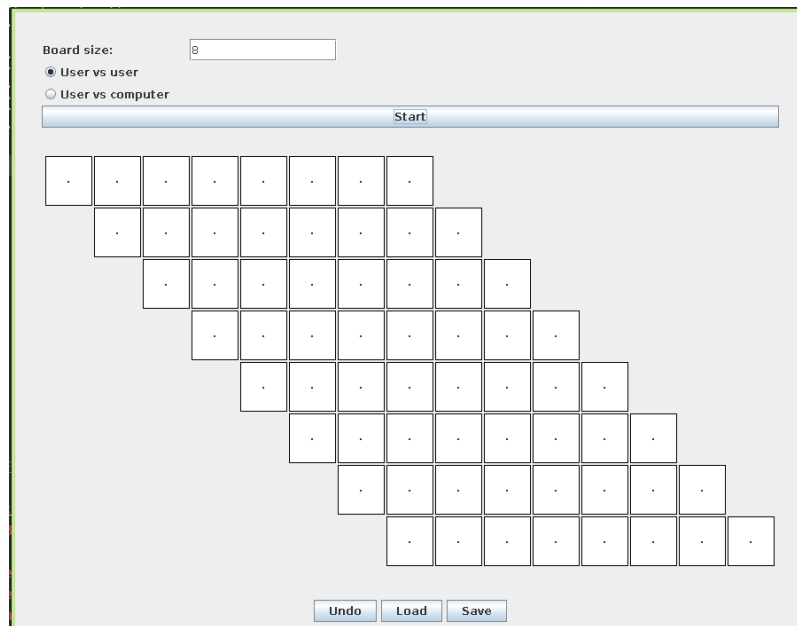


Figure 2: Example 8x8 empty board



Figure 3: Win situation with blue user. Path highlighted

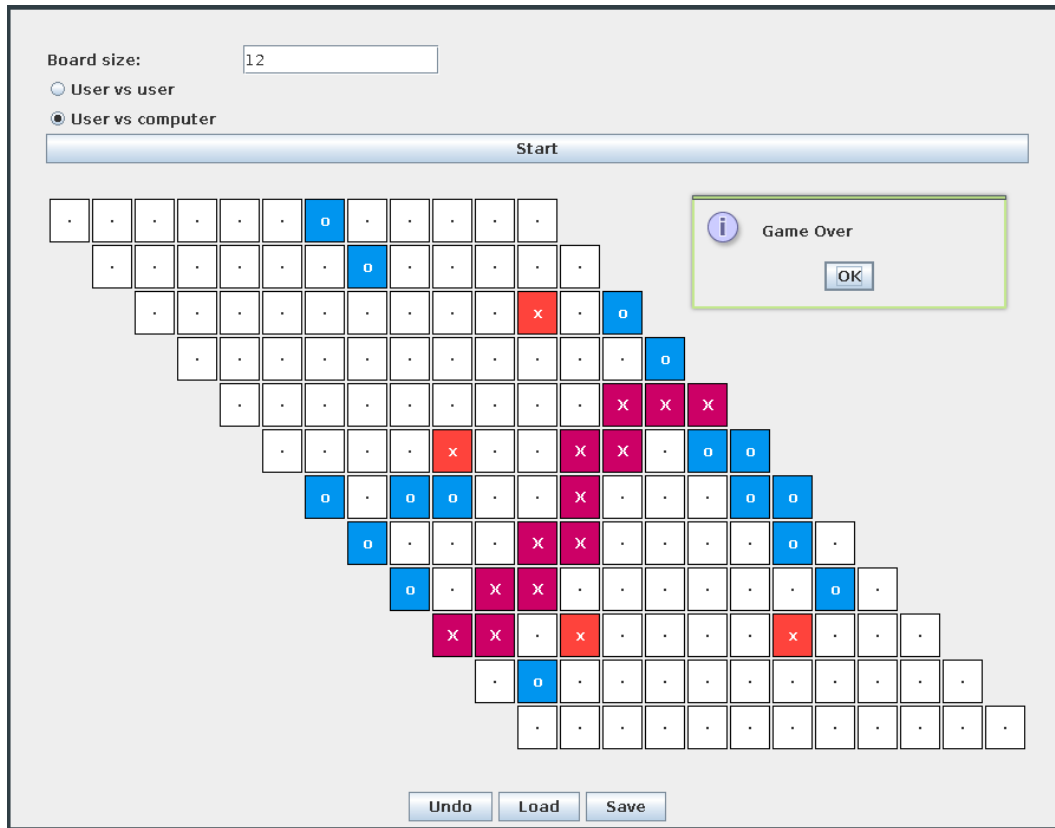


Figure 4: Win situation with red user on 12x12 board.

2 File format

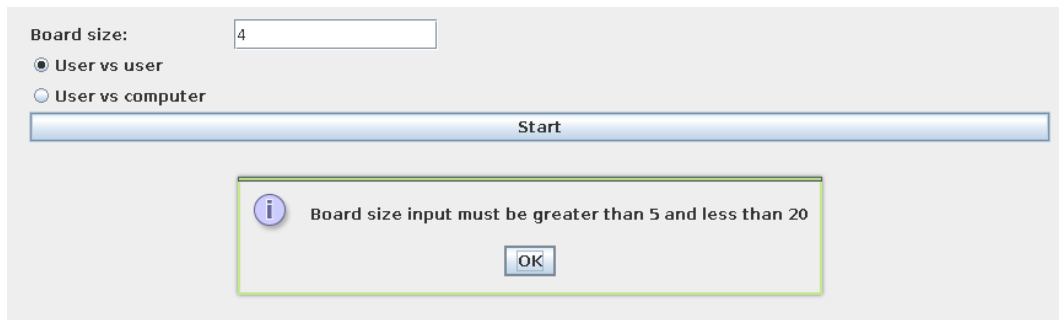
Example 8x8 board, user vs user saved file:

```
boardSize:8
vsComputer:false
board:.....x.o....o..xo...x.....o..ox...x.....o.x..xo.....
nextTurn:x
history.size:14
history:1,3 5,2 2,5 4,1 2,1 1,2 4,2 2,4 6,4 4,6 6,6 2,7 1,7 5,4
```

3 User Input Validity

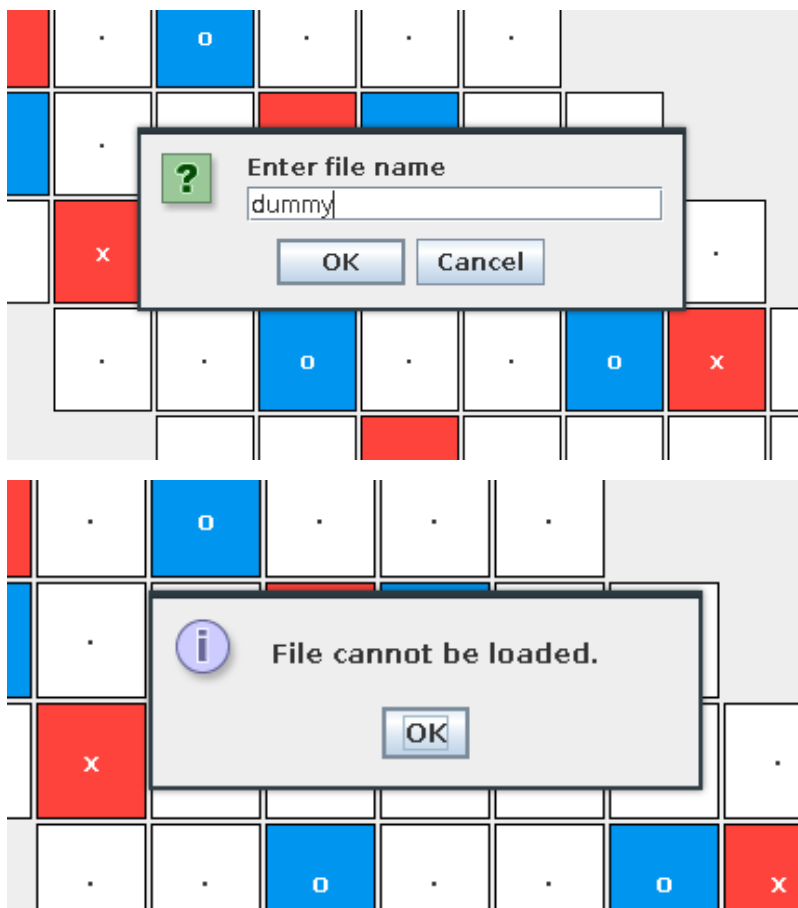
3.1 Board size

I have chosen the maximum limit of board size is 20; since it started to look unreadable after that point.



3.2 Load File

Empty input or file is not found in the directory:



- After win, buttons become unclickable.

4 Notes

- Undo after load works.
- Undo after a win works.