Hw5 Report ---- Com S 319 ---- Richard Smith

Sorry it’s late! I had two exams and a ton of family stuff this weekend to do and it was crazy. But I talked to the professor and he said he would let it not be late, just this time. So that’s awesome.

I implemented this hw using Jbuttons and my two classes “TicTacMain” and “buttonListener”, along with other methods in both classes that I created. Player 1 is the X and Player 2 is the O in my program.

So I started with finding and displaying the image files in my program. Then once I got the right directory to the image files I assigned them as icons to my Jbuttons. Initially the Jbuttons are null and once clicked they are assigned an X or O image that the Professor gave us. Mainly all the code that really had to be thought up and took a lot of testing was the “actionPerformed” method in the private class “buttonListener”.

There’s a ton of if statements in buttonListener to determine what to do with the given button that was clicked. It checks for a Draw, Win, sets the icon on the clicked button, and displays the pop-up windows that tells who’s turn is next. Otherwise the only other methods are in the TicTacMain class; “initializeButtons”, “resetButtons”, “checkForWin”, and “checkAdjacent”. Which all do what you think they would based off of their names. The main static void is also in TicTacMain.

Also, I have it so that after every win or draw it alternates the player that starts first. Pretty fun program to make overall. Here’s some screenshots.





