

- frame: JFrame

- panel: JPanel

- label: JLabel

- start: JButton

- quit: JButton

- random: Random

- scanner: Scanner

- choice: int

- ticTacToeBoard

+ Main()

+ main(String[])

- displayInstructions()

- startGame() : void

- placeBlockGU()

- showBoardGU()

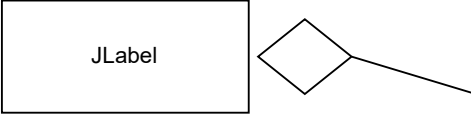
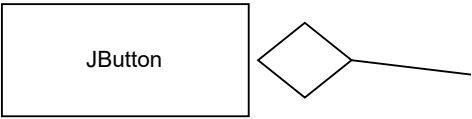
- placeAIMove(char)

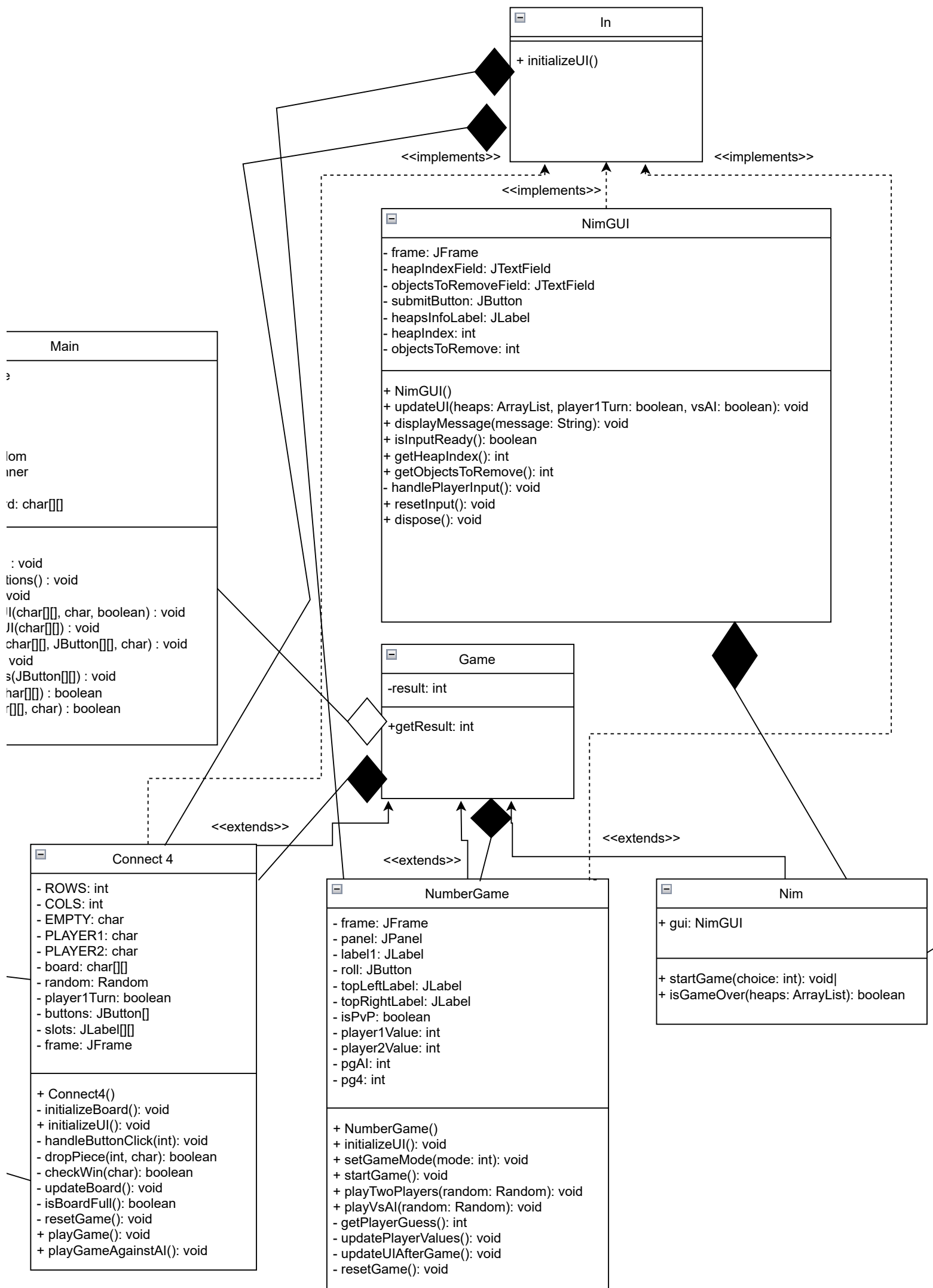
- resetBoard() : void

- disableButtons()

+ isBoardFull(char)

+ isWinner(char)





Player

Heap