

Lab 08: Tic Tac Toe

CO225: Software Construction

September 6, 2016

1 Introduction

In this laboratory class, you are expected to implement the classical Tic Tac Toe game.

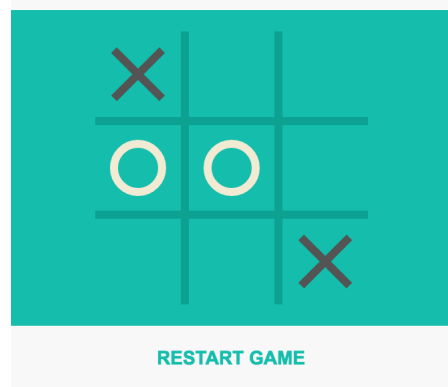
2 Objective

Objective of this lab is to introduce you to

- Event Handling
- Use of Model View Control (MVC) architecture

3 Task

- Display a 3x3 matrix of buttons.



- Each player gets a turns to pick a button which is not selected. If the player selects a button already selected the system should ignore that selection and let the user select again until he/she picks a free button.
- Based on the pick the game might continue (in which case the other player should get his/her turn) or end with either a win to the current player or a draw. When the game ends the results should be displayed in a different window.

4 Things to consider

You need to consider the following things while designing the Tic Tac Toe game

- Proper use of MVC Concepts.
- Proper use of Event Handling

5 What to turn in?

Submit the Java file(s) *TicTacToe.java* (this file should contain the main method to run the class) to FEeLS before the deadline. Do not submit any form of archives such as .zip etc. If you have more than one Java Class submit them without making an archive.