Task Seven: Tic-Tac-Toe

Task:

You and your team will be creating a working Tic-Tac-Toe game. It should have nine buttons, and it should pop up a dialog box then exit after someone wins.

Good luck, and remember to ask if you have any questions.

Task Hints:

* In order to close a program, use System.exit(0);
* In order to format your panel nicely, include

setLayout(new GridLayout(3,3));

in the constructor of your panel.

* I would keep track of the number of times any button is pressed, then decide if the button should be an X or an O based on this.
* You will probably need a lot of if-statements. Remember to make sure that you check all of the cases that someone could win.