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SE 319
HW4 - Tic-Tac-Toe

Solution Approach

My solution approach was to follow the guidelines of the lab and to create a new JavaFX project for the tic tac toe game. In order to create an effective and user friendly GUI, I used the setTop(), setCenter(), and setBottom() functions in order to place the grid and its various elements (restart button, turn message) into appropriate places on the GUI. The game ends when one player wins or there is a tie game, and in either scenario the user is notified on the top of the GUI as shown in the photos below.
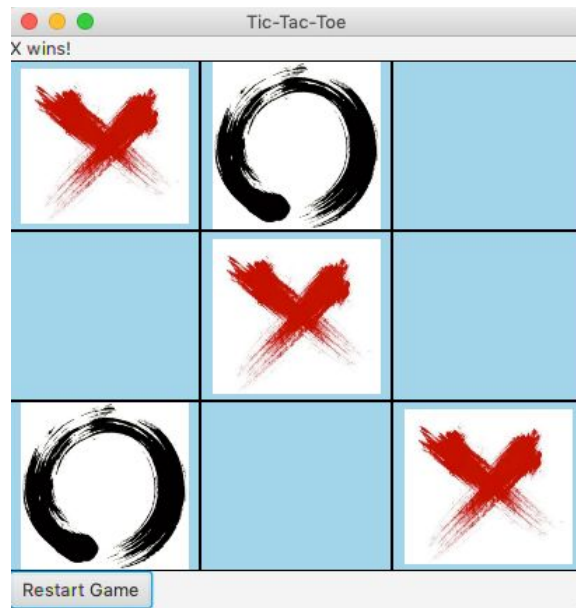
Required Output
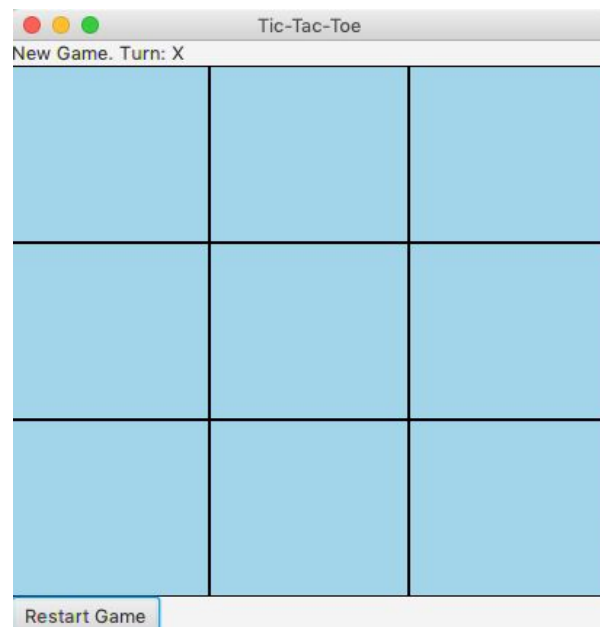
When beginning the game, the grid looks like this:
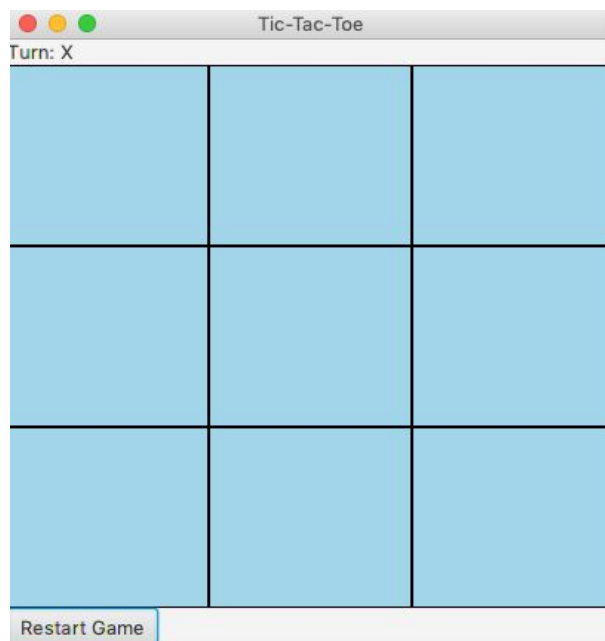
One a player checks a spot, the GUI updates to show that it is the next player's turn:
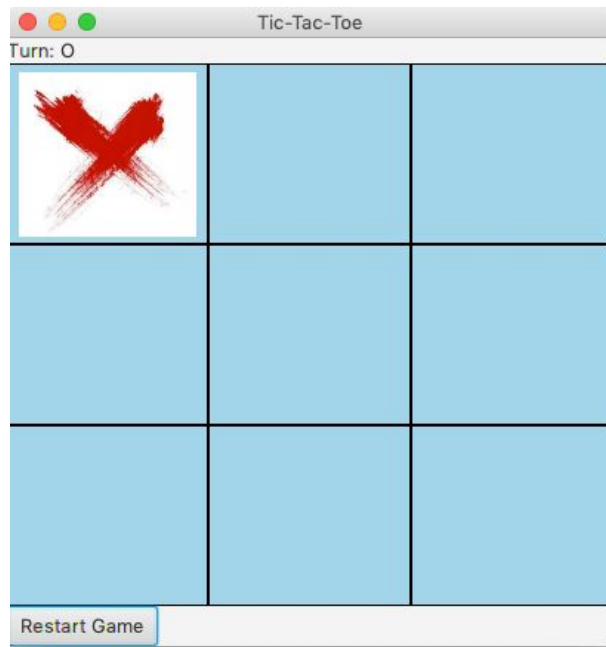
When a player wins, a message is displayed and the player can click restart to reset the grid:

After clicking to restart the game, a message at the top indicates that it is a new game:

If the game ends in a tie, a message is displayed at the top of the GUI: