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import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionListener;
import java.util.ArrayList;
import java.util.List;

public class JogoVelha extends JFrame {

    List<JButton> botoes = new ArrayList<>();
    char[][] jogo = new char[3][3];

    public JogoVelha() {
        setSize(150, 150);
        setTitle("Jogo velha");
        setLocationRelativeTo(null);
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        setLayout(new GridLayout(3, 3));

        ActionListener clique = (e) -> {
            int i = botoes.indexOf(e.getSource());
            int linha = i / 3;
            int coluna = i % 3;
            System.out.println(i + " " + linha + " " + coluna + "
clicou!");
            jogo[linha][coluna] = 'X';
            ((JButton) e.getSource()).setText("X");
        };

        for (int i = 0; i < 9; i++) {
            JButton b = new JButton();
            b.addActionListener(clique);
            add(b);
            botoes.add(b);
        }
    }

    public static void main(String[] args) throws
UnsupportedLookAndFeelException, ClassNotFoundException,
InstantiationException, IllegalAccessException {
        UIManager.setLookAndFeel("javax.swing.plaf.nimbus.NimbusLookAndFeel");
        new JogoVelha().setVisible(true);
    }
}

```