PlayMusic

+mediaPlayer: MediaPlayer
+winSound: MediaPlayer
+clickSound: MediaPlayer
+gameOver: MediaPlayer
+playAgainSound: MediaPlayer

+music():void
+winMusic():void
+gameOverMusic():void
+typeMusic():void
+clickMusic():void
+playAgainMusic():void
+music2():void

Menu

#OnePlayer: Button
#TwoPlayer: Button
#playMusic: Button
+exit: Button
+countryValues: String

+Menu()

WindowsSwitch

+menu: Menu
+onePlayerWind: OnePlayerWind
+twoPlayerWind: TwoPlayerWInd
+gameWindow: GameWindow
+againstComputer: boolean

+viewPane():void

GameWindow

#playerName1: Label
#playerName2: Label
#playerScore1: Label
#playerScore2: Label
#playerSymbol: Label
#winner: Label
+gameBoardPane: GridPane
#gameButtons: Button
#back: Button
#playAgain: Button
#exit: Button
+gameBoardBackground: ImageView
+random: Random
-gameEnds: boolean
-tie: boolean
-win: boolean
-player1Turn: boolean
-OXCounter: int
+XForeground: Color
+OForeground: Color
-text1: String
-text2: String
+eventHandler: EventHandler<ActionEvent>

+GameWindow()
-winnerBackground(Button, Button, Button):void
-gameBoard():void
-checkIfGameEnds():void
-newGame():void
-setCurrentSymbol():void
-buttonClicked(ActionEvent):void

Pane

Application

OnePlayerWind

+playerNameTextField: TextField
#startButton: Button
#backButton: Button
#exitButton: Button

+OnePlayerWind()

TwoPlayerWInd

+playerNameTextField: TextField
#startButton: Button
#backButton: Button
#exitButton: Button

+TwoPlayerWind()

TicTacToeDemo

-application: Image
-mediaPlayer: MediaPlayer

+TicTacToeDemo()
+main(String[]): void
+start(Stage):void