

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

OnePlayerWind

+playerNameTextField: TextField  
 +startButton: Button  
 +backButton: Button  
 +exitButton: Button  
  
 +OnePlayerWind()

TwoPlayerWind

+playerNameTextField: TextField  
 +startButton: Button  
 +backButton: Button  
 +exitButton: Button  
  
 +TwoPlayerWind()

Application

TicTacToeDemo

-application: Image  
 -mediaPlayer: MediaPlayer  
  
 +TicTacToeDemo()  
 +main(String[]): void  
 +start(Stage):void

