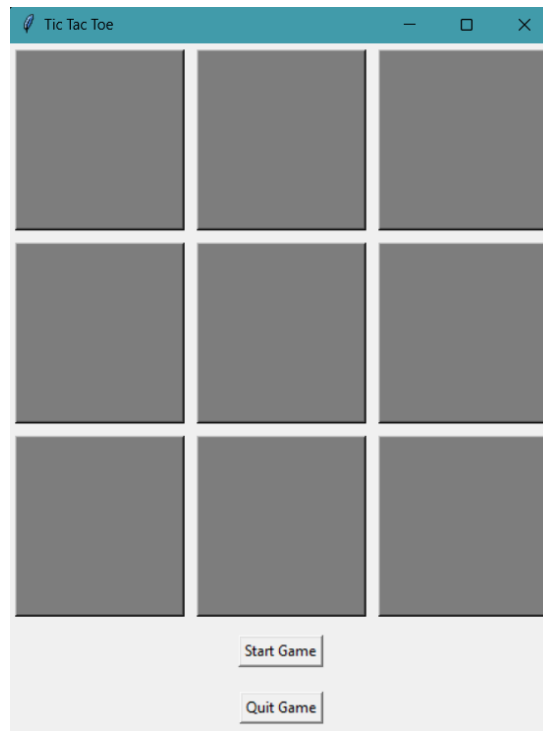# PostLab

Programming Problems (TORRES)

1.

Fig1: TicTacToe game design

For this figure it displays the game design of the TicTacToe game, which shows the playboard and the button that will allow player to choose to start the game and quit the game.
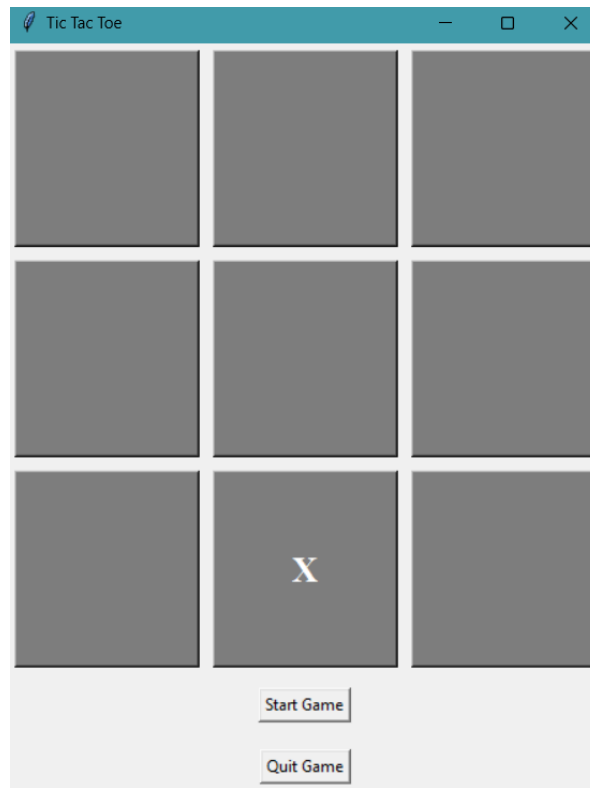
Fig 2: sample output when player makes a move
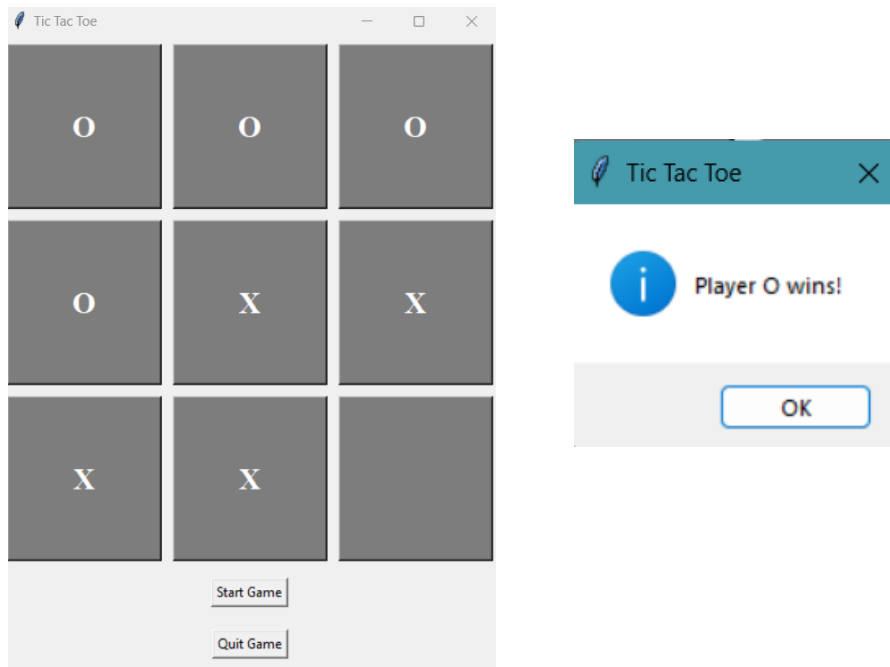In this figure, it displays when the first player makes its first move

Fig 3: output when players finishes the game

For this figure, it displays when the player continues to play the game and ended up finding who will win the game.
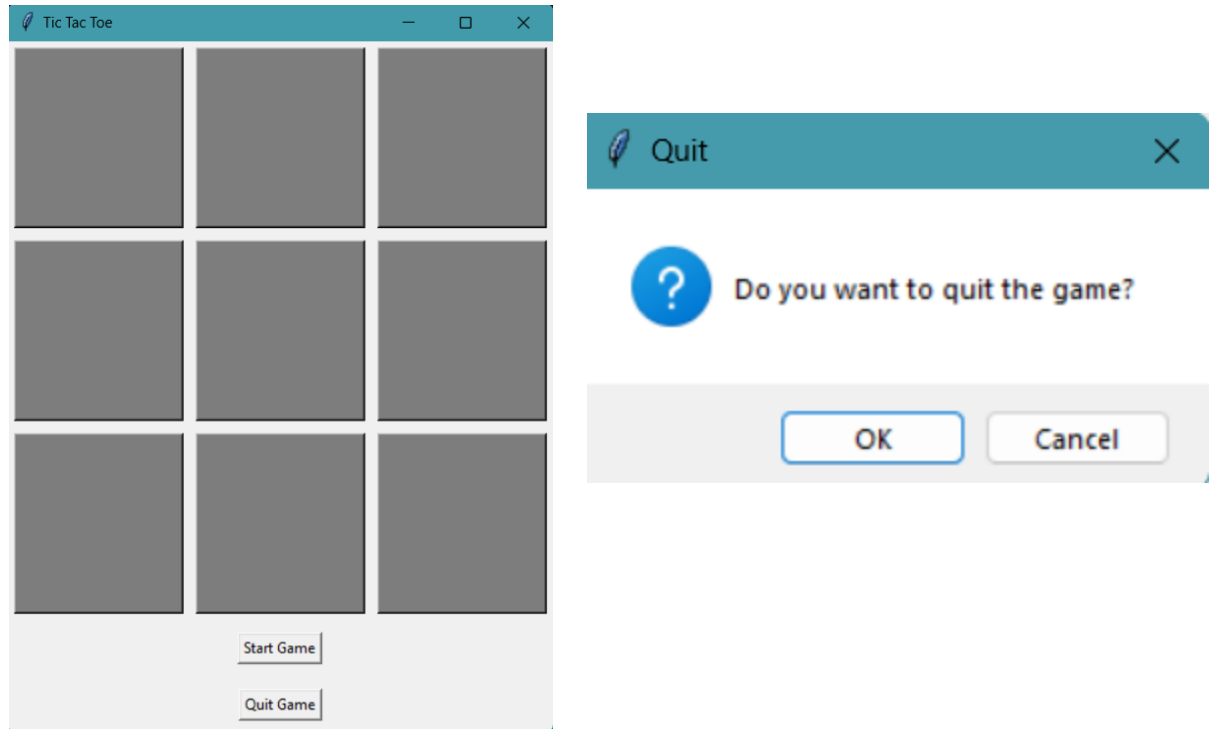
Fig 4: when player press the quitGame button

In this figure, it displays when the user press the quit game button.