For this assignment, you will solve problems based on what you have learned in topics of Java programming viz. **Classes& Objects, Inheritance, interfaces, Events , Swings.**

Instructions

- There are 2 questions in this assignment.
- **Assignment submitted after due date will not be evaluated and a score of zero will be awarded for this assignment.**
- Upload a **pdf version** of the document.

Due Date: **5 pm, November 18, 2015.**

Submitting this Assignment

You will submit (upload) this assignment in Blackboard. Email/paper submissions will not be accepted.

- Write code for the program after each question in this document followed by the screen print of output.
- Questions must be answered in the given order.
- Name this document as A1_2015_John_Doe.pdf in case your name is John Doe.

Grading Criteria

Correct and to-the-point answers will be awarded full points.

Questions:

1. Write a program that animates a hangman game swing, as shown in Figure below. Press the up-arrow key to increase the speed and the down-arrow key to decrease it. Press the *S* key to stop animation and the *R* key to resume.
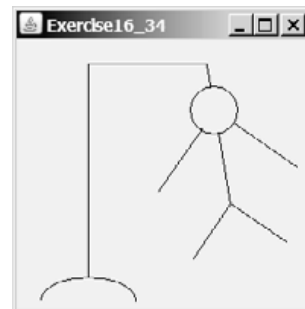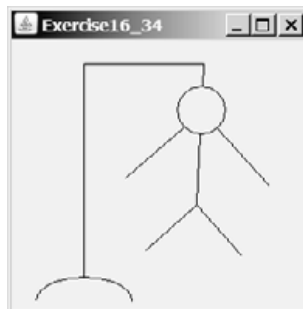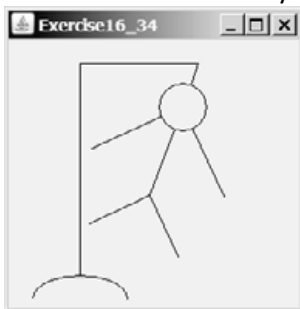
2. Implement a Game of TicTacToe which can be played by two players. First player starts with marking 0 while second player with X. Each player takes chance one by one. A player wins if his symbol is present in consecutive three positions either horizontly, vertically or diagonally. The game is stopped either if a player wins or all 9 places are filled. Whenever a player win an Appropriate message should display. For implementing the Board for playing first create a custom panel that displays **X**, **O**, or nothing. Create a frame that contains nine custom panels, as shown in Figure below. It should also contain a label at bottom showing the status of the game. Like "Its chance of Player one" or "Its chance of Player two" or "Player one has won" or "Game finished Nobody won".