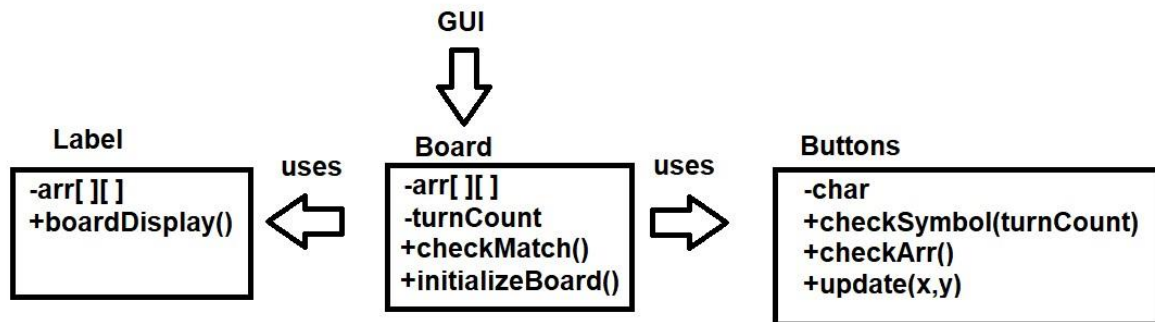


Project 4: Final Project Architecture



Board

This class is used to store, initialize, display, and check if there is a winner in the 3x3 matrix. We would need to use a char array to store/initialize the symbols. We would also need a function to initialize the board and check if there is any 3 symbols matching.

Variables (private)

arr[][] : char
turnCount : int

Methods (public)

checkMatch() -> void
initializeBoard() -> void

Buttons

This class needs a variable to store a char data type and it is used to assign the symbol to the 3x3 matrix. We would also need a function to check which symbol to use and if there is already a pre-existing symbol in the matrix.

Variables (private)

char : char

Methods (public)

checkSymbol(turnCount:int) -> char

checkArr() -> void

update(x, y : int, int) -> void

Label

This class is used to display the 3x3 matrix and we would need a function to display it.

Variables (private)

arr[][] : char

Methods (public)

boardDisplay() -> void