

Project 3: Final Project Requirements

1. There will be 9 buttons in the GUI, each one of these buttons represents a specific tile in the 3x3 matrix (button1 = top left tile, button2 = top middle tile, etc.). The label will be using an array to display a 3x3 matrix. When a button is pressed, that button will change that specific tile in the 2D array to the specific symbol (if a symbol already exists, it does nothing), displays it in the JLabel, and checks if there is a winner. When the game is finished, the game will automatically restart and clear the indexes.
2. When a button is pressed:
 - a. It must store the symbol or char (depending on the user's turn)
 - b. Update and display the index of the 2D array with the symbol (if a symbol already exists in a specific spot, it will continue to do nothing until an empty tile is pressed)
 - c. Have a function that checks the 2D array if there is a winner or a tied game.

Updating the label:

- a. It must be able to use an array/string to display an empty 3x3 matrix when the game starts, button is pressed, and game restarts.
- b. Have a function to update the matrix with the given symbol when a button is pressed