

## Project 2: Final Project Goal Setting

1. Writing a Tic Tac Toe program using Swing GUI and it uses multiple JButtons, JLabel, a 2D array to check if there are 3 symbols connected together, and be able to place the symbols correctly depending on which button is pressed.
2. The user will be given a GUI with 9 JButtons and a label that displays a 3x3 matrix. Then the user will be able to press any of the 9 buttons and the symbol will be placed into an array and displayed accurately with the button pressed. After the user pressed a button, the turn will be given to another user (to avoid AI complexity, the symbol will be based on the turn count). When a symbol is placed, the program will check the 3x3 matrix if there are 3 same symbols that are connected. If there are 3 symbols connected together or a tie game, then that user of that symbol wins and the game restarts.