

Sean Warren
Professor Fatemeh
CS 3560
24 April 2024

Assignment 4

This TicTacToe game is created using Java Swing and AWT, with a simple and intuitive 3x3 grid layout managed by GridLayout. Each cell in the grid is represented by a JButton that captures user input through action listeners. Players alternate turns, with buttons updating to show “X” or “O” in different colors. The game checks for win conditions after every move by evaluating rows, columns, and diagonals, and it automatically resets the board upon a win or draw. The overall design focuses on simplicity and user experience, leveraging built-in Java GUI components for an appealing and intuitive interface.