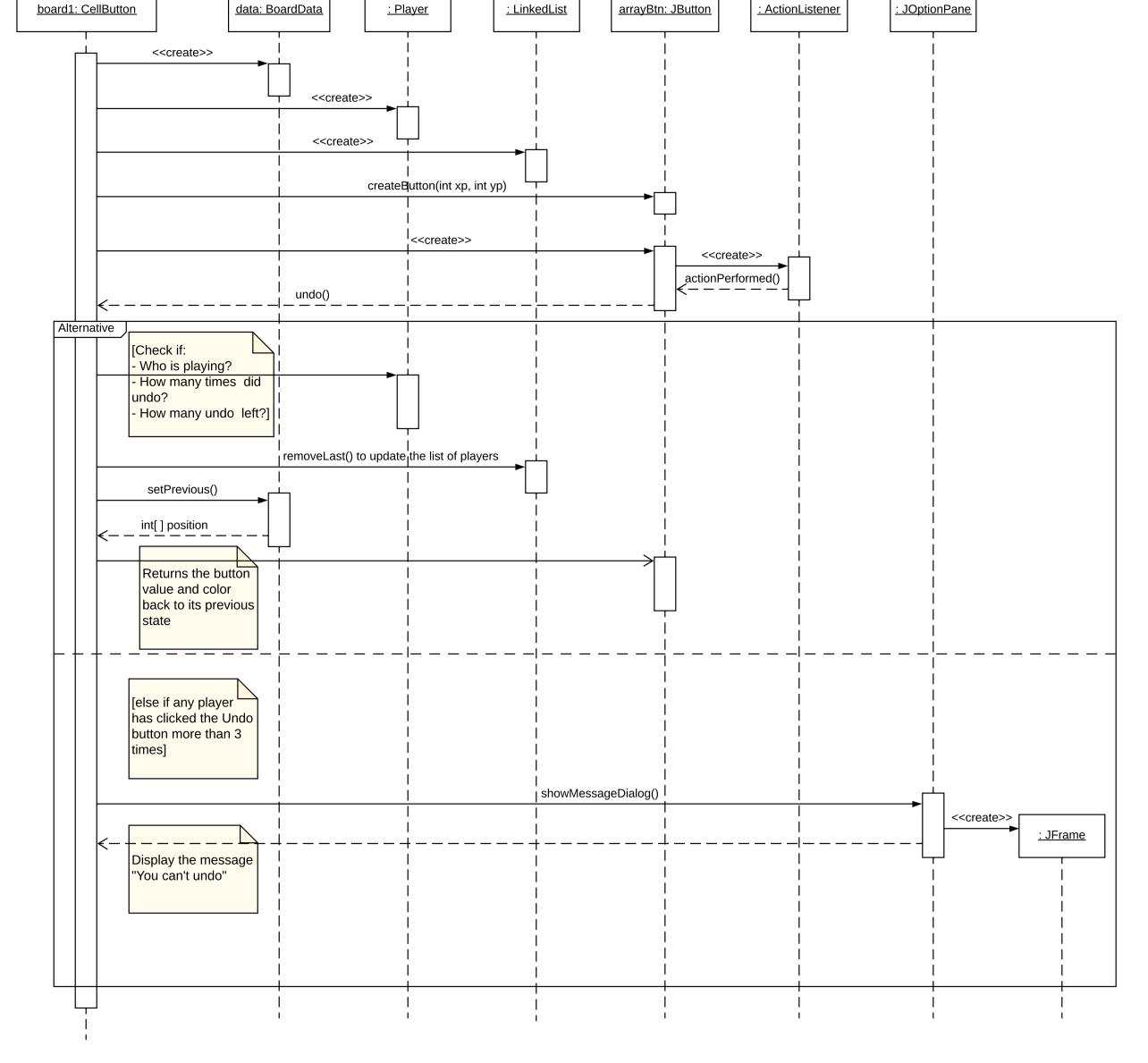
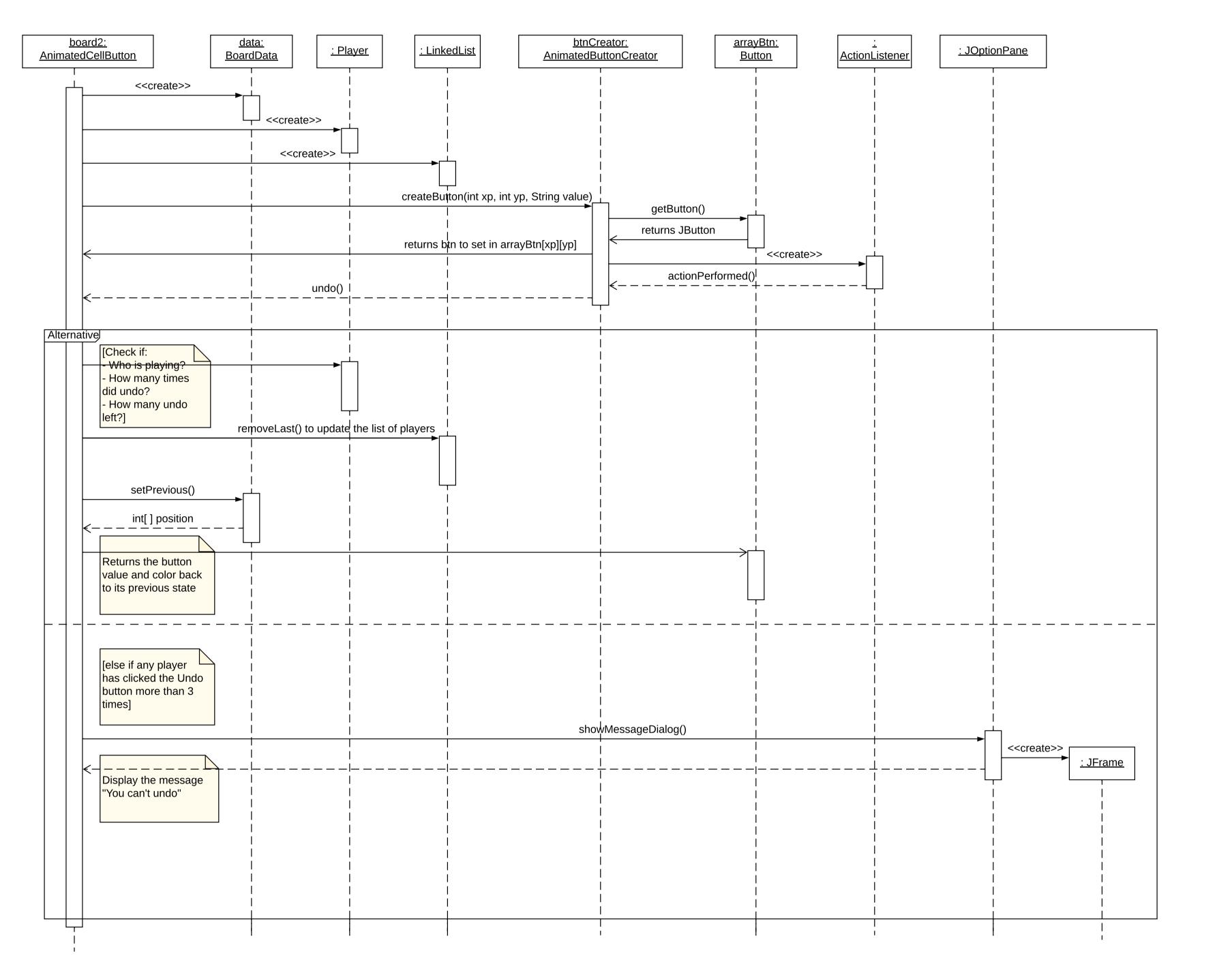


Use case 2.1: When the player clicks the Undo button in CellButton board



Use case 2.2: When the player clicks the Undo button in AnimatedCellButton board



: ActionListener

<u>: JOptionPane</u>

sets the currentPlayer to the BoardData's cellValue[d][f] setEnabled(boolean) arrayBtn[d][f] set to false checkWinner() [if data.CheckWinner()== true] showMessageDialog() <<create>> <u>: JFrame</u> displays the winning|message buttonDisable() button is disabled setEnabled(boolean) undoButton is disabled disables all the buttons

Use case 3.2: The system checks if the AnimatedCellButton board is in winning state

Use case 3.1: The system checks if the CellButton board is in winning state

<<create>>

arrayBtn[xp][yp]

createButton(int xp, int yp)

data: BoardData

<<create>>

board1: CellButton

<u>: Player</u>

: JButton

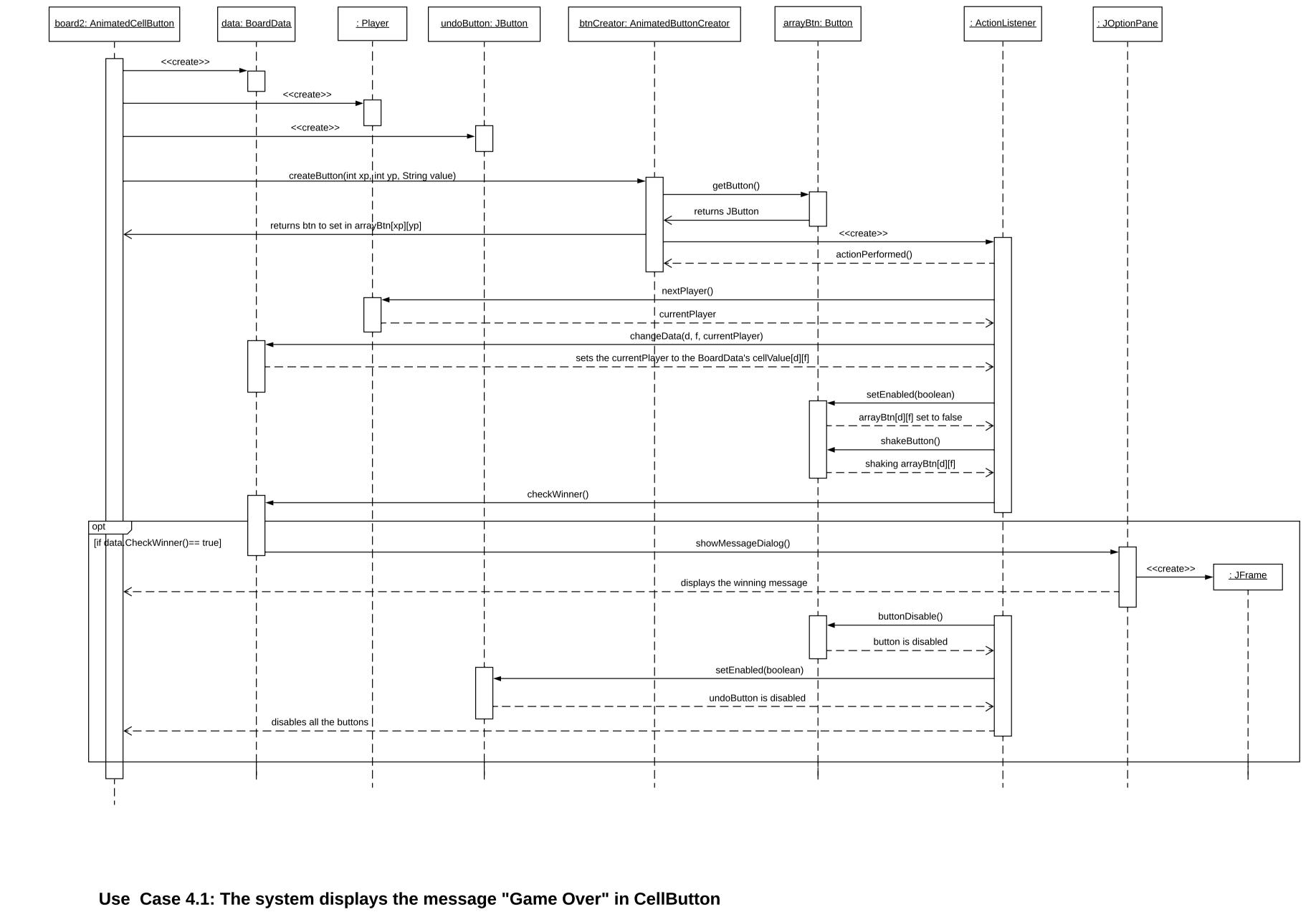
nextPlayer()

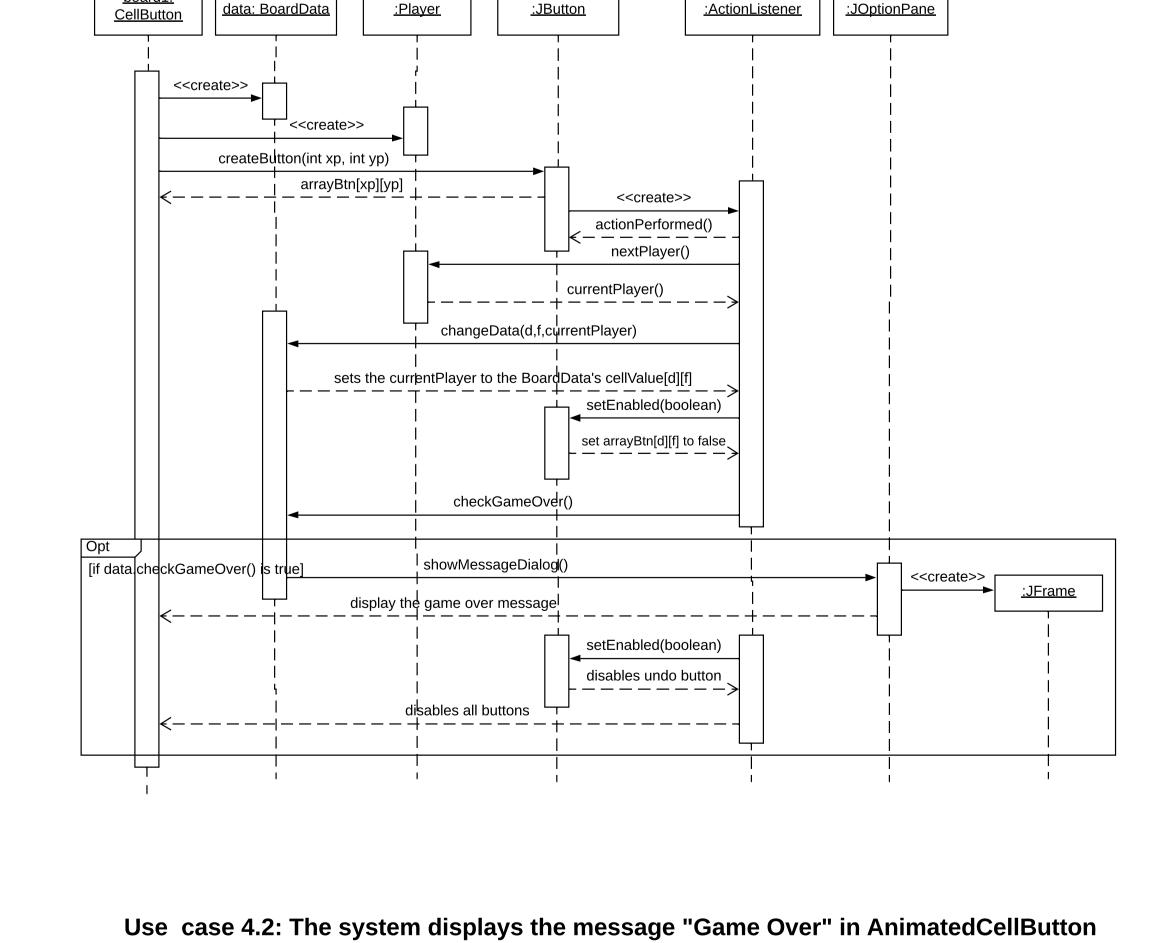
currentPlayer

changeData(d, f, currentPlayer)

<<create>>

actionPerformed()





board1:

<u>btnCreator:</u> <u>AnimatedButtonCreator</u> <u>board1:</u> <u>data:</u> <u>arrayBtn:</u> undoButton:JButton <u>:Player</u> : JButton <u>BoardData</u> CellButton <u>Button</u>

