BATTLE_OX

Board : JFrame

Mode : JPanel

Button-Mode : JPanel

Text : JLabel

Field-text : Jtext Field

Buttons : JButton[]

Player-Mode : Boolean

Battle_ox()

+action performed(ActionEvent e):void

+player_mode():void

-Verify():void

+Victor_X(int X, int Y, int z): void

+Victor_O(int X, int Y, int z):void

+Victor_Draw():void

+music():void

BATTLE_OX2

Board : JFrame

Mode: JPanel

Button_mode: JPanel

Text: JLabel

Field_text: JTextfield

Buttons : JButtons

Player_mode : boolean

Is_human : boolean

Has_winner: boolean

Battle_OX2()

+Computer_Turn(): void

+actionperformed(ActionEvent e):void

+player_mode(): void

-verify(): void

+victor_X(int x, int y, int z):void

+victor_O(int x, int y, int z):void

+victor_Draw():void

+music(): void

Game_mode

frame: JFrame

Panel:JPanel

Touch1:JButton

Touch2:JButton

Tic_Tac : Battle_OX()

Tic_Tac : Battle_OX2()

Game_mode()

+actionperformed(ActionEvent e):void

BATTLE_FIELD

Tic Tac-Toe :Game_mode():