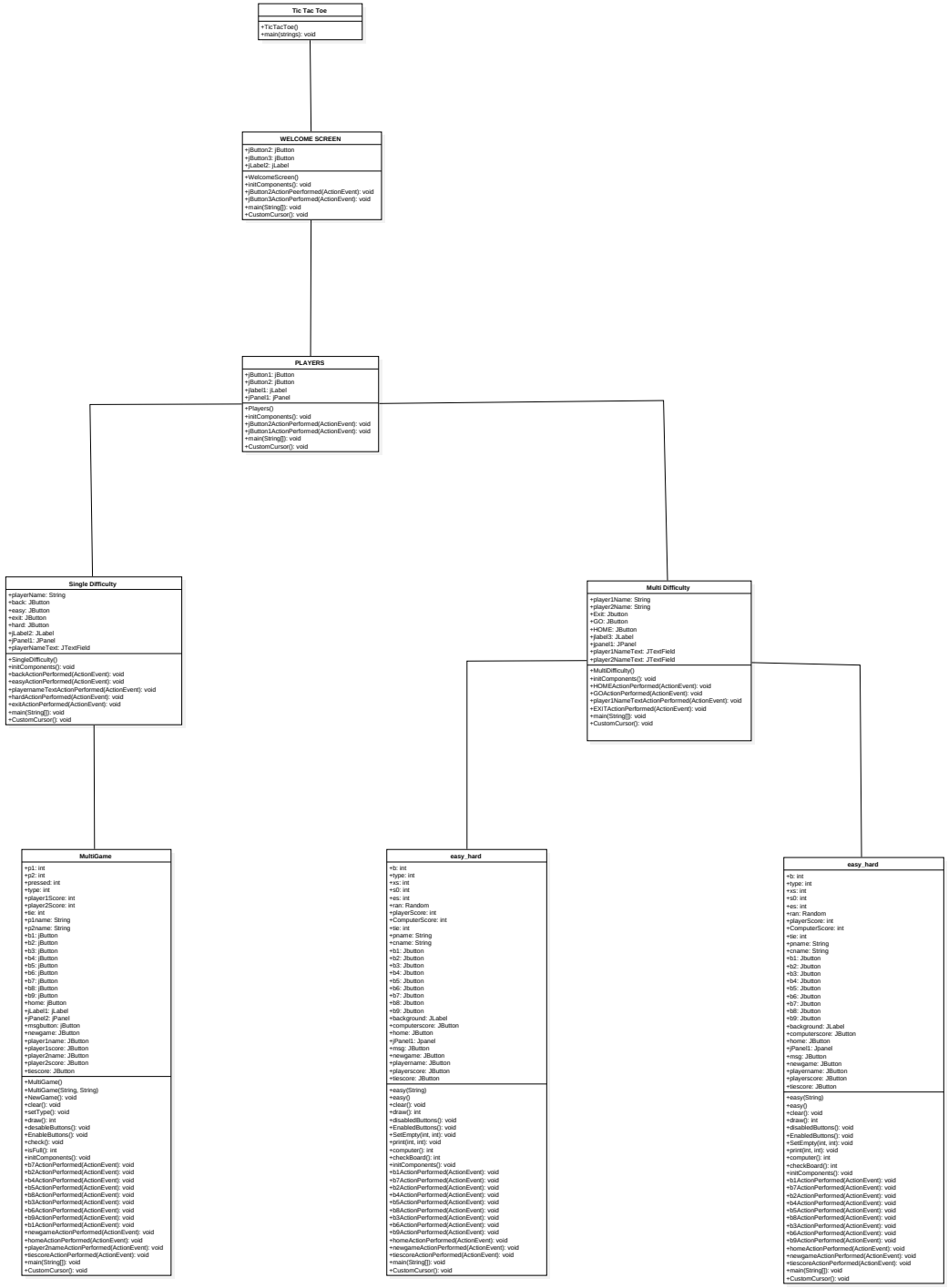
Model::Main


Tic Tac Toe
+TicTacToe()
+main(strings): void
WELCOME SCREEN
+jButton2: jButton
+jButton3: jButton
+jLabel2: JLabel
+WelcomeScreen()
+initComponents(): void
+jButton2ActionPeerformed(ActionEvent): void
+jButton3ActionPerformed(ActionEvent): void
+main(String[]): void
+CustomCursor(): void
PLAYERS
+jButton1: jButton
+jButton2: jButton
+jlabel1: jLabel
+jPanel1: JPanel
+Players()
+initComponents(): void
+jButton2ActionPerformed(ActionEvent): void
+jButton1ActionPerformed(ActionEvent): void
+main(String[]): void
+CustomCursor(): void
Single Difficulty
+playerName: String
+back: JButton
+easy: JButton
+exit: JButton
+hard: JButton
+jLabel2: JLabel
+jPanel1: JPanel
+playerNameText: JTextField
+SingleDifficulty()
+initComponents(): void
+backActionPerformed(ActionEvent): void
+easyActionPerformed(ActionEvent): void
+playernameTextActionPerformed(ActionEvent): void
+hardActionPerformed(ActionEvent): void
+exitActionPerformed(ActionEvent): void
+main(String[]): void
+CustomCursor(): void
Multi Difficulty
+player1Name: String
+player2Name: String
+Exit: Jbutton
+GO: JButton
+HOME: JButton
+jlabel3: JLabel
+jpanel1: JPanel
+player1NameText: JTextField
+player2NameText: JTextField
+MultiDifficulty()
+initComponents(): void
+HOMEActionPerformed(ActionEvent): void
+GOActionPerformed(ActionEvent): void
+player1NameTextActionPerformed(ActionEvent): void
+EXITActionPerformed(ActionEvent): void
+main(String[]): void
+CustomCursor(): void
MultiGame
+p1: int
+p2: int
+pressed: int
+type: int
+player1Score: int
+player2Score: int
+tie: int
+p1name: String
+p2name: String
+b1: jButton
+b2: jButton
+b3: jButton
+b4: jButton
+b5: jButton
+b6: jButton
+b7: jButton
+b8: jButton
+b9: jButton
+home: jButton
+jLabel1: jLabel
+jPanel2: jPanel
+msgbutton: jButton
+newgame: JButton
+player1name: JButton
+player1score: JButton
+player2name: JButton
+player2score: JButton
+tiescore: JButton
+MultiGame()
+MultiGame(String, String)
+NewGame(): void
+clear(): void
+setType(): void
+draw(): int
+desableButtons(): void
+EnableButtons(): void
+check(): void
+isFull(): int
+initComponents(): void
+b7ActionPerformed(ActionEvent): void
+b2ActionPerformed(ActionEvent): void
+b4ActionPerformed(ActionEvent): void
+b5ActionPerformed(ActionEvent): void
+b8ActionPerformed(ActionEvent): void
+b3ActionPerformed(ActionEvent): void
+b6ActionPerformed(ActionEvent): void
+b9ActionPerformed(ActionEvent): void
+b1ActionPerformed(ActionEvent): void
+newgameActionPerformed(ActionEvent): void
+homeActionPerformed(ActionEvent): void
+player2nameActionPerformed(ActionEvent): void
+tiescoreActionPerformed(ActionEvent): void
+main(String[]): void
+CustomCursor(): void
easy_hard
+b: int
+type: int
+xs: int
+s0: int
+es: int
+ran: Random
+playerScore: int
+ComputerScore: int
+tie: int
+pname: String
+cname: String
+b1: Jbutton
+b2: Jbutton
+b3: Jbutton
+b4: Jbutton
+b5: Jbutton
+b6: Jbutton
+b7: Jbutton
+b8: Jbutton
+b9: Jbutton
+background: JLabel
+computerscore: JButton
+home: JButton
+jPanel1: Jpanel
+msg: JButton
+newgame: JButton
+playername: JButton
+playerscore: JButton
+tiescore: JButton
+easy(String)
+easy()
+clear(): void
+draw(): int
+disabledButtons(): void
+EnabledButtons(): void
+SetEmpty(int, int): void
+print(int, int): void
+computer(): int
+checkBoard(): int
+initComponents(): void
+b1ActionPerformed(ActionEvent): void
+b7ActionPerformed(ActionEvent): void
+b2ActionPerformed(ActionEvent): void
+b4ActionPerformed(ActionEvent): void
+b5ActionPerformed(ActionEvent): void
+b8ActionPerformed(ActionEvent): void
+b3ActionPerformed(ActionEvent): void
+b6ActionPerformed(ActionEvent): void
+b9ActionPerformed(ActionEvent): void
+homeActionPerformed(ActionEvent): void
+newgameActionPerformed(ActionEvent): void
+tiescoreActionPerformed(ActionEvent): void
+main(String[]): void
+CustomCursor(): void
easy_hard
+b: int
+type: int
+xs: int
+s0: int
+es: int
+ran: Random
+playerScore: int
+ComputerScore: int
+tie: int
+pname: String
+cname: String
+b1: Jbutton
+b2: Jbutton
+b3: Jbutton
+b4: Jbutton
+b5: Jbutton
+b6: Jbutton
+b7: Jbutton
+b8: Jbutton
+b9: Jbutton
+background: JLabel
+computerscore: JButton
+home: JButton
+jPanel1: Jpanel
+msg: JButton
+newgame: JButton
+playername: JButton
+playerscore: JButton
+tiescore: JButton
+easy(String)
+easy()
+clear(): void
+draw(): int
+disabledButtons(): void
+EnabledButtons(): void
+SetEmpty(int, int): void
+print(int, int): void
+computer(): int
+checkBoard(): int
+initComponents(): void
+b1ActionPerformed(ActionEvent): void
+b7ActionPerformed(ActionEvent): void
+b2ActionPerformed(ActionEvent): void
+b4ActionPerformed(ActionEvent): void
+b5ActionPerformed(ActionEvent): void
+b8ActionPerformed(ActionEvent): void
+b3ActionPerformed(ActionEvent): void
+b6ActionPerformed(ActionEvent): void
+b9ActionPerformed(ActionEvent): void
+homeActionPerformed(ActionEvent): void
+newgameActionPerformed(ActionEvent): void
+tiescoreActionPerformed(ActionEvent): void
+main(String[]): void
+CustomCursor(): void