HW # 18(18a & 18b & 18c)

The goal of this assignment is to create a graphical Tic-Tac-Toe game using Swing buttons. Upload the program when you complete it.

There will be two Frames for this game. One frame will be the playing surface with a 3 x 3 grid of buttons. The second frame will be a message window. The message window will initially display this text: Player O's turn first (or it could be Player X's turn first. You can decide). After the first button is clicked on, the message will change to Player X's turn (or Player O's turn if X went first).

Use anonymous event handlers, one for each button, to handle button pressing. Also, use icons I supply via the class web page. Icons are approximately 70 x 70 pixels in size. When a button is pressed, the associated event handler will set the disabled icon to O or X depending on which player is active and then disable the button which causes the disabled icon to be displayed. Any future click on that button will have no affect.

For this assignment, you must follow the description above and the outline below. Use functions from the examples on the class webpage:
        Swing - example buttons with icons
        Swing - example text array
        Swing - example anonymous event handler
When creating buttons, no text will be specified for the button, only a file name for the associated icon.

For HW #18a No code, just a text file that outlines your design. HW#18a is to be turned in before writing the code for HW#18b.

For HW #18b there is no display of winning or losing. The program doesn't keep track of completing three Xs or Os in a row.
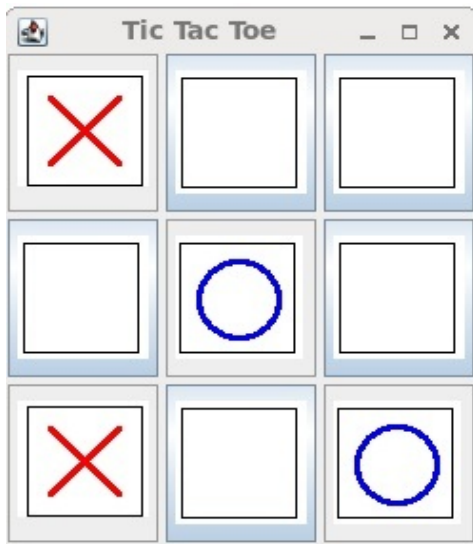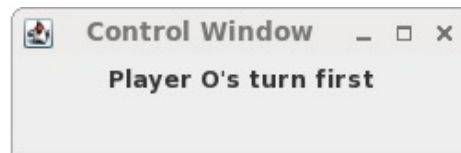
For HW #18c adds detection of winning and displays a message about the winner.

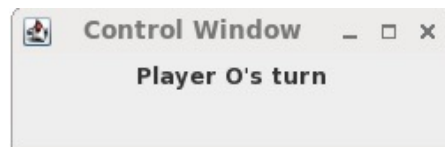NOTE: DO NOT SEARCH FOR A SOLUTION. DO YOUR OWN DESIGN.
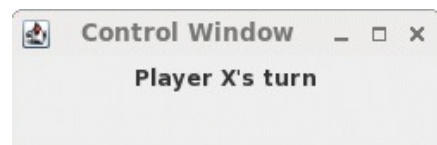
Samples of the created frames
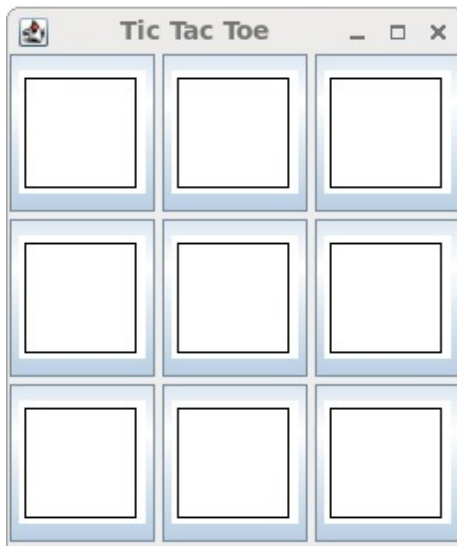
Blank before play begins.

After 4 plays

OR

depending on who started first