CS212: Project 2 (ON GUIs)

This project has 3 parts. However, part 3 is optional.

**Part1:**

(1) Divide the content pane into two parts, side by side.

(2) In the first pane, create a 3x3 grid for Tic Tac Toe stored as 9 JButtons.

(3) You should to be able to play the game with a second human player by just clicking the buttons.

(4) Increase the font size to fill each square of the grid with either an “X” or an “O”.

(5) The second pane holds a ReStart Button and a text area to display information.

(6) Additionally create a 3x3 two dimensional array called play, and store moves in it as the game is progressing.

(7) Using this array, declare a winner or a draw.

(8) Imagine what should happen before a game begins or play a game against yourself to understand what you have to do before one plays the game.

(9) After that plan what classes you need.

(10) Plan your game and show it to your lab instructors. When they approve the plan, go ahead and code it.

**Part2:**

Modify the game so that a human player plays the game with a computer that uses random moves.

The tic tac toe GUI should look as shown below.
Part 3: (optional extra credit)

Modify the game so that a human player plays the game with a computer that makes smart moves.

What does it mean for a computer to make a smart move?

The computer looks at the game position, then for each possible move, the computer analyzes all possible outcomes before it chooses the best move. This could make good use of recursion!

You have to write an analysis method that would enable the computer do this.

Those of you, who can do this give it a try.

You have until May 15th to submit this project.

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