

Unit 7 Assignment 3:

You are a part of a programming team whose job is to create several board games. In working with your colleagues it has been determined that you can eliminate a lot of code if you have a Piece class and a Board class that can be used by all of the games you are to create.

Your job is to develop a Java application that will allow the users to play a 3x3 game of Tic-Tac-Toe. You **MUST** use the Piece class and the Board class developed by the other programmers. This will give you some idea of what it is like to be part of a programming team. It will also give you some experience in using collaborators. The Piece class and the Board class can be found in the JavaData folder. You **MUST** use every method included in each of the two classes. As you develop your driver class please make sure that you are using a 2-D array of Pieces for your game and not a 2-D array of Strings!

As you are developing the driver class make sure the game accounts for each of the following situations:

- 1) The game will not permit a user to place a new Piece in a cell that is already occupied.
- 2) The game can determine and display the game is a tie (Cats Game).
- 3) The game can determine and display the game was won by player X.
- 4) The game can determine and display the game was won by player O.

You may assume the users of the game will not enter data that will crash the game.

When you believe your game is finished, you must ask your teacher to play the game. Upon playing the game, your teacher may accept it as being done or he may make suggestions on how it could be improved.

When your game has been accepted, you must submit the following items electronically:

Piece.class	Board.class	TicTacToe.class
Piece.java	Board.java	TicTacToe.java