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**GameOverDialog.java**

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```
// Decompiled by Jad v1.5.8e2. Copyright 2001 Pavel Kouznetsov.
// Jad home page: http://kpdus.tripod.com/jad.html
// Decompiler options: packimports(3) space
// Source File Name:   GameOverDialog.java

package view;

import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import javax.swing.*;

// Referenced classes of package view:
//     TicTacToeFrame

public class GameOverDialog extends JDialog
{
    public GameOverDialog(TicTacToeFrame tictactoeFrame)
    {
        super(tictactoeFrame);
        panel1 = new JPanel();
        BorderLayout1 = new BorderLayout();
        jLabel1 = new JLabel();
        JPanel1 = new JPanel();
        quitBtn = new JButton();
        restartBtn = new JButton();
        try
        {
            jbInit();
            pack();
            setLocation((tictactoeFrame.getLocation().x + tictactoeFrame.getWidth() /
2) - getWidth() / 2, (tictactoeFrame.getLocation().y + tictactoeFrame.getHeight(
) / 2) - getHeight() / 2);
        }
        catch (Exception exception)
        {
            exception.printStackTrace();
        }
    }

    void jbInit()
    throws Exception
    {
        panel1.setLayout(BorderLayout1);
        jLabel1.setBackground(Color.red);
        jLabel1.setFont(new Font("Dialog", 0, 24));
        jLabel1.setOpaque(true);
        jLabel1.setHorizontalAlignment(0);
        jLabel1.setHorizontalTextPosition(2);
        jLabel1.setText("The computer has won!");
        quitBtn.setText("Quit");
        quitBtn.addActionListener(new ActionListener() {

            public void actionPerformed(ActionEvent actionevent)
            {
                quitBtn_actionPerformed(actionevent);
            }

        });
        restartBtn.setText("Restart");
        restartBtn.addActionListener(new ActionListener() {

            public void actionPerformed(ActionEvent actionevent)
            {
                restartBtn_actionPerformed(actionevent);
            }

        });
    }
}
```

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**GameOverDialog.java**

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```
setResizable(false);
getContentPane().setBackground(SystemColor.control);
setModal(true);
setTitle("Game Over.");
JPanel1.setBackground(Color.cyan);
getContentPane().add(panel1);
panel1.add(jLabel1, "North");
panel1.add(JPanel1, "Center");
JPanel1.add(quitBtn, null);
JPanel1.add(restartBtn, null);
}

void draw()
{
    jLabel1.setText("It's a Draw!");
    show();
}

void playerWon(String s)
{
    jLabel1.setText(s + " has won!");
    show();
}

void quitBtn_actionPerformed(ActionEvent actionevent)
{
    dispose();
    ((TicTacToeFrame)getOwner()).exit();
}

void restartBtn_actionPerformed(ActionEvent actionevent)
{
    dispose();
    ((TicTacToeFrame)getOwner()).resetAll();
}

JPanel panel1;
BorderLayout BorderLayout1;
JLabel jLabel1;
JPanel JPanel1;
JButton quitBtn;
JButton restartBtn;
}
```

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**IModelAdmin.java**

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```
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// Decompiler options: packimports(3) space  
// Source File Name:   IModelAdmin.java
```

```
package view;  
  
import java.util.Vector;  
  
public interface IModelAdmin  
{  
    public abstract void reset();  
    public abstract void exit();  
    public abstract Vector getPlayers();  
    public abstract void setPlayers(Object obj, Object obj1);  
}
```