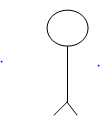
UML DIAGRAMS



ANY PLAYER CLEARING THE 3 BOXES WILL BE THE WINNER

NO OVERWRITING OF BOXES

PLAYERS MARK X AND O

USER

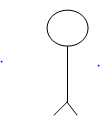
# 

PLAYERS

INPUT:X OR 0

RESULT

INPUT :WINNER



THE WINNER IS DECLARED

SYSYTEM

THE SECOEND PLAYER WILL ENTER X

PLAYER 1 WILL ENTER 0

DISPLAY

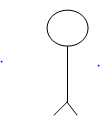
WINNER

PLAYER 2

INPUT MESSAGE :0

PLAYER 1

INPUT MESSAGE:X



SYSYTEM

INPUT FROM USER

RESULT IS STORED

DOES MEMORY OPERATIONS