

UltimateBoard -boards: Board[] -boardRowSize: int -boardColSize: int +UltimateBoard() +getBoards(): Board[] +getBoard(boardNo: int): Board +setBoards(boards: Board[]): void +getBoardRowSize(): int +setBoardRowSize(boardRowSize: int): void +getBoardColSize(): int +setBoardColSize(boardColSize: int): void -initBoards(): void +isFull(): boolean +makeMove(mark: String, board: int, row: int, col: int): boolean +getMark(board: int, row: int, col: int): String -printBoards(boardNo: int): void +isFull(boardNo: int): boolean +setBoardWinner(boardNo: int, mark: String): void +getBoardWinner(boardNo: int): String +replaceAvailableSpots(boardNo: int): void +printAvailableSpots(boardNo: int): void Board -boxes: Box[] -boardRowSize: int -boardColSize: int -name: String -winner: String +Board()

+Board(boardRowSize: int, boardColSize: int, name: String) +getBoxes(): Box[] -setBoxes(boxes: Box[]): void

+getRowSize(): int

-setRowSize(boardRowSize: int): void

+getColSize(): int

-setColSize(boardColSize: int): void

+getName(): String

-setName(name: String): void

+getWinner(): String

+setWinner(winner: String): void

-init(): void

-initBoxes(): void

+isFull(): boolean

+makeMove(mark: String, row: int, col: int): boolean +makeMove(mark: String, index: index): boolean

+getMark(row: int, col: int): String

+print(index: int, boardNo: int): void

+setSize(row: int, col: int): void

+replaceAvailableSpots(): void

+printAvailableSpots(): void

## Box

-placeholder: String

+Box()

+Box(placeholder: String) +getPlaceHolder(): String

+setPlaceholder(player: String): boolean

+print(): void

+isAvailable(): boolean