**UML DIAGRAM:**

**TICTACTOE CLASS:**

Int[][] board;

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void initBoard();

void placeMark(int row,int col,char mark);

void dispBoard();

boolean checkColWin();

boolean checkRowWin();

boolean checkDigWin();

boolean checkDraw();

**HUMANPLAYER CLASS:**

String name;

Char mark;

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void makeMove();

Boolean isValid();