Thes are the uml chages and why:  
in the player class I change the attribute of player instead of cell I put it a char for the symbol chosen by the player my first thought was to make 3 type of cell and assign a cell to each player the I change it to 1 type of cell and the player change the character in the sell

In human and Ai classes I added isAi as a final constant to know in the methode Gaimelogic if is ai =1 the makemouve method of the ai will override makeMouve of class player player and for human the same

In the Grid class I added a hashmap to the attribute and the fuctionninitializeGrid files the hasmap with the coordinates as key and the 2d array index as values for example( A1 refers to 0,0 in the 2d array ), I added the placeSymbol method to replace the character inside a given cell , I added isCellempty to check if the cell is empty to insert a character into it , and getCEllvalue if for the checkwin method in gamelogic class

In gamelogic class I made a playgame methode which runs the game I remouved the chekdraw methide and added a variable mouvecount in playgame to chek after 9 mouve if checkwin methide return false the it’s a draw , initialize game will create a new grid and create the player