Keyboard.java

+ int ReadInt()

Woo.java

- String[][] Board

+ String toString()

+ void startGame()

+ boolean isWin(int r, int c)

+ boolean isWinDiag()

+ void playerInput(int r, int c)

+ void aiStart()

+ boolean isEmpty(int r, int c)

+ boolean checkTwo(int r, int c)

+ boolean isNextToX(int r, int c)