Noughts and Crosses

Player

- name: String

- symbol: String

- turn: boolean

+ Player()

+ Player(name: String)

+ getName(): String

+ getSybol(): String

+ isTurn(): boolean

+ setName(name:String):void

+ setSymbol(symbol: String):void

+ setTurn(turn: boolean):

Board

+ board: String[][]

+ numberOfMoves: int

+ Board()

+ print():void

+ getBoard(): String[][]

+ getNumberOfMoves():int

+ initialize(): void

+ marPosition(x:int y:int, symbol:String):void

NoughtsAndCrossesGame

- player1: Player

- player2: Player

- board: Board

- scanner: Scanner

+ play(): void

- initPlayers(): void

- nextTurn(): void

- makeMove(): void

- changeTurn(): void

- endGame(): void

- getSybolTurn(): String

- doWeHaveAWinner(): boolean

- checkForWinner(): boolean

Game

+ game: NoughtsAndCrossesGame

+ main(): void