Class: Board

Data member: 3x3 2D Array initialized to empty to string

Boolean Function makeMove – parameters ( x coordinate, y coordinate of move)

Return makeMove = true “ if move is possible “

Return makeMove = false “if move already has value”

Enum Function gameState – no parameters

Return X\_Won, O\_Won, Draw, or Unfinished

Class TicTacToe

Field for a Board object

Field for whose turn

Construct char parameter that specifies whether ‘x’ or ‘o’ should have the first move.

Enum Function Play {

While Enum = Unfinished && makeMove[newName] = False{

“Player whose turn Please make your move”

}

If (makeMove = true){

If (whoseTurn = 0){

whoseTurn = x

}

else{ whoseTurn = 0

}

If Enum != Unfinished{

Return Enum;

}

}

}

}