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TITLE: ASSIGNMENT 2 – TICTACTOE CLASS DIAGRAM
TOOL: EASYUML PLUGIN– NETBEANS IDE

TicTacToe

+ static void main(String[] args)

Board
- Block[][] block
- String state

+ void makeMove()
+ String getState()
+ String updateState()
+ String monitorGame()
+ boolean isEmpty()
+ void displayBoard()

Block
- String state

+ String setState()
+ String getState()
+ boolean isEmpty()
+ String toString()

Game
- Board gameBoard
- Player playerX
- Player playerO
- String toss

+ String getPlayerXName()
+ String getPlayerOName()
+ String tossCoin()
+ void makeMove()
+ String announceWinner()
+ void start()

Board

Block

1..1

1..*

1..*

<<implements>>

<<interface>>
∞ **Global**
+ String getPlayerXName()
+ String getPlayerOName()
+ void makeMove()

<<implements>>

Board

Player

1..*

<>
Player
- String playerXSymbol
- String playerOSymbol
- Board A

+ String getPlayerXName()
+ String getPlayerOName()
+ Board play(Board A)

<<implements>>

is

is

HumanPlayer

+ Board play(Board B)

AIPlayer

+ Board play(Board C)