We want to develop a Tic-Tac-Toe game server, where, two client machines will connect to it and then start playing.

Your task is to distribute the work with two players following the given rules:

- Two players can be playing from two different machines;
- The current board can be shown in the Server or sent to the client (or both);
- The client requests should be sent by the Client machines (one for axes one for knots);
- The structure of the classes should be kept, but you can change the code;
- You shall develop only the interaction between humans