TicTecToe::Collaboration1::Interaction1::TicTacToe

interaction TicTacToe

| **TicTacToeBoard** | **Ran Num Generator** | **Scanner** |

1 : Game Start

2 : generate random number

3 : reply

4 : generate random number

5 : reply

6 : move

7 : check game state

8 : user input

9 : send input

10 : check validity then make change

11 : check game state

«Enum»
SeatType

to determine what type should a seat be, use index as threshold for seat types. from x to y window, n to m aisle.

Seat

+SeatType seatType
+boolean occupied

Passenger

-String name
-classPreference
-numOfCompanion
-seatingPreference

AirplaneCabim

-int capacity
-Seat firstClass[20]
-Seat economy[180]