Defects:

1. Board was not initialized fully. There was bug that board was initialized from 0 to row < 2 instead of 3. So only 4 fields of table were populated with empty squares. Fixed by changing 2 to 3.

**for** (**int** row = 0; row < 3; row++) {

**for** (**int** col = 0; col < 3; col++) {

board[row][col] = Square.***EMPTY***; // all squares empty

}

1. Misplaced graphic elements. O instead of X.

Board was printing O instead of X and. There was typo in printSquare method. Fixed

All defects are fixed and there are no more know defects.