**Skýrsla**

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| Board |  |  |  |
| - char Tiles[MaxSize][MaxSize]; |  |  | TicTacToe |
| - int MaxSize |  |  | - Board; |
| - void SetMaxSize(int size); |  |  | - int player; |
| + boolean HasWon(); |  |  | - void Run(); |
| + char[][] GetBoard(); |  |  | - void Welcome(); |
| + void Insert(int player, int x, int y); |  |  | - boolean PlayAgain() |
| + void Restart();  + boolean IsFull(); |  |  |  |