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| Main |
| Member variables:  - Player  -AI  -tries : int |
| Member functions:  Game()  Game()~  +start() : void |

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| Player |
| Member variables:  - |
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| Board |
| Member variables:  -tries : int  -size : int  -board :int[tries][size] |
| Member functions:  Board()  Board()~ |

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| AI |
| Member variables:  -code : int[]  - size : int |
| Member functions:  AI()  AI~  -gencode() : void  -getcode() : int\* |