Developer Documentation for Tic-Tac-Toe

Classes:

Main.java: Driver program for everything

Disposer.java: Interface for disposing resources

Game.java: Handles logic of the game itself. Implements the Disposer interface.

GameManager.java: Handles hosting and joining of games

HttpErrors.java: Contains methods for HTTP errors

FileHandler.java: Handles files served with HTTP.

StaticHandler.java, TemplateHandler.java: Child classes of FileHandler for handling files and assets served with HTTP.
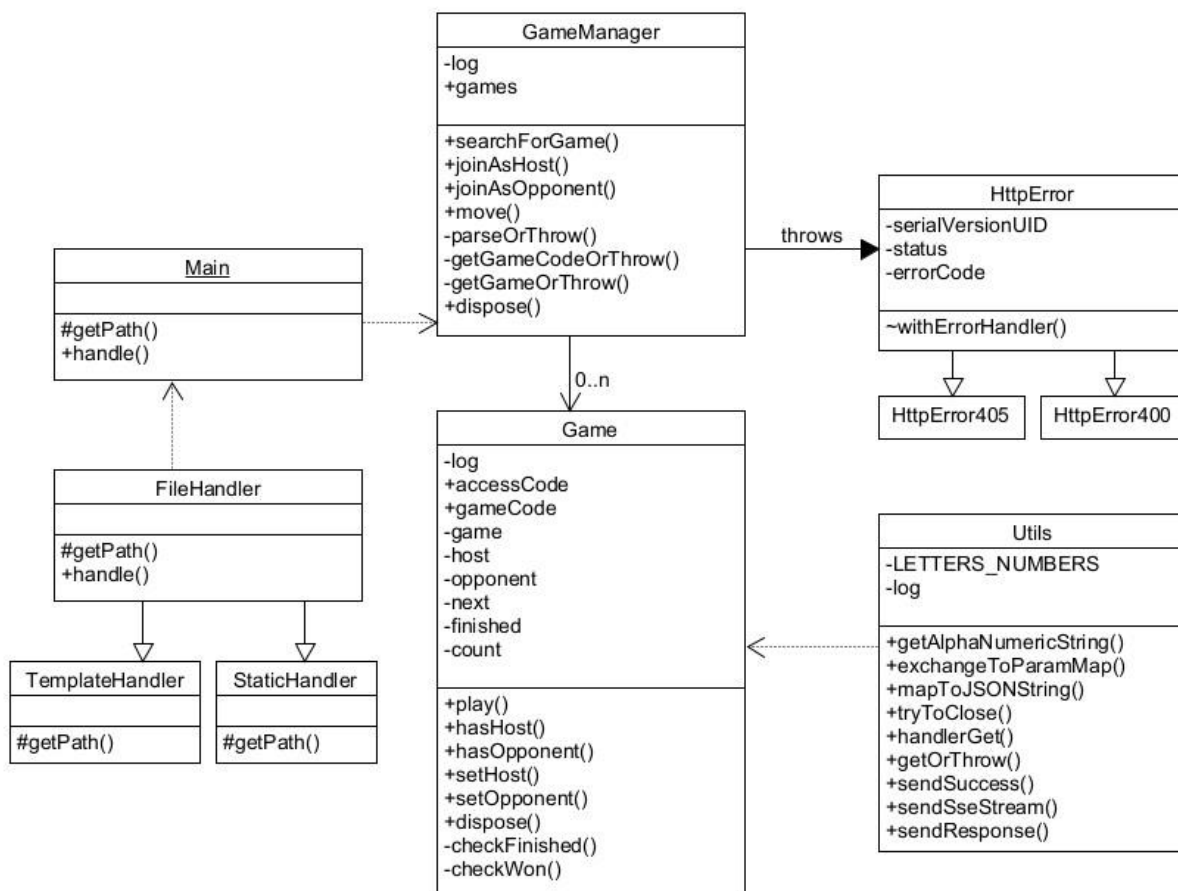
Utils.java: Utilities class for HTTP.

Figure 1. UML Class diagram for Tic-tac-toe