Testing Plan: Play the game a few times trying to force the computer to move into all possible positions. Test win conditions for each player and ensure proper endgame mechanics.

When O wins 'O loses' is displayed
When X wins 'X loses' is displayed
        -Win condition is bugged entirely. Rewrite win function to say player(type) wins.

When O moves on middle left square the 'o' is lower case.
        -When middle left square is clicked by computer the O is lower case.
        -If the middle left square is already occupied by an X on O's 3rd turn and the top right square is occupied then the lower case o will overwrite the existing X.

O can only move into the top 3 spaces and far left space after which all moves are x's.
        -Program should be rewritten to accept more O moves.