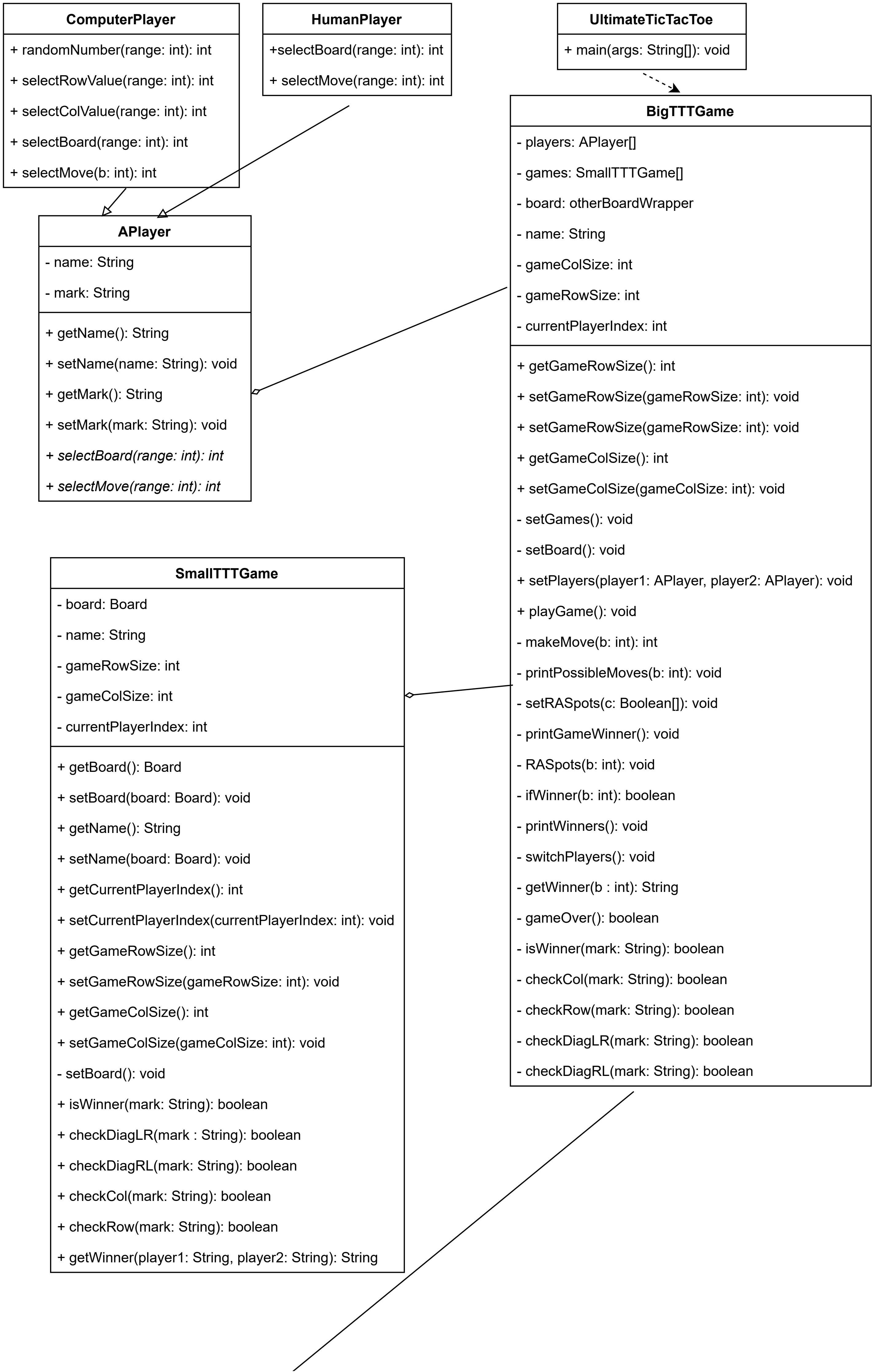


ComputerPlayer

+ randomNumber(range: int): int

+ selectRowValue(range: int): int

+ selectColValue(range: int): int

+ selectBoard(range: int): int

+ selectMove(b: int): int

HumanPlayer

+selectBoard(range: int): int

+ selectMove(range: int): int

UltimateTicTacToe

+ main(args: String[]): void

BigTTTGame

- players: APlayer[]

- games: SmallTTTGame[]

- board: otherBoardWrapper

- name: String

- gameColSize: int

- gameRowSize: int

- currentPlayerIndex: int

+ getGameRowSize(): int

+ setGameRowSize(gameRowSize: int): void

+ setGameRowSize(gameRowSize: int): void

+ getGameColSize(): int

+ setGameColSize(gameColSize: int): void

- setGames(): void

- setBoard(): void

+ setPlayers(player1: APlayer, player2: APlayer): void

+ playGame(): void

- makeMove(b: int): int

- printPossibleMoves(b: int): void

- setRASpots(c: Boolean[]): void

- printGameWinner(): void

- RASpots(b: int): void

- ifWinner(b: int): boolean

- printWinners(): void

- switchPlayers(): void

- getWinner(b : int): String

- gameOver(): boolean

- isWinner(mark: String): boolean

- checkCol(mark: String): boolean

- checkRow(mark: String): boolean

- checkDiagLR(mark: String): boolean

- checkDiagRL(mark: String): boolean

APlayer

- name: String

- mark: String

+ getName(): String

+ setName(name: String): void

+ getMark(): String

+ setMark(mark: String): void

+ *selectBoard(range: int): int*

+ *selectMove(range: int): int*

SmallTTTGame

- board: Board

- name: String

- gameRowSize: int

- gameColSize: int

- currentPlayerIndex: int

+ getBoard(): Board

+ setBoard(board: Board): void

+ getName(): String

+ setName(board: Board): void

+ getCurrentPlayerIndex(): int

+ setCurrentPlayerIndex(currentPlayerIndex: int): void

+ getGameRowSize(): int

+ setGameRowSize(gameRowSize: int): void

+ getGameColSize(): int

+ setGameColSize(gameColSize: int): void

- setBoard(): void

+ isWinner(mark: String): boolean

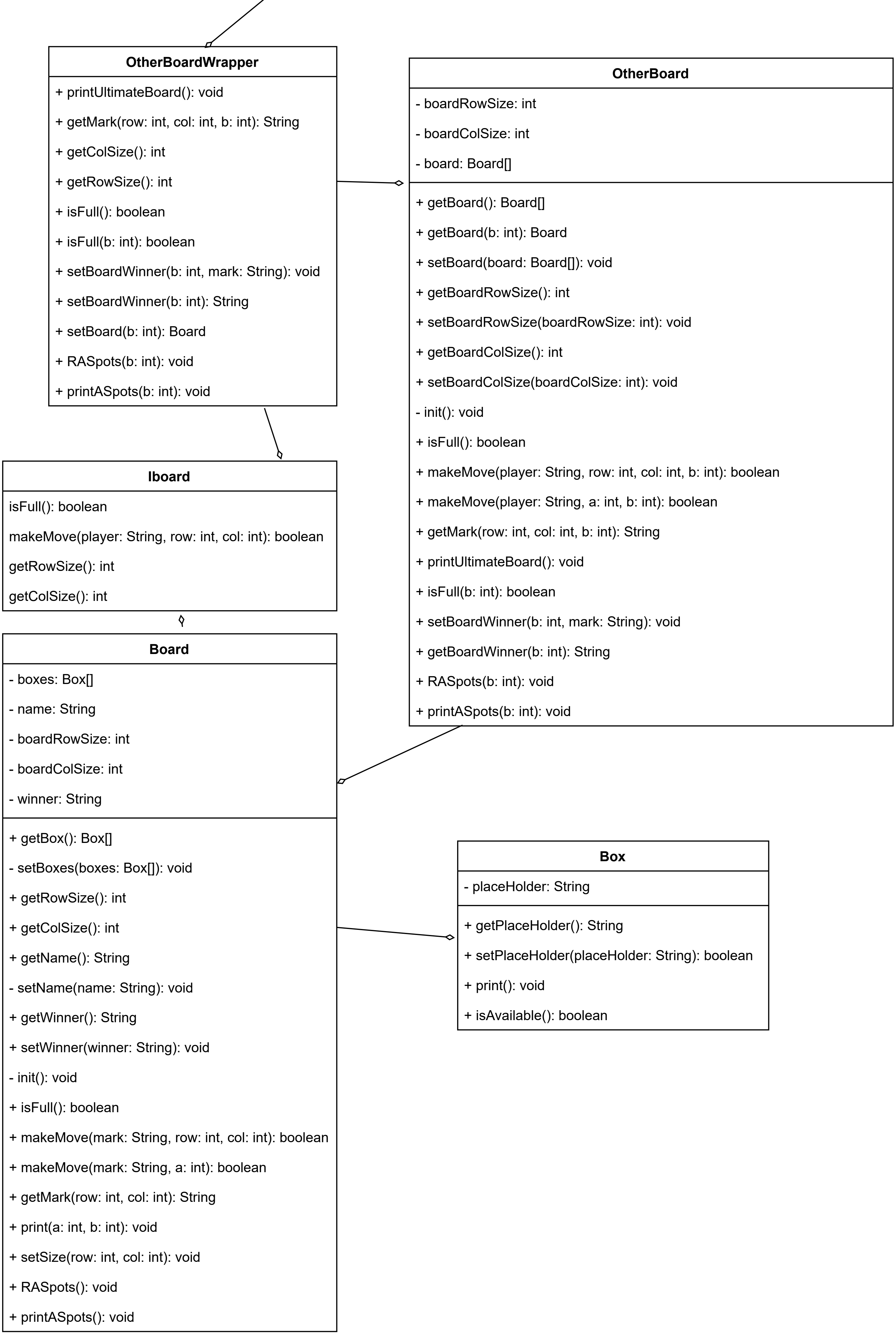
+ checkDiagLR(mark : String): boolean

+ checkDiagRL(mark: String): boolean

+ checkCol(mark: String): boolean

+ checkRow(mark: String): boolean

+ getWinner(player1: String, player2: String): String



OtherBoardWrapper

+ printUltimateBoard(): void
+ getMark(row: int, col: int, b: int): String
+ getColSize(): int
+ getRowSize(): int
+ isFull(): boolean
+ isFull(b: int): boolean
+ setBoardWinner(b: int, mark: String): void
+ setBoardWinner(b: int): String
+ setBoard(b: int): Board
+ RASpots(b: int): void
+ printASpots(b: int): void

OtherBoard

- boardRowSize: int
- boardColSize: int
- board: Board[]

+ getBoard(): Board[]
+ getBoard(b: int): Board
+ setBoard(board: Board[]): void
+ getBoardRowSize(): int
+ setBoardRowSize(boardRowSize: int): void
+ getBoardColSize(): int
+ setBoardColSize(boardColSize: int): void
- init(): void
+ isFull(): boolean
+ makeMove(player: String, row: int, col: int, b: int): boolean
+ makeMove(player: String, a: int, b: int): boolean
+ getMark(row: int, col: int, b: int): String
+ printUltimateBoard(): void
+ isFull(b: int): boolean
+ setBoardWinner(b: int, mark: String): void
+ getBoardWinner(b: int): String
+ RASpots(b: int): void
+ printASpots(b: int): void

Iboard

isFull(): boolean
makeMove(player: String, row: int, col: int): boolean
getRowSize(): int
getColSize(): int

Board

- boxes: Box[]
- name: String
- boardRowSize: int
- boardColSize: int
- winner: String

+ getBox(): Box[]
- setBoxes(boxes: Box[]): void
+ getRowSize(): int
+ getColSize(): int
+ getName(): String
- setName(name: String): void
+ getWinner(): String
+ setWinner(winner: String): void
- init(): void
+ isFull(): boolean
+ makeMove(mark: String, row: int, col: int): boolean
+ makeMove(mark: String, a: int): boolean
+ getMark(row: int, col: int): String
+ print(a: int, b: int): void
+ setSize(row: int, col: int): void
+ RASpots(): void
+ printASpots(): void

Box

- placeHolder: String

+ getPlaceHolder(): String
+ setPlaceHolder(placeHolder: String): boolean
+ print(): void
+ isAvailable(): boolean