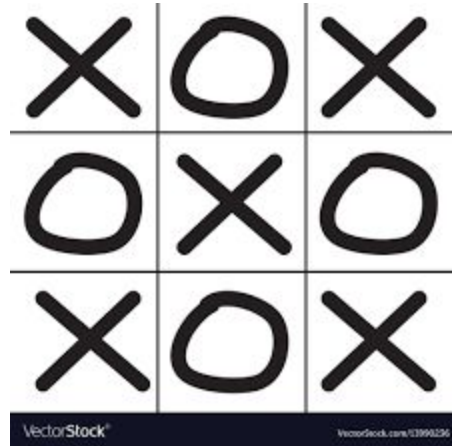# Tic Tac Toe:

Implement the famous game Tic Tac Toe *(check picture for reference)*

Your task is to write an implementation for the game Tic Tac Toe, the game is fairly simple and straightforward. You have 2 players that take turns placing their symbols (X or O) on a 3 x 3 Grid. The first player to successfully place 3 of his symbols in a row or a column or a diagonal is considered the winner. The game could also end in a draw if no player successfully places their symbols in the required way.

Implementation:
Step 1:
Create a player class that stores the name and the of player as well as the player's symbol.

Step 2:
Create a board class that represents the 3 x 3 grid the players will use.

Step 3:
Write the necessary functions for each class and create a test program that plays the game.