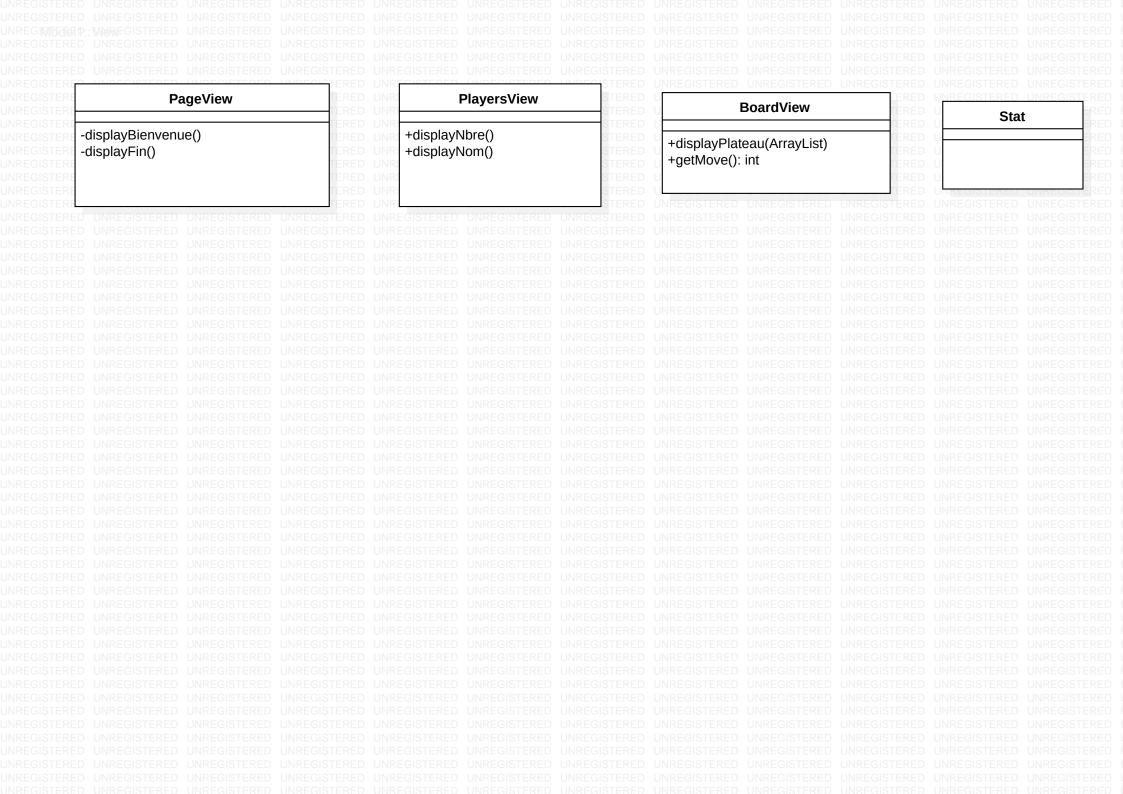
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## GridModel

+grid: ArrayList <int>

+setGrid(): boolean +getGrid(): ArrayList<int>

Class2

## PlayerModel

-name: String -symbol: char

+getName(): String +getSymbol(): char

## **AIPlayer**

-AIPlayer()

-radomName(): String -randomSymbol(): char +makeMove(): int

Bdd

