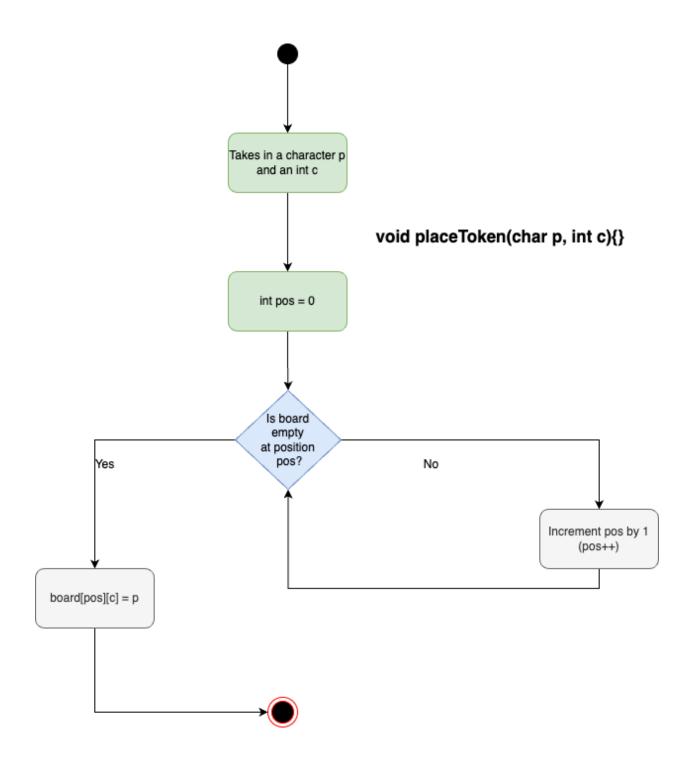
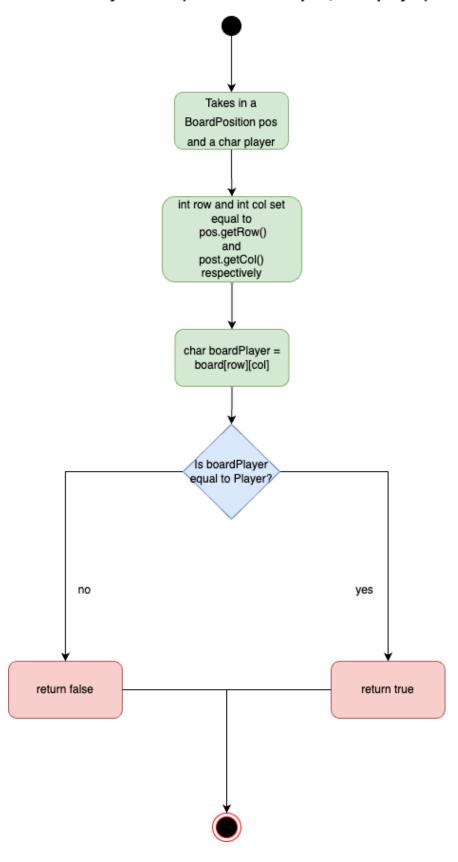
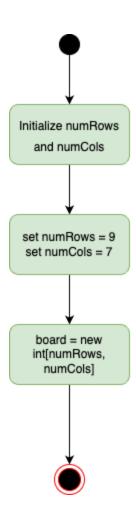
This is the document that has all of the GameBoard method diagrams for IGameBoard, AbsGameBoard, and GameBoard.

Near the end of the document there will be another page break and following that will be the GameScreen activity diagram

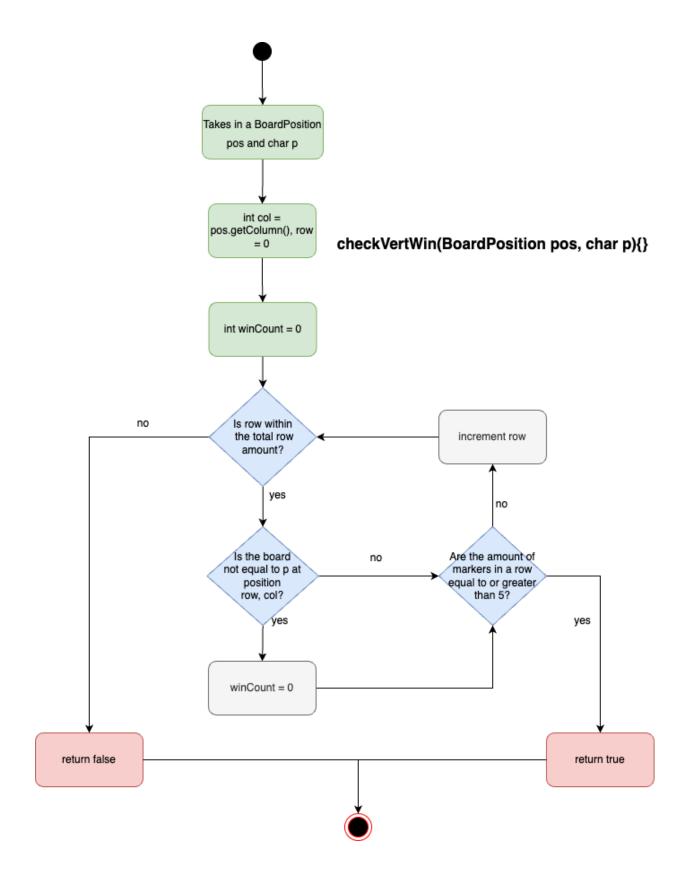


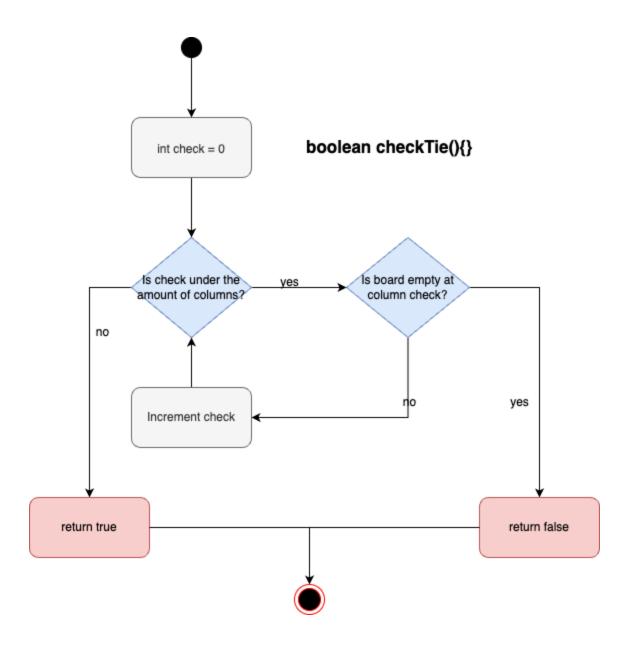
char isPlayerAtPos(BoardPosition pos, char player)

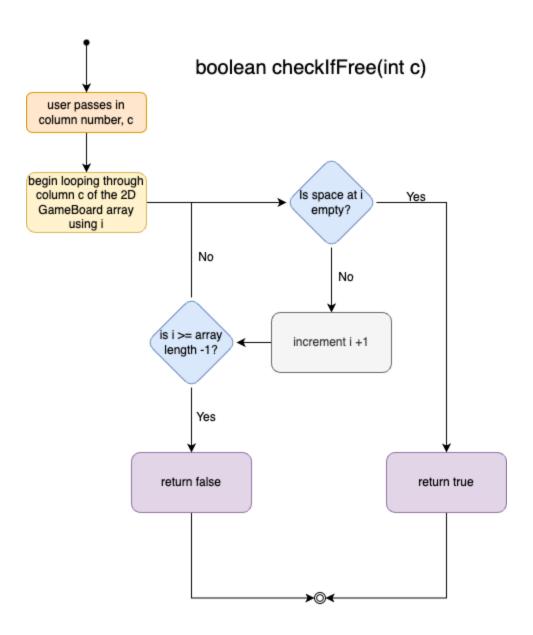


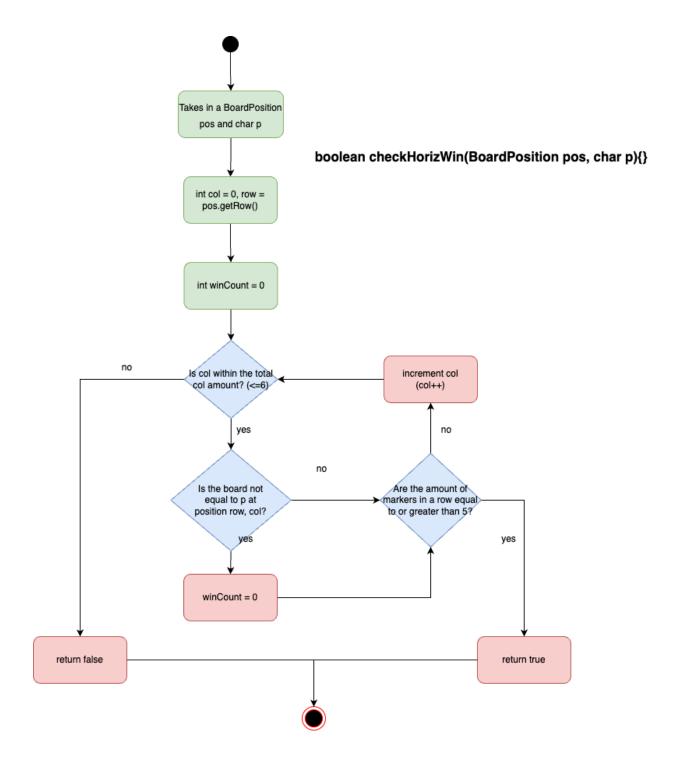


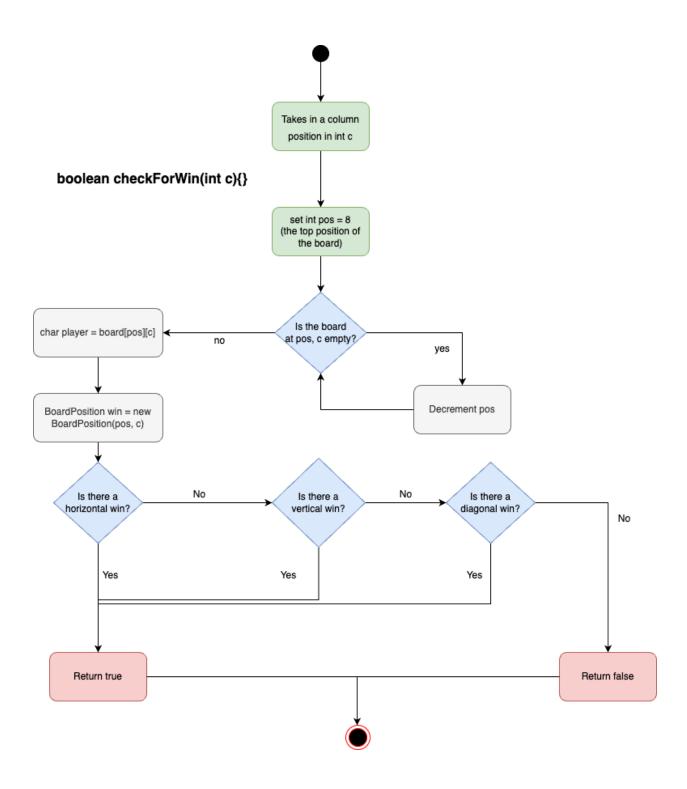
public GameBoard(){} the constructor

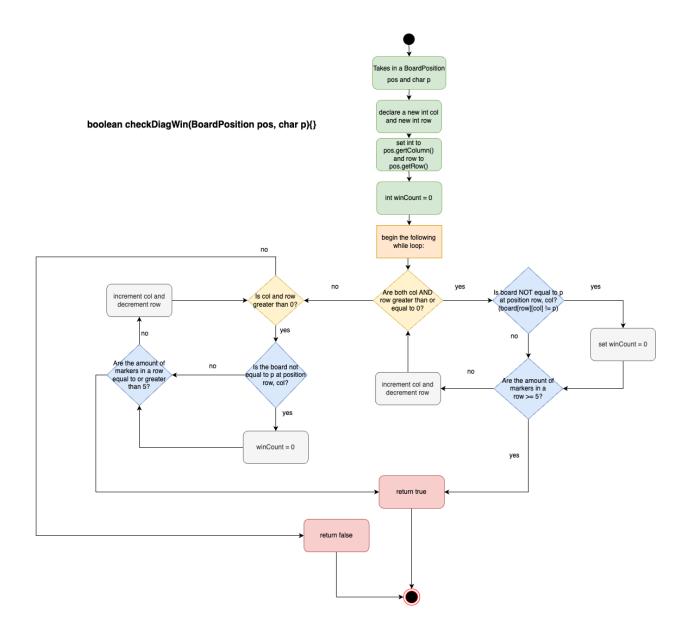




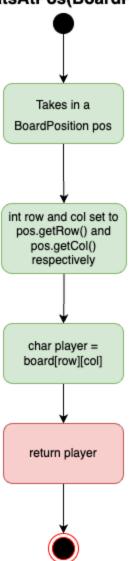








char whatsAtPos(BoardPosition pos)



GameScreen Activity Diagram on next page

GameScreen Call GameBoard constructor to make the board Call get row and get Prompt the next call BoardPosition Call toString of column to assign them to player for a location constructor to create BoardPosition to format the constructed to put a token a position user input correctly BoardPosition object properly Using the BordPosition object, call checklfFree from GameBoard to see if that location is free by calling isPlayerPos and whatsAtPos Νo is the location free? Yes GameBoard Νo placeToken No No GameBoard Νo checkTie checkDiagWin checkHorizWin checkVertWin checkForWin which calls the following: Yes Yes Yes Yes Print the win message for Print the tie message whichever player placed the last token

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