







## edu.neumont.csc150.ttt.model::Board - boardSquare : boardSquare[][] Board() + FillBoard(boardSquar bs): void <Class>> edu.neumont.csc150.ttt.model::BoardSquare -PlayerXPiece: X Player -PlayerOPiece: O Player -Avalible: Boolean BoardSquare() BoardSquare(Boolean:valibe) - isAvalible(): boolean -TakenBy(Player obj): x/yPlayer +getisAvalbile():boolean +setisAvalbile():void +getPlayerXpiece:Char

+setPlayerXpiece:void +getPlayerYpiece:Char -setPlayerYpiece:void

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