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**TootAndOtto class**

Methods:

1. getWin

Must test to see if win field is initialized with the correct parameter value

1. setWin

Must test to see if win field is correctly set with its respective parameter value

1. getTurn

Must test to see if turn field is initialized with the correct parameter value

1. setTurn

Must test to see if turn field is correctly set with its respective parameter value

1. getArray

Must test to see if array field is initialized with the correct parameter value

1. setArray

Must test to see if array field is correctly set with its respective parameter value