

nan_Player

er(name: string, id

t&, y: *int*&) : *void*

+fiveTictac_Board() : void
+count_three_in_row(symbol: T): void
+update_board(x: int, y: int, symbol: T) : void
+display_board(): void

ırd() : <i>void</i>	l I	+geππονε(λ. ππα, y. ππα) . νοια
n_row(symbol: <i>T</i>) :		
x: int, y: int,		
() : <i>void</i>		