TicTacToeController

- curGame: IGameBoard
- screen: TicTacToeView
- change_player: int
- num_player: int
- bp: BoardPosition
- count: int
- player: List<character>
- flag: boolean

TicTacToeController(IGameE
+ processButtonClick: int, int
+ newGame: void

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processButtonClick

- INPUT: row,col
- add ten players
- flag
  - **true** → new game
  - **false** → boardposition(row,col)
- checkspace
  - no → setMessage:space is taken
  - yes → placemarker
- setMarker
- setMessage: It's player's turn
- checkwinner
  - yes → flag=true, setMessage:player win
  - no → check for fraw
    - yes → set message: game end with a draw flage true
    - no →