



Tic-Tac-Toe game

UML diagram:

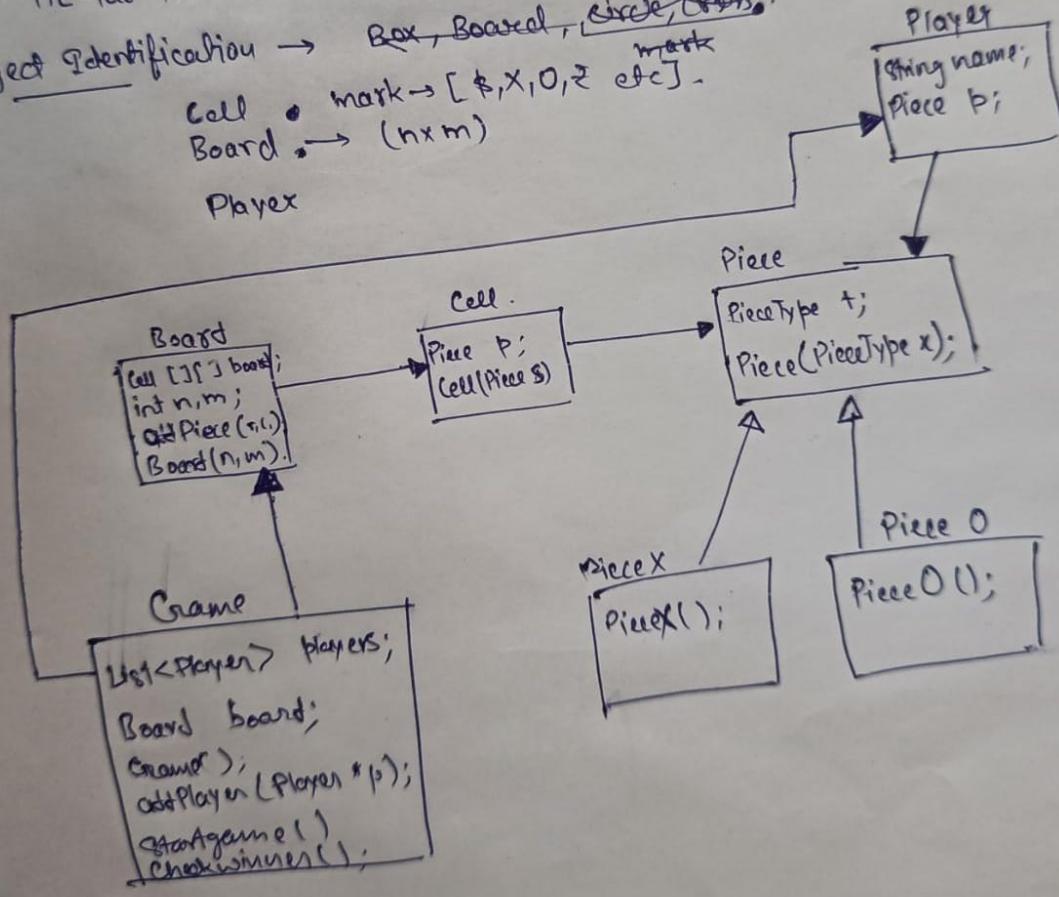
②. Tic-Tac-Toe Game :-

Object Identification → Box, Board, Circle, Cross.

Cell → mark → [\$, X, O, Z etc] - mark

Board → (n × m)

Player X



Note: Check Tic-Tac-ToeGame folder for implementation