checkState(ch: char, board: char[][]): boolean

getMove(board: char[][], player: char): void

Other Methods

drawboard(board: char[][]): void

false

true

false

true

Call checkState(‘X’, board),

Return Boolean value for over

Call drawboard(board)

Call getMove(board, ‘O’)

If (over = true)

Call checkState(‘X’, board),

Return Boolean value for over

Call drawboard(board)

Call getMove(board, ‘X’)

While (over = false)

Call drawboard(board)

Create char[][] board

Main Method