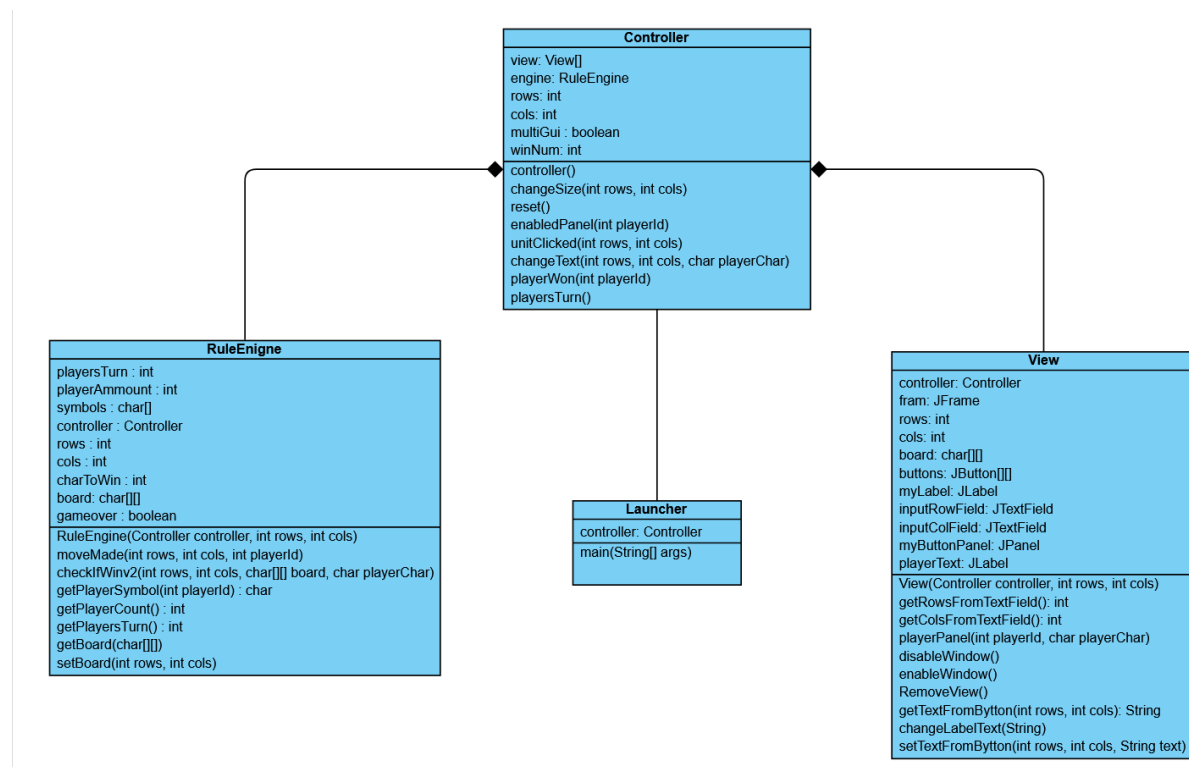


UML Class diagram for GoodTicTacToe



Code principles that terrible tic tac toe breaks:

SRP:

The entire class is responsible for handling the view, rules, players so it does not align with the single responsibility principle.

High Cohesion:

Because the code violates SRP the Cohesion becomes high and the code is hard to reuse, manage and maintain.

Low Coupling:

Again because the code violates SRP the dependency becomes high, change impact high and reusability becomes almost impossible without rewriting the majority of the code.

DRY (Repetition):

For example the code has multiple `checkWin` when instead you could just pass in a `playerID/playerChar` and just have one `checkwin`.