





ResetRound()
Next\_Round()
Get\_Round()
Get\_Round()
Next\_Round\_Move(int board\_length, int board\_width)
Next\_Round\_Board\_Choose(int main\_board\_length, int main\_board\_width)
Next\_Round\_Piece()

© Rules

If \_Move\_Valid(int[][] pieces, int this \_move\_row, int this \_move\_column)
If\_Choice\_Valid(int[][] pieces, int this \_move\_row, int this \_move\_column)
TicTacToelf\_Over(int[][] pieces, int board\_length, int board\_width)
OrderandChaoslf\_Over(int[][] pieces)