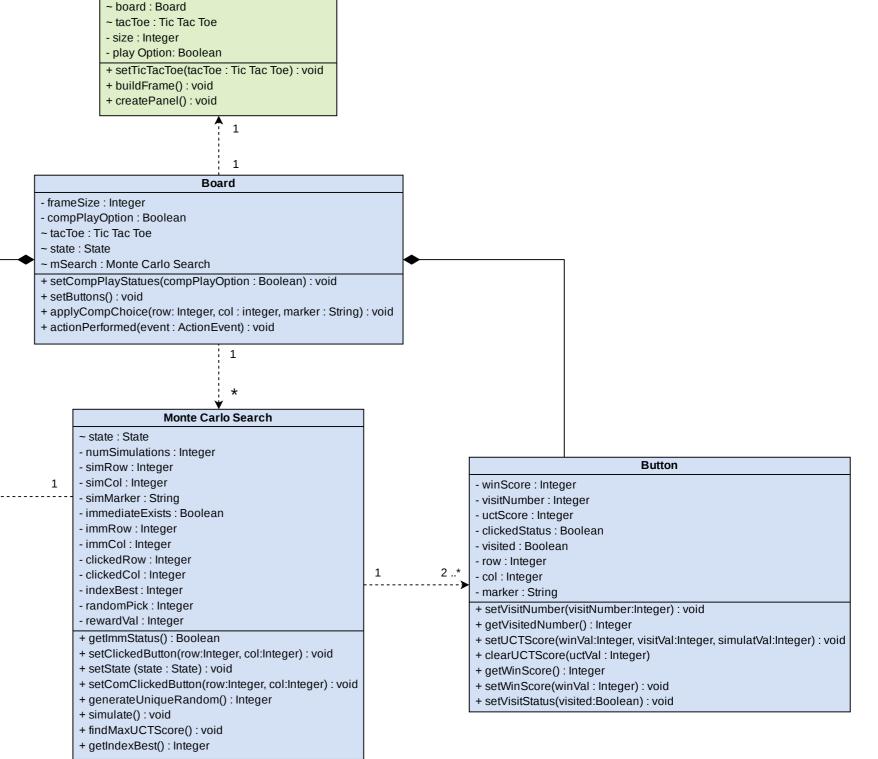
State ~ size : Integer ~ totalMoveNumber : Integer ~ winMarger : String ~ isNextMoveTerminal: Boolean ~ isPresentMoveTerminal: Boolean ~ buttonList : List<Button> ~ fillFactor : Integer∏ ~ storedVisitedInfo : Integer[] - storedClickedInfo : Integer[] ~ storedQueueVals : Integer[] ~ storedParity : Integer∏ ~ gameMap : Map <String, Integer> - clickedRow : Integer - clickedCol : Integer clickedMarger : String + setMoveNumber(totalMoveNumber : Integer) : void + checkRowCol(hMap : Map<String, Integer>, parityArr: Integer[], index: Integer, marker : String) : void + checkDiagonal(row : Integer, col : Integer, marker : String) : void + setClickedButton(row : Integer, col : Integer, marker : String) : void + getClickedButton(): void + availableTerminalMove() : Button + immediateTerminalMoves(row : Integer, col : Integer) : void + isNextMoveTerminal(row : Integer, col : Integer) : Boolean + isPresentMoveTerminal(): Boolean + recordPlayData(row : Integer, col : Integer, marker : String) + storePresentState(): void + clearPlayData(): void + restoreOriginalState(): void + clearStoredData() : void



Tic Tac Toe