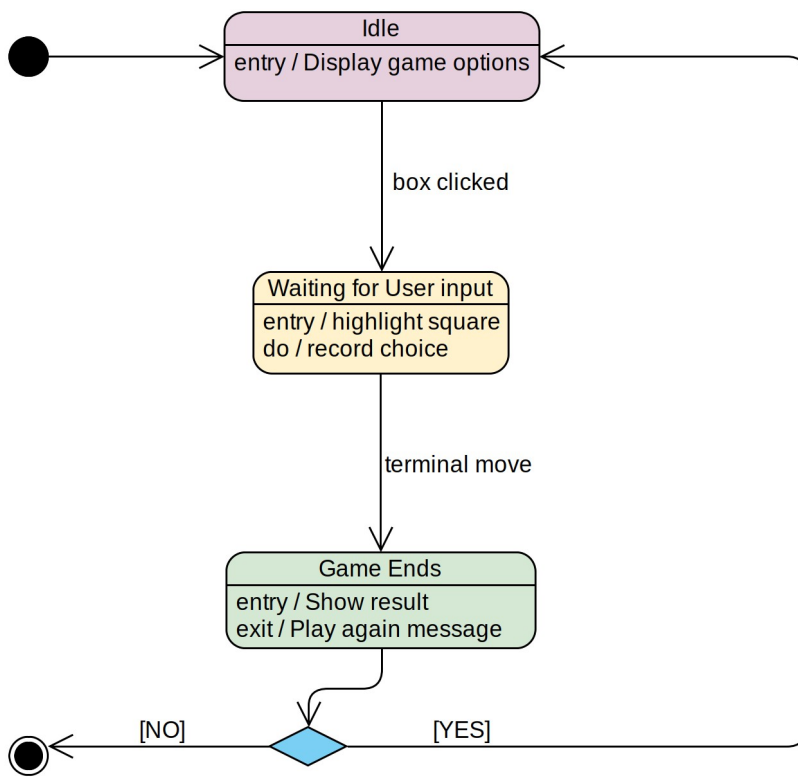
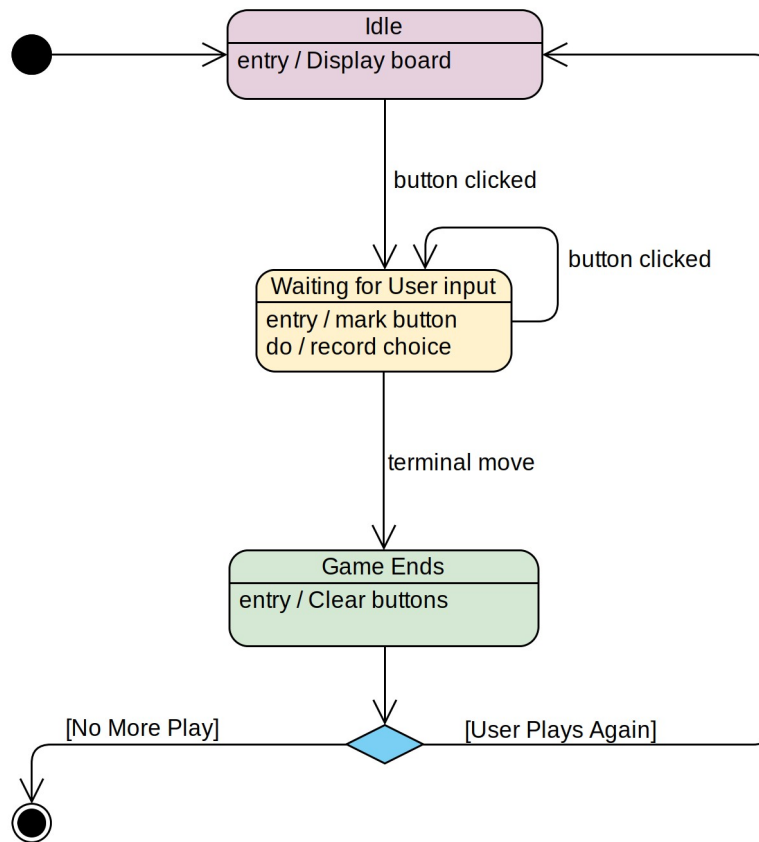


## State Diagrams

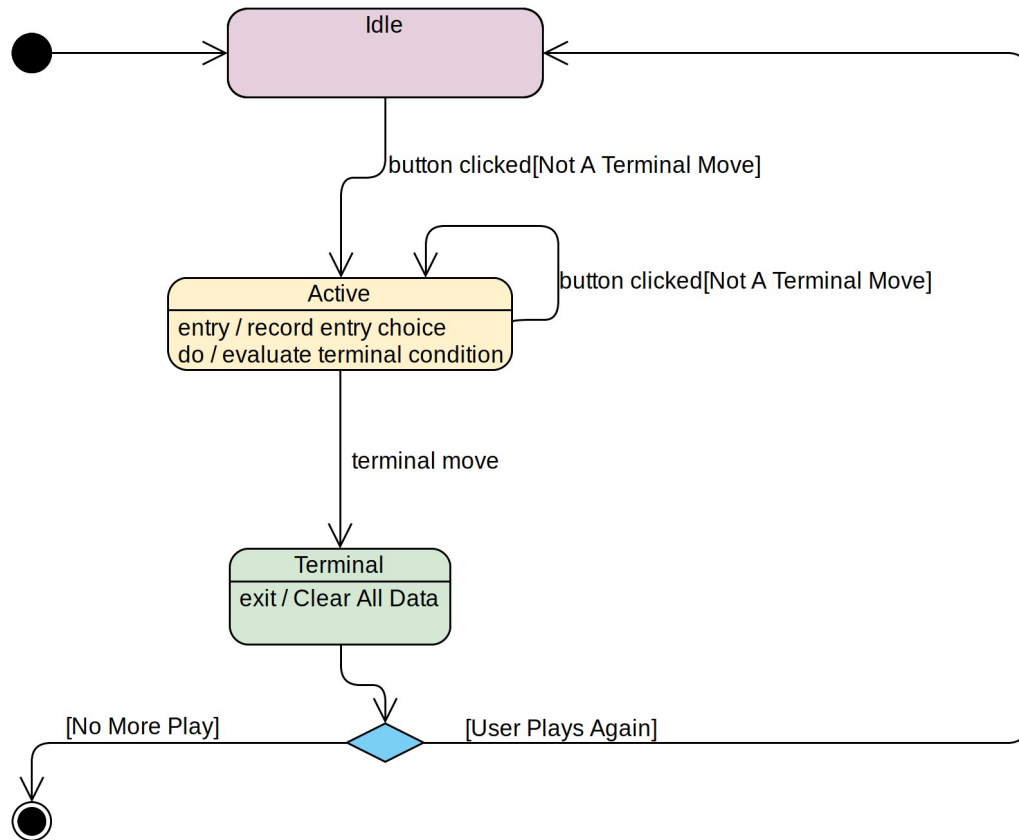
For the tac object of class Tic Tac Toe, we have the following state diagram,



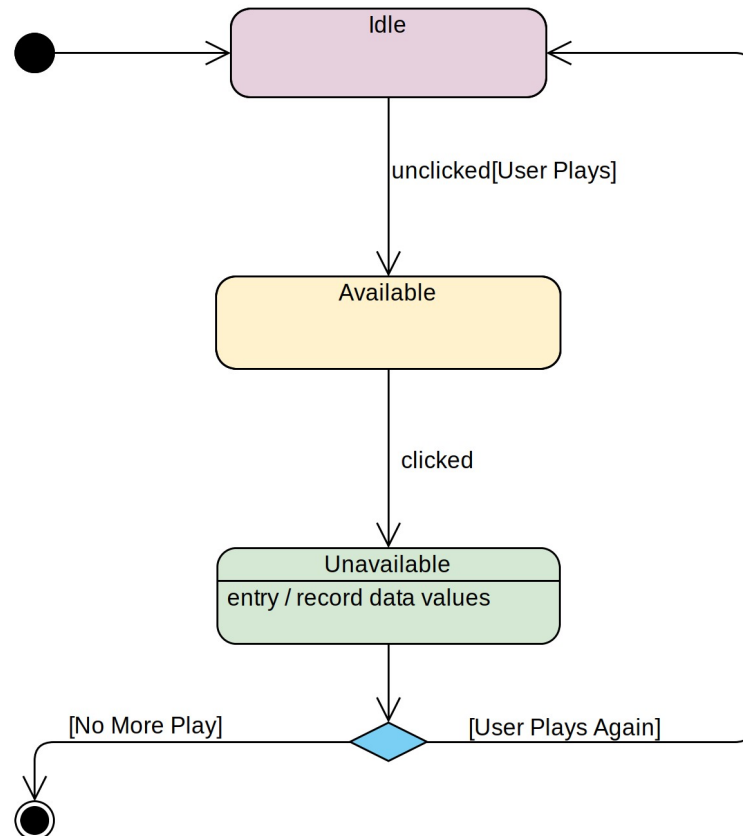
For the board object of class Board we will have the following state diagram,



For the state object of class State we will have the following state diagram,



For the button object of class Button we will have the following state diagram,



For the mSearch object of the Monte Carlo Search class we will have,

