HÁSKÓLINN Í REYKJAVÍK
REYKJAVIK UNIVERSITY

Síðannarskýrsla

Nemendur:

Andri Karel Júlíusson

Axel Björnsson

Guðjón Steinar Sverrisson

Gunnar Davíð Gunnarsson

Hlynur Stefánsson

Sigurður Marteinn Lárusson
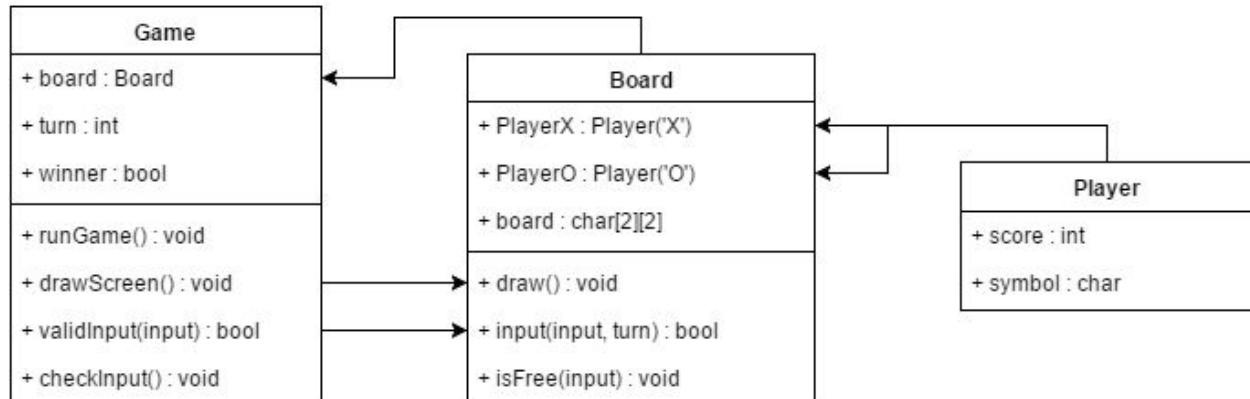
Smári Björn Gunnarsson

Kennari:

Hannes Pétursson

Tic-Tac-Toe

Class diagram:

This is our initial class diagram. It is of course subject to change and is mostly a guideline for us to work with initially.

Game
+ board : Board
+ turn : int
+ winner : bool
+ runGame() : void
+ drawScreen() : void
+ validInput(input) : bool
+ checkInput() : void

Board
+ PlayerX : Player('X')
+ PlayerO : Player('O')
+ board : char[2][2]
+ draw() : void
+ input(input, turn) : bool
+ isFree(input) : void

Player
+ score : int
+ symbol : char

Player 1	Player 2
Games Won: 2	Games Won: 1

		O
X	X	

Player 1, it's your turn!