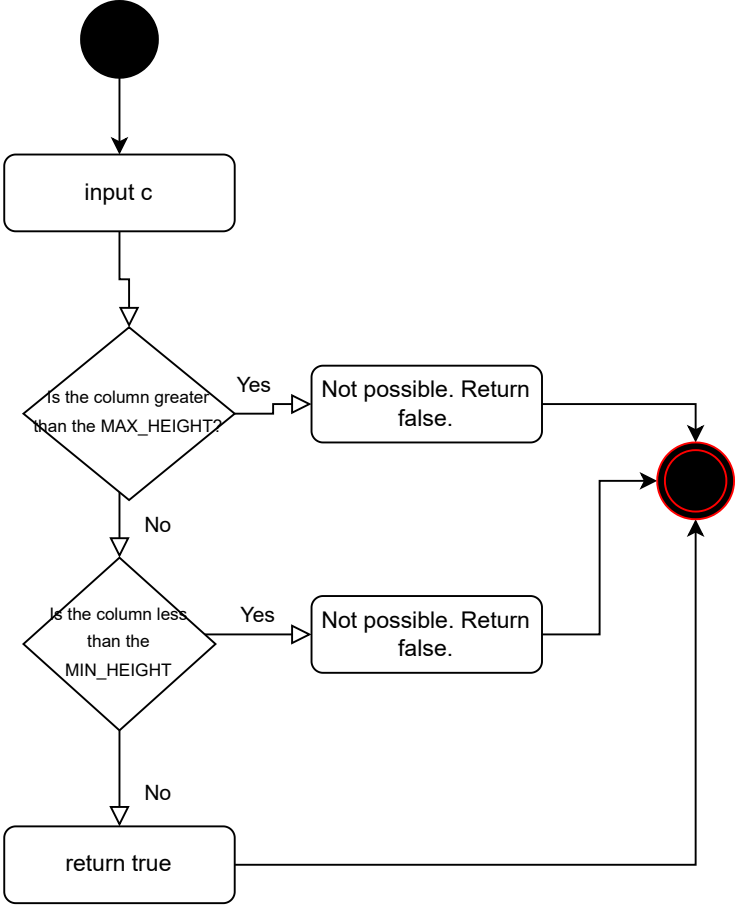
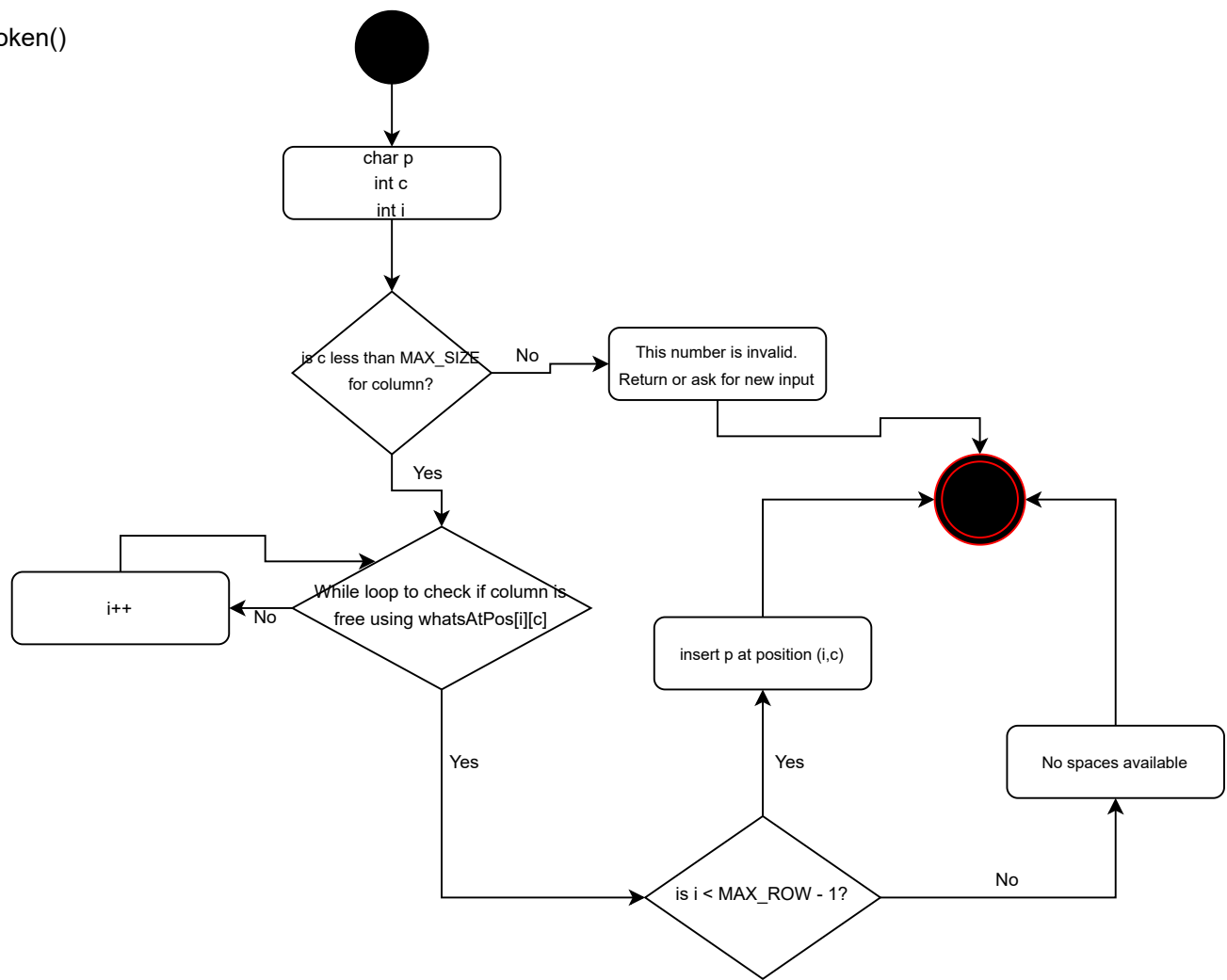


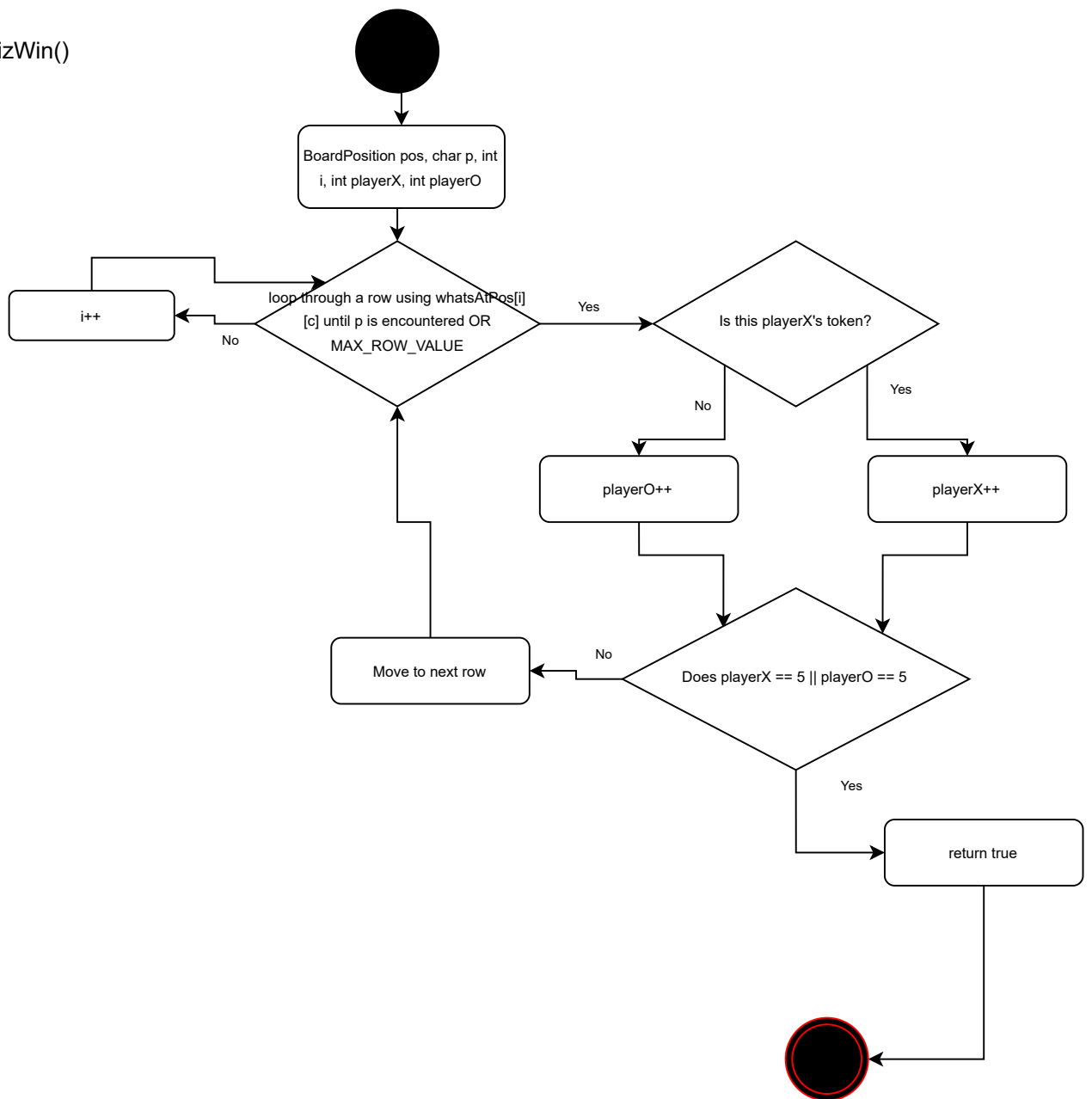
checkIfFree()



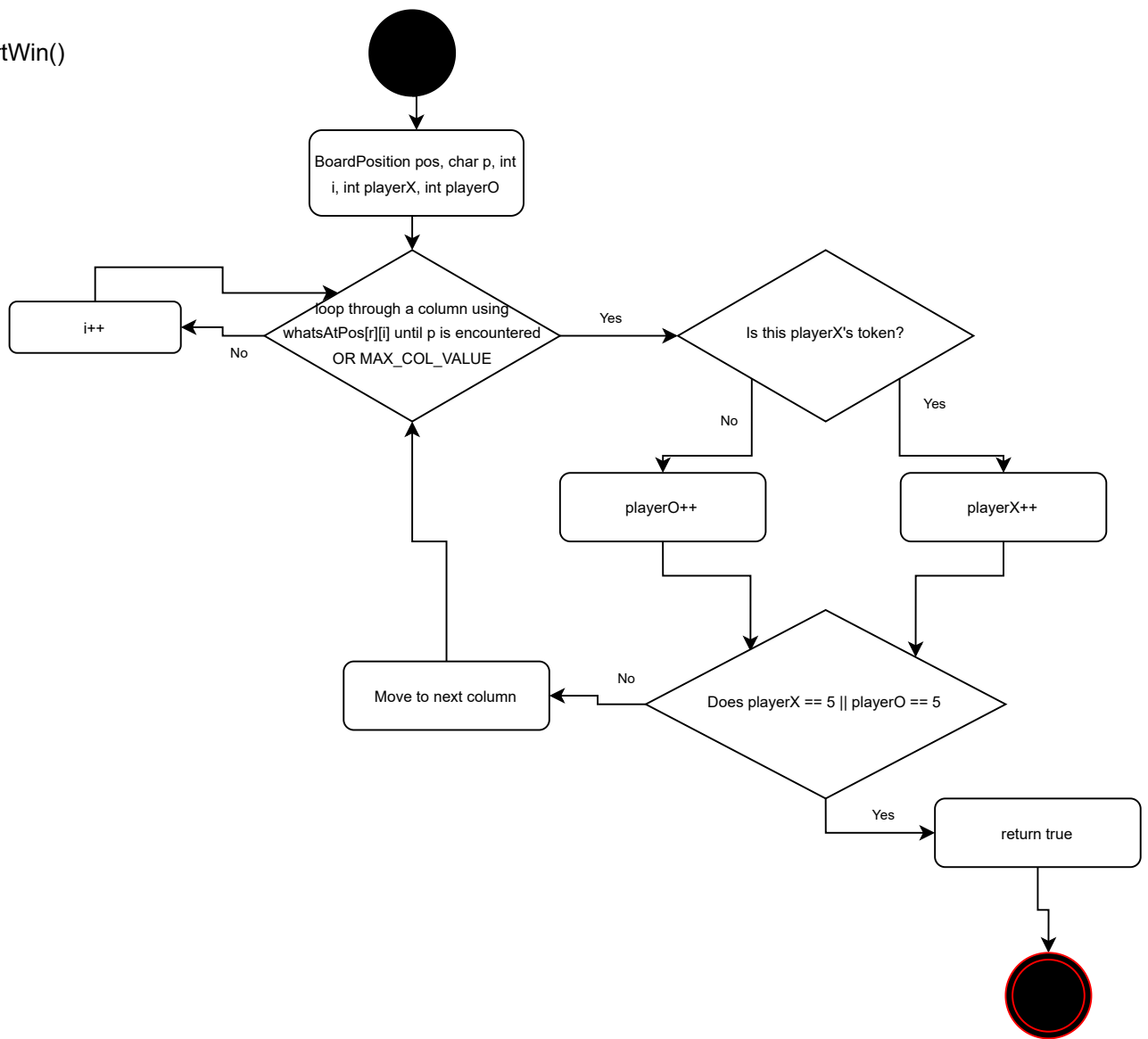
placeToken()



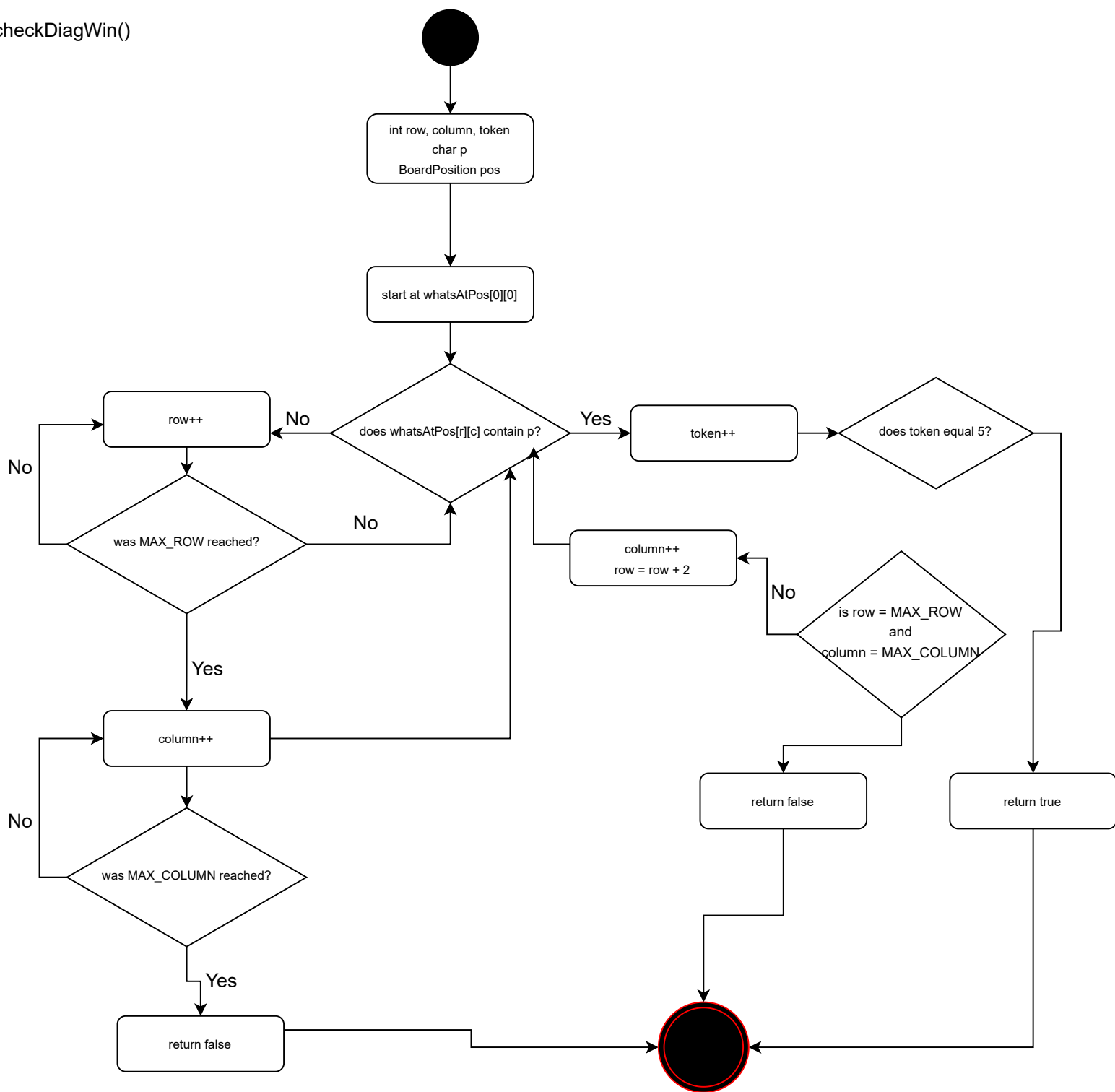
checkHorizWin()



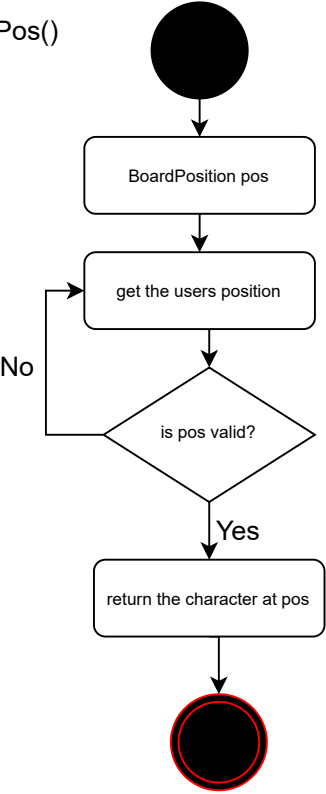
checkVertWin()



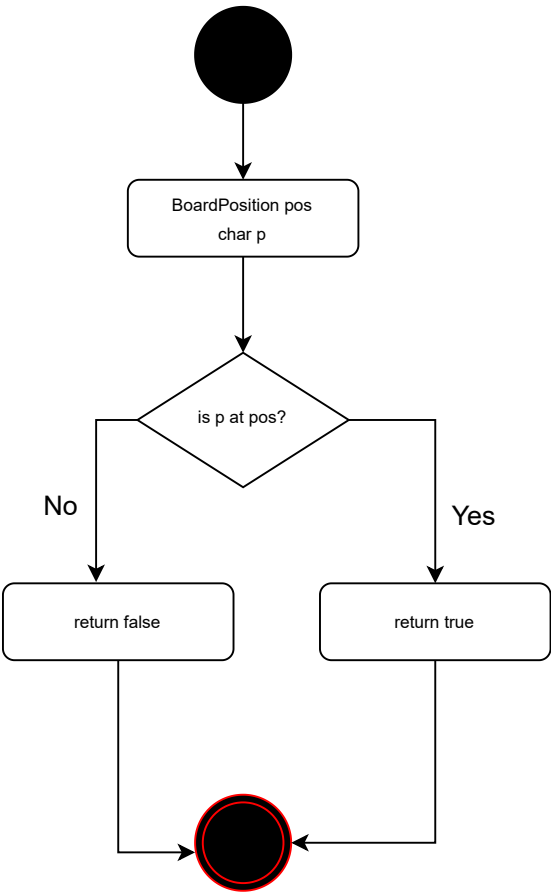
checkDiagWin()



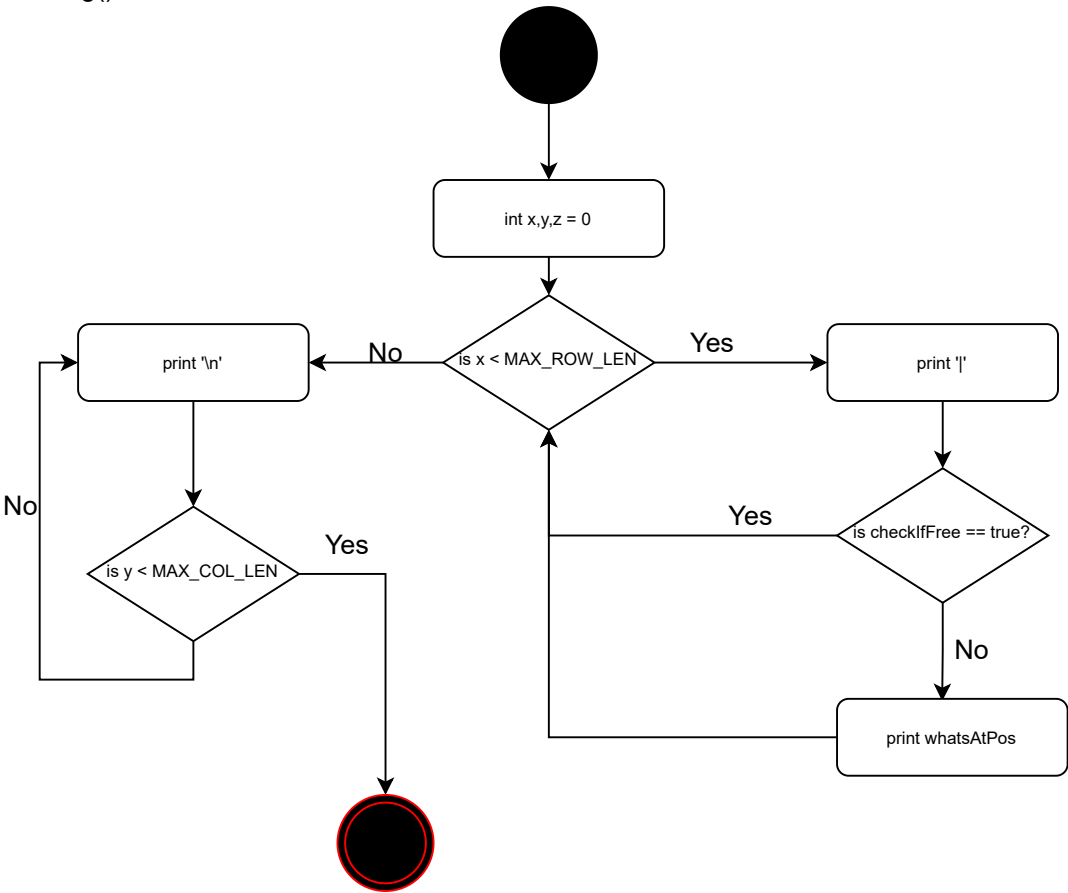
whatsAtPos()



isPlayerAtPos()

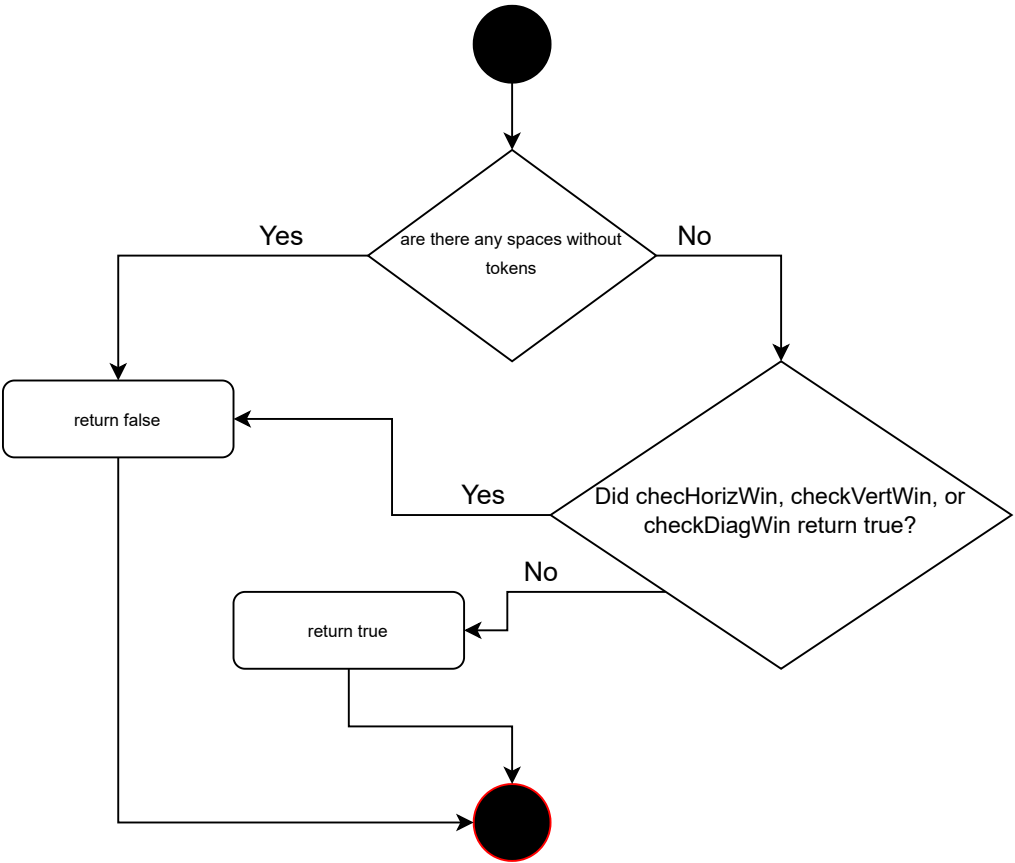


toString()





checkTie()



GameBoard()

