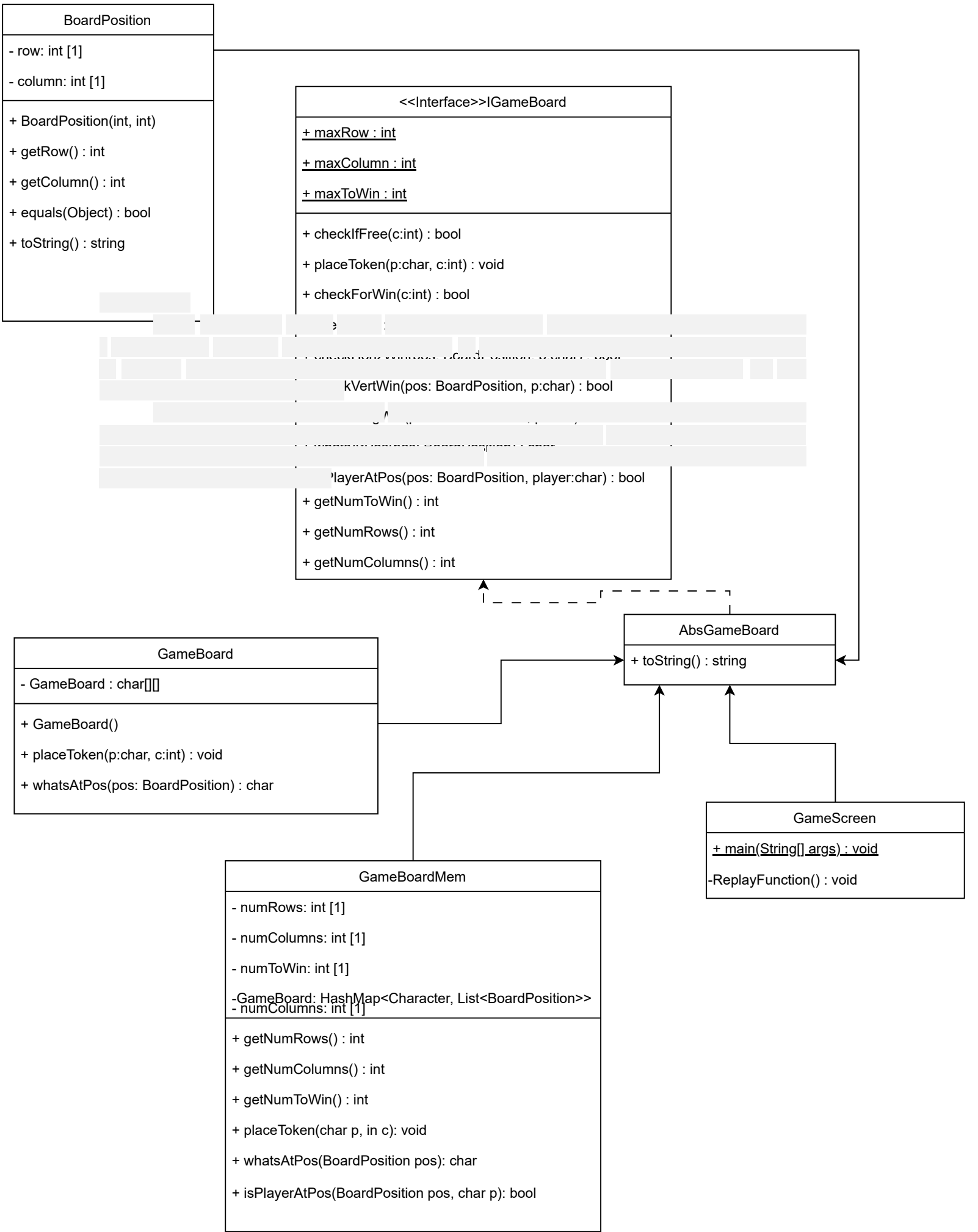


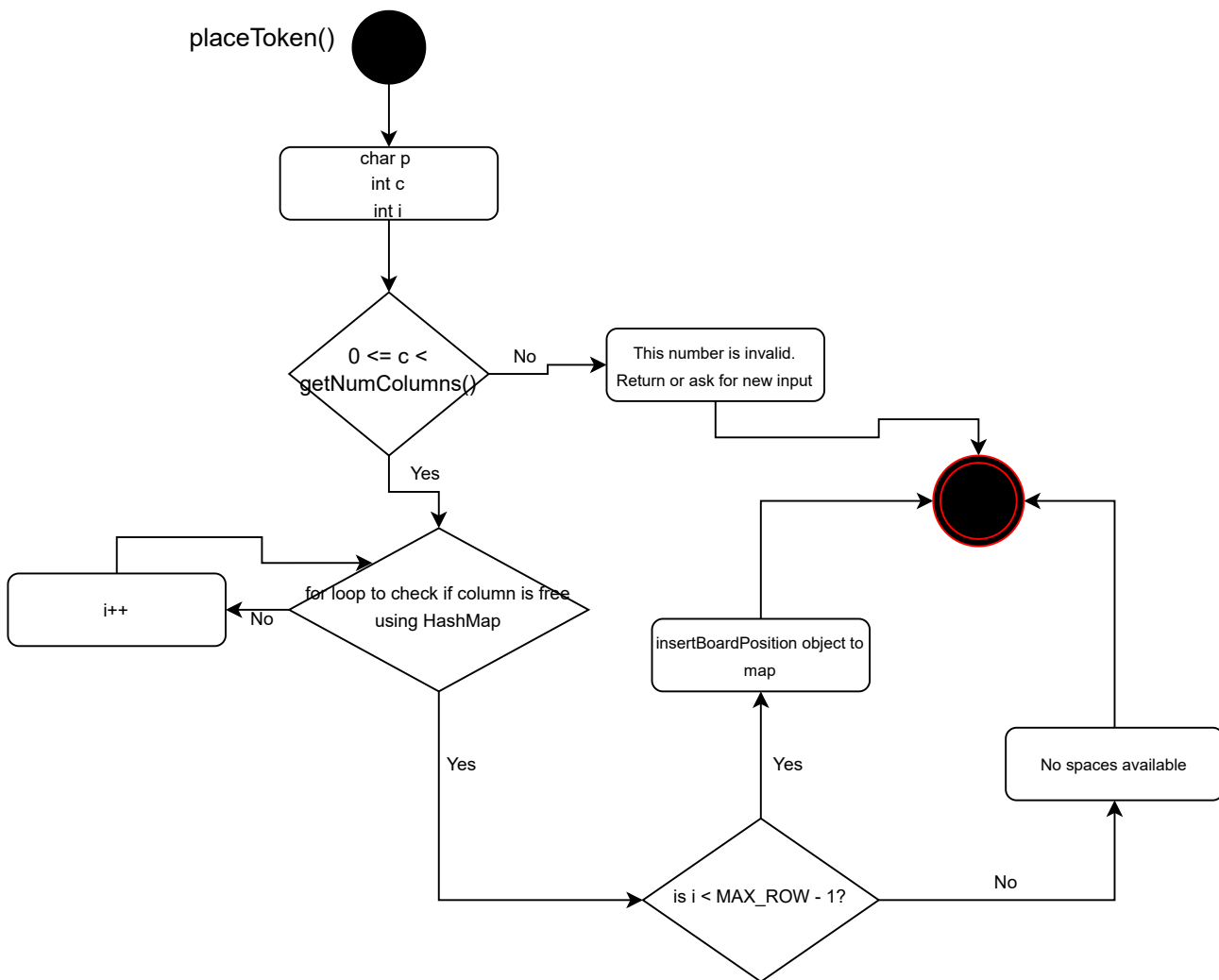
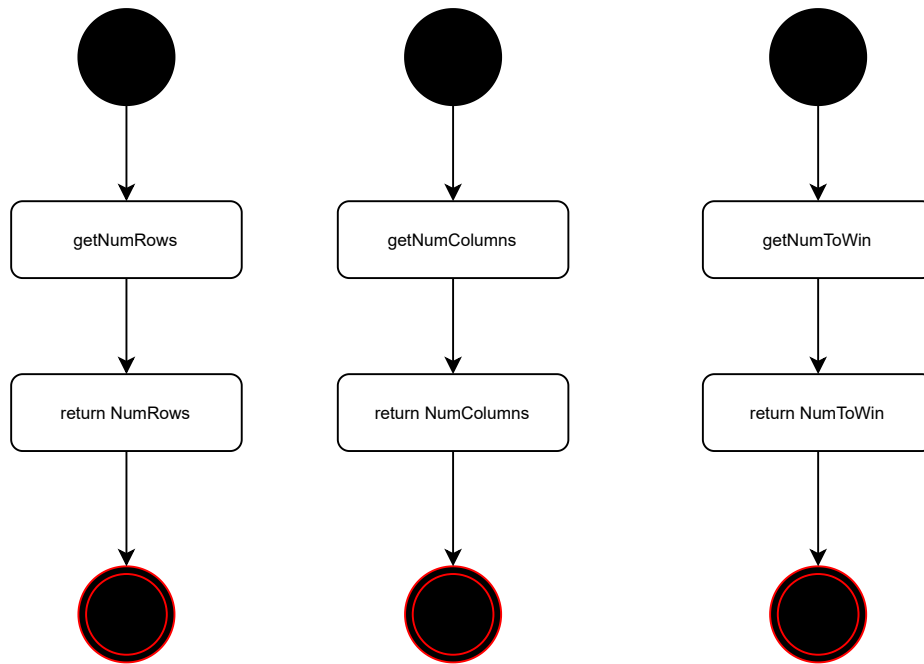
BoardPosition
<div>- row: int [1]</div> <div>- column: int [1]</div>
<div>+ BoardPosition(int, int)</div> <div>+ getRow() : int</div> <div>+ getColumn() : int</div> <div>+ equals(Object) : bool</div> <div>+ toString() : string</div>

GameScreen
<ul style="list-style-type: none"><li>- playAgain : char</li><li>- changeTurn: bool</li><li>- playerChar : char</li></ul>
<ul style="list-style-type: none"><li><u>+ main(String) : void</u></li><li><u>+ checkLocation() : bool</u></li><li><u>+ move(char) : int</u></li><li><u>+ goAgain() : void</u></li><li><u>+ resultOutput(int, char) : void</u></li></ul>

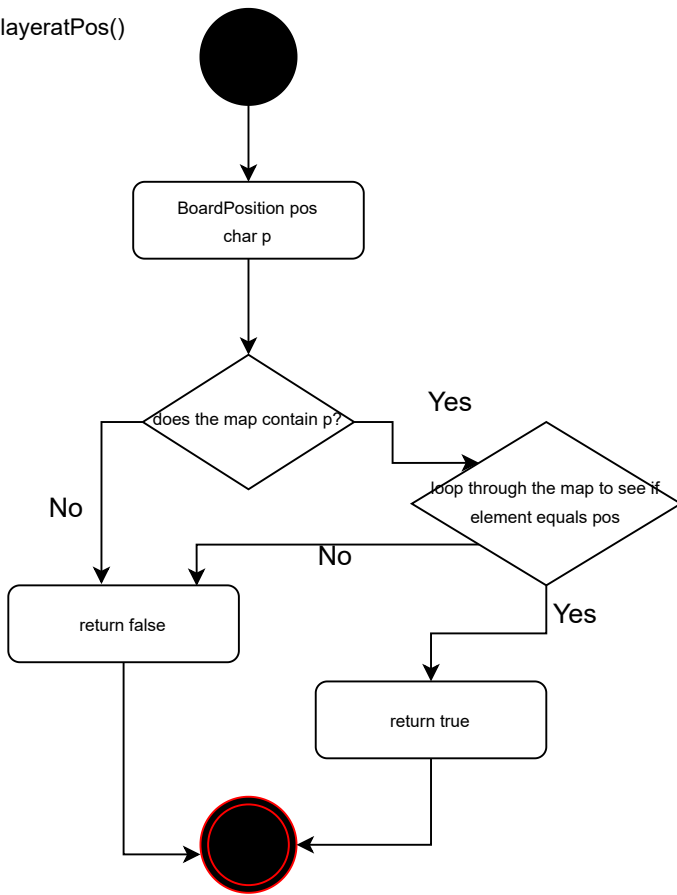
GameBoard
<div>- GameBoard : char[][]</div> <div>- winCondition : bool</div> <div>- playAgain : char</div>
<div>+ checkIfFree(c:int) : bool</div> <div>+ GameBoard()</div> <div>+ placeToken(p:char, c:int) : void</div> <div>+ checkForWin(c:int) : bool</div> <div>+ checkTie() : bool</div> <div>+ checkHorizWin(pos: BoardPosition, p:char) : bool</div> <div>+ checkVertWin(pos: BoardPosition, p:char) : bool</div> <div>+ checkDiagWin(pos: BoardPosition, p:char) : bool</div> <div>+ whatsAtPos(pos: BoardPosition) : char</div> <div>+ isPlayerAtPos(pos: BoardPosition, player:char) : bool</div>



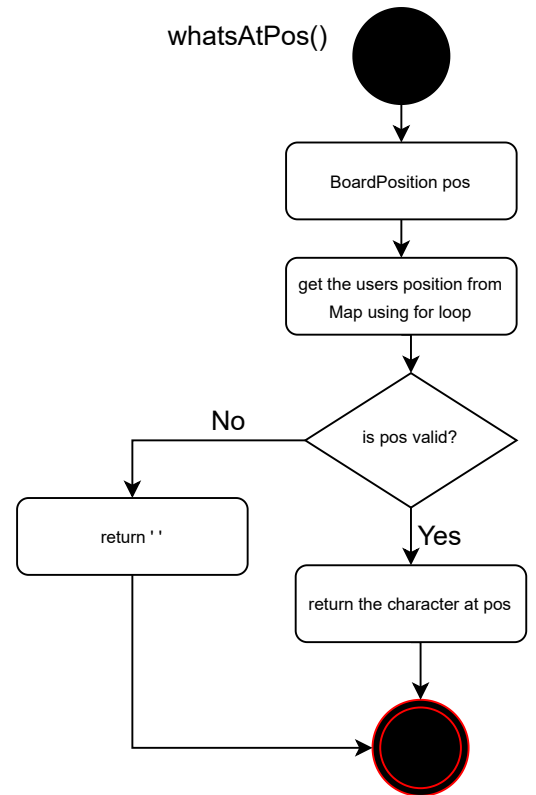




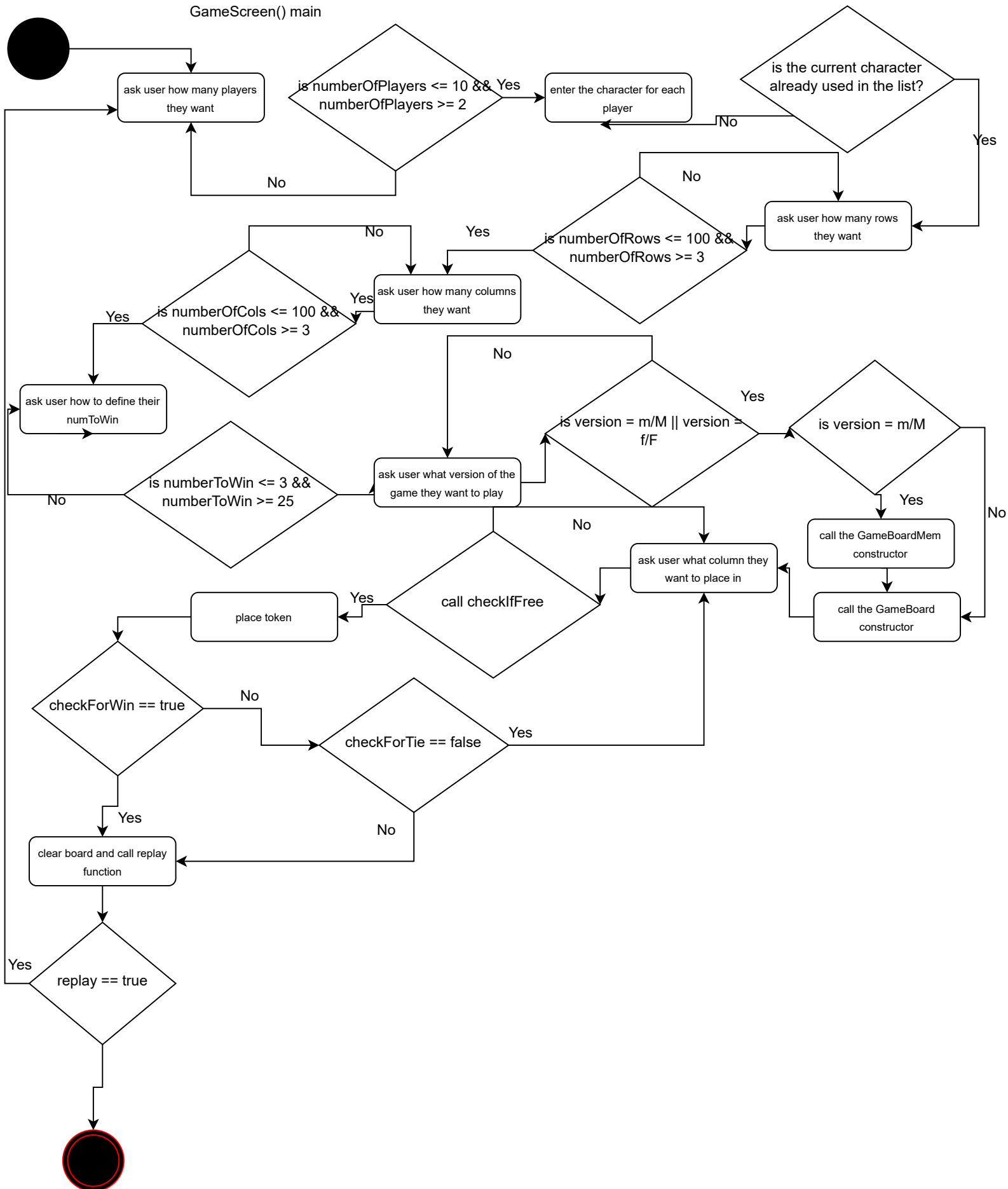
isPlayeratPos()



whatsAtPos()



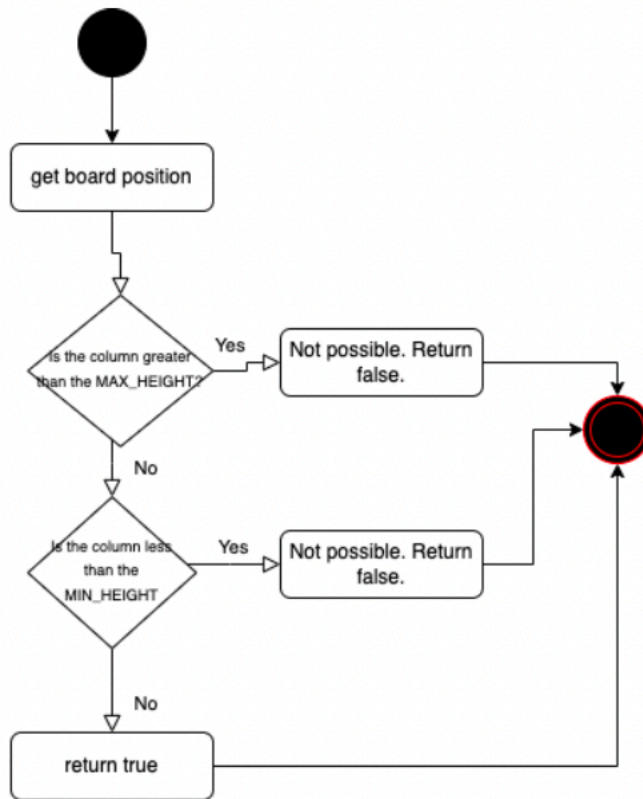
# GameScreen() main



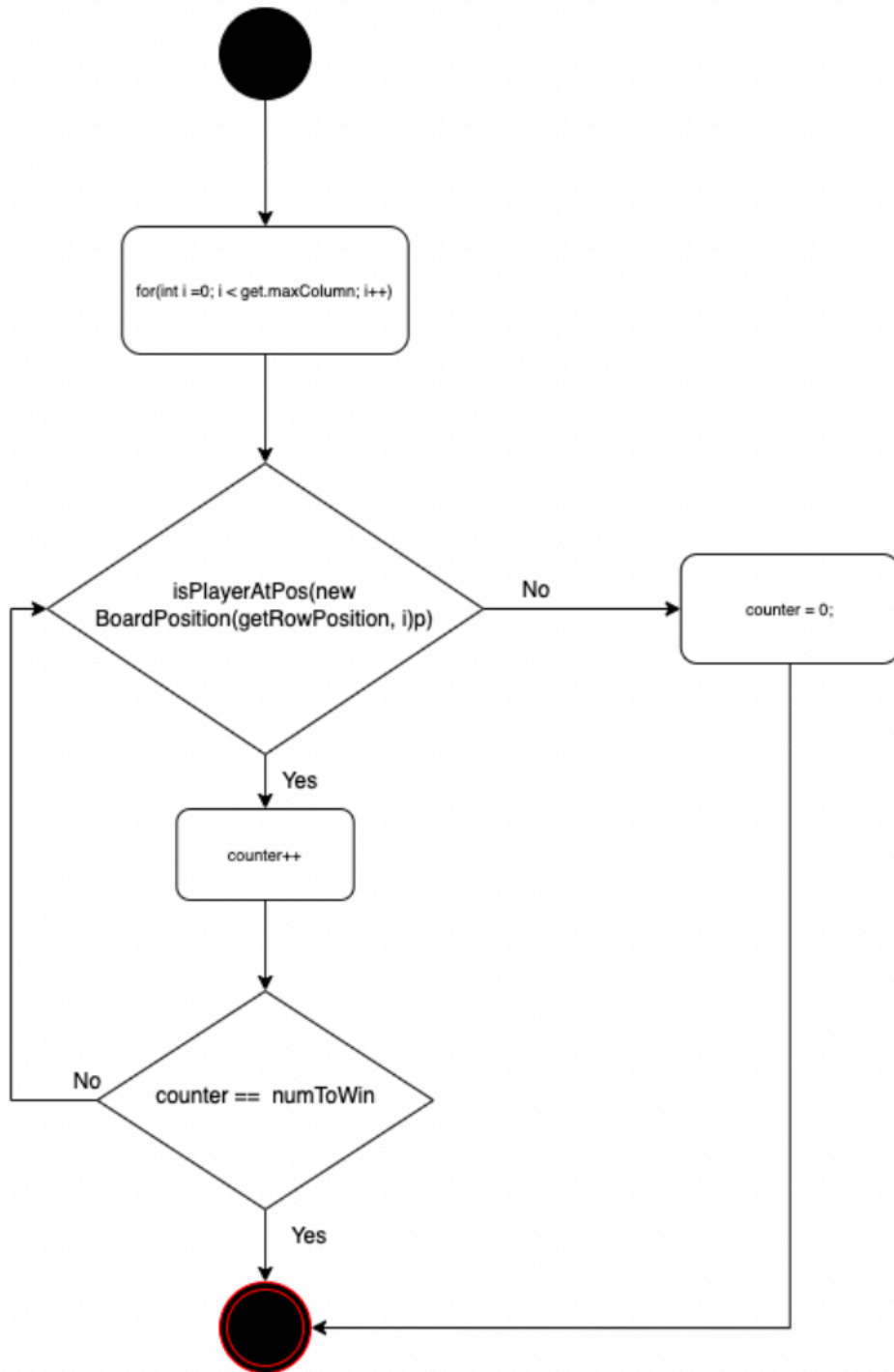


## Default methods for IGameBoard:

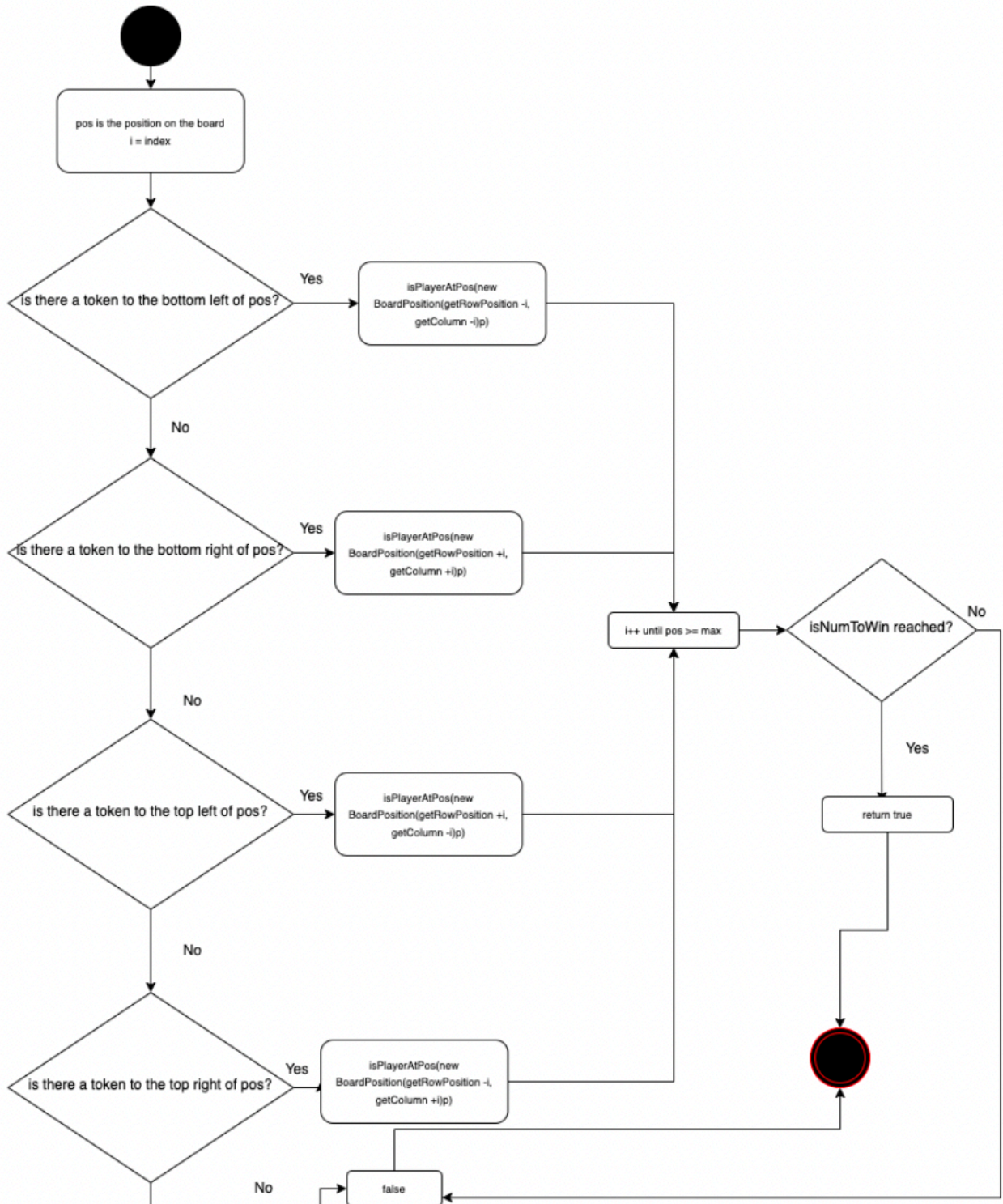
checkIfFree()



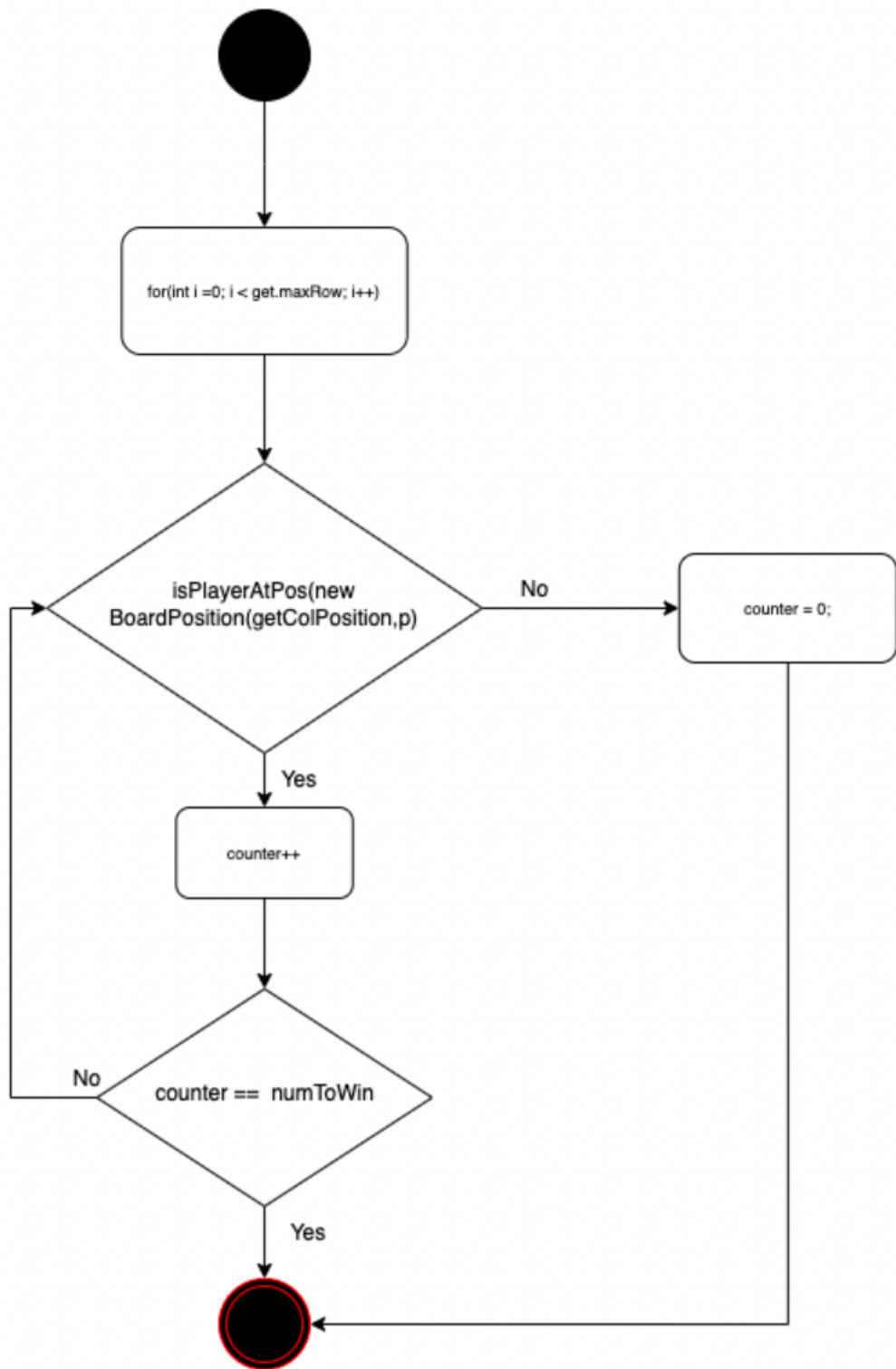
checkHorizWin



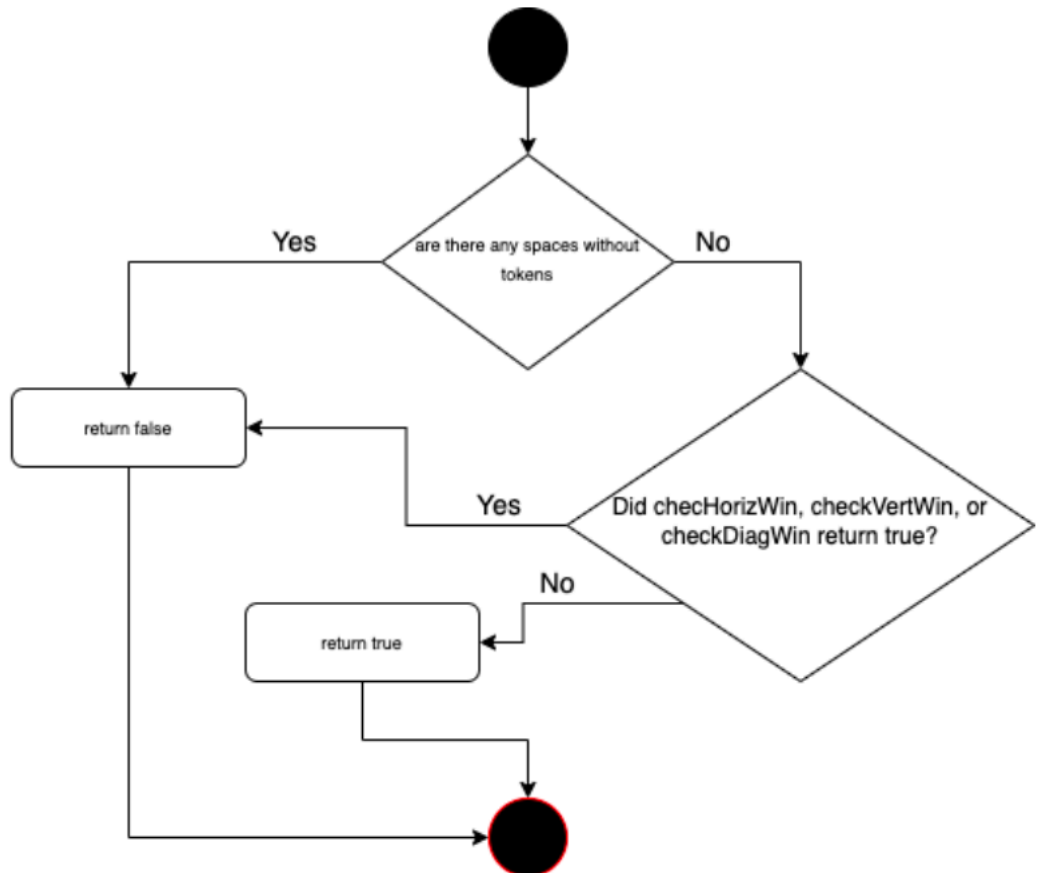
checkDiagWin



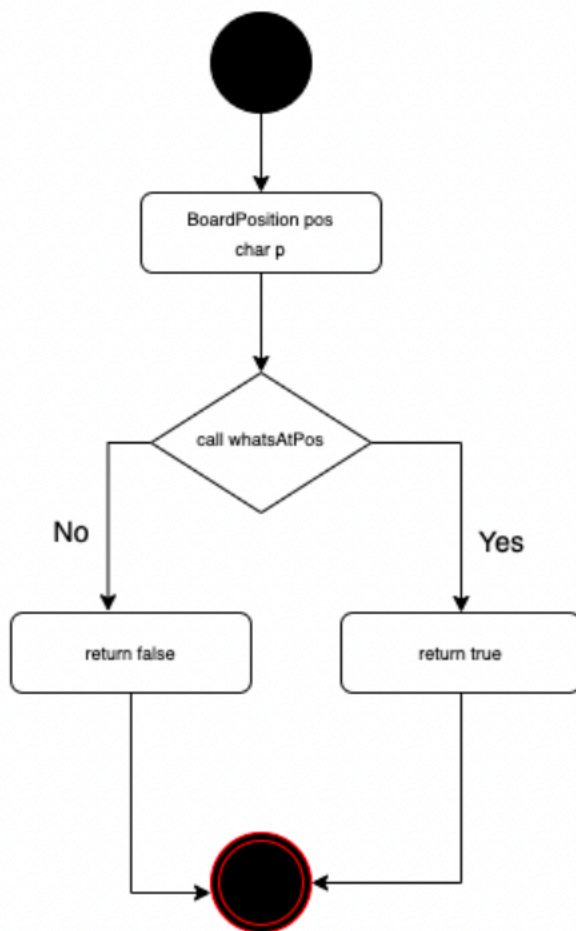
checkVertWin



checkTie()

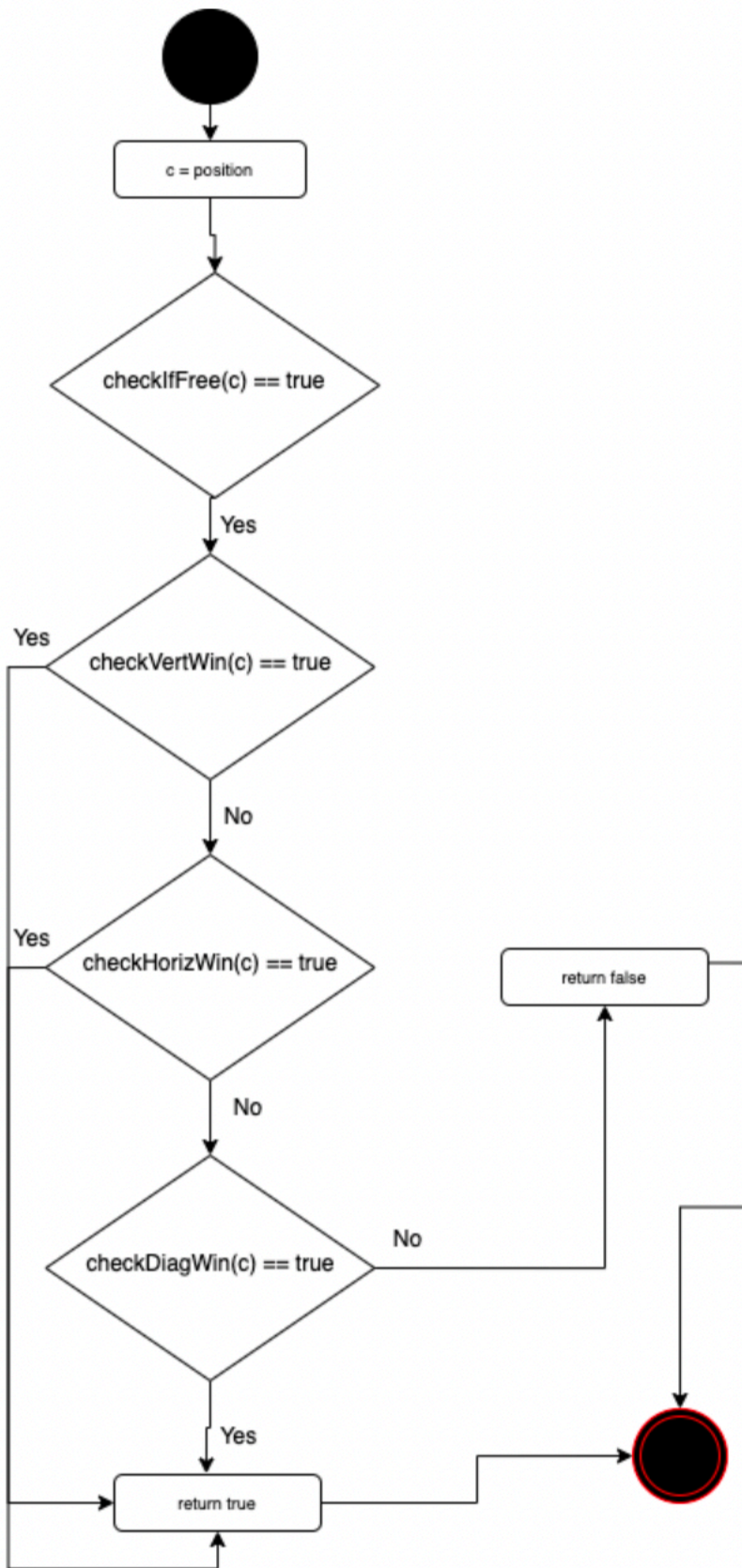


isPlayerAtPos()



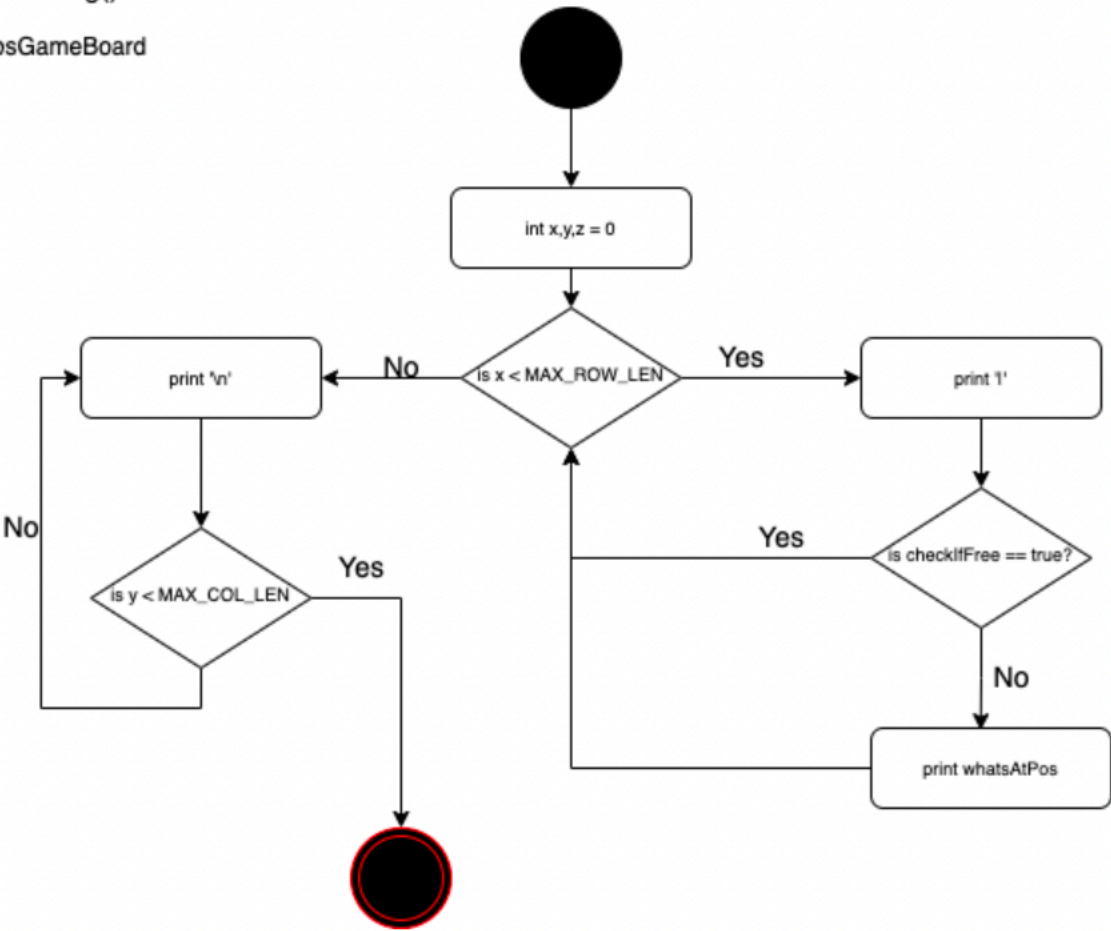


checkForWin



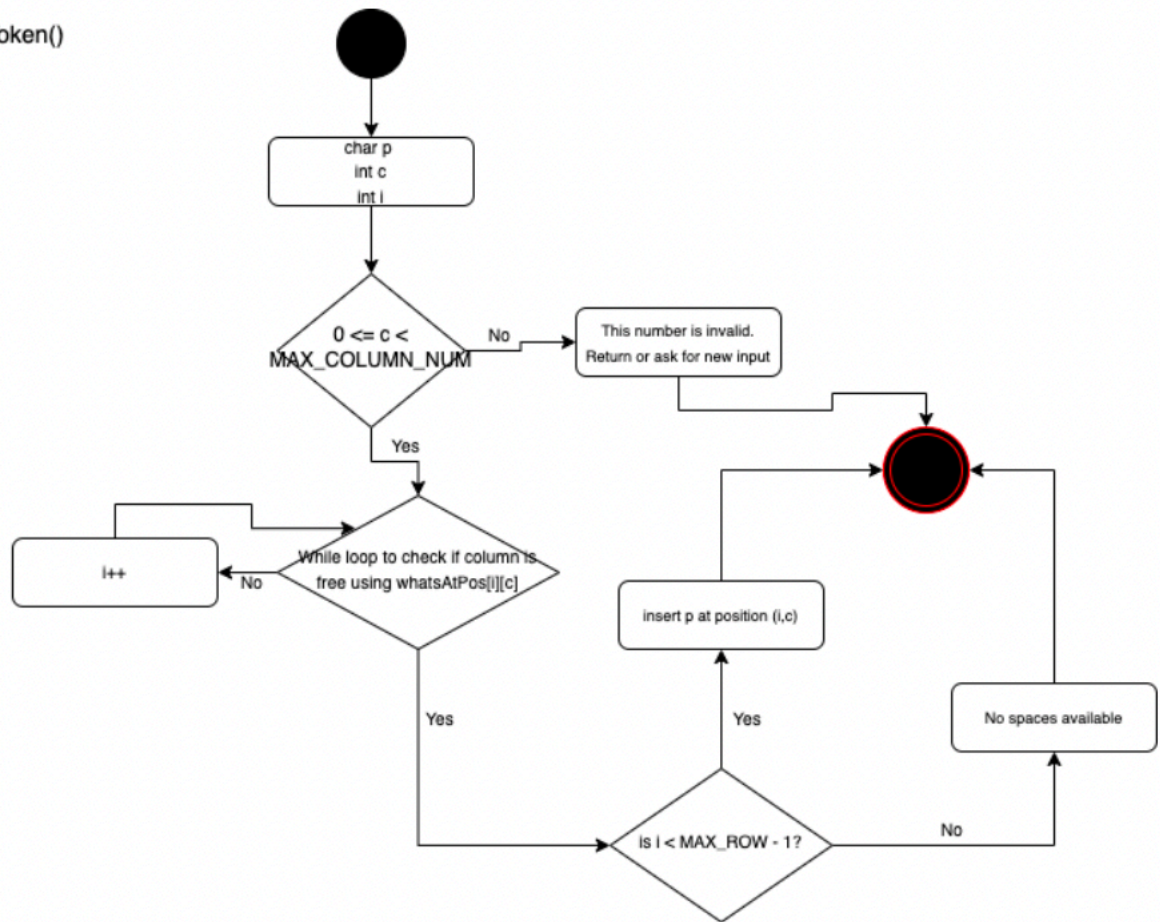
toString()

AbsGameBoard

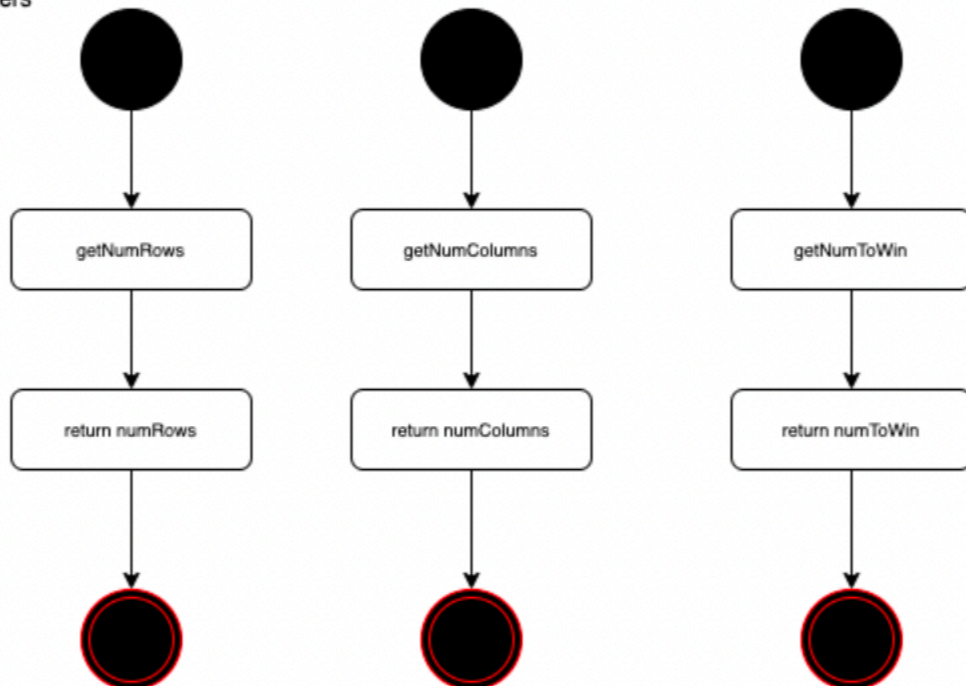




placeToken()

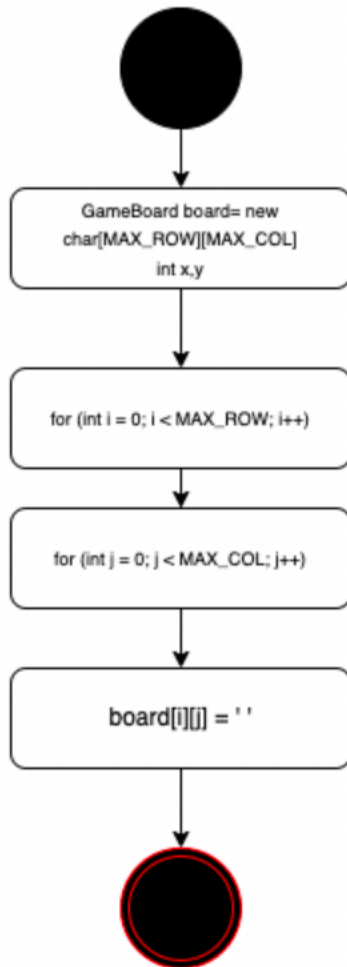


IGameBoard Getters



## GameBoard

GameBoard()



whatsAtPos()

