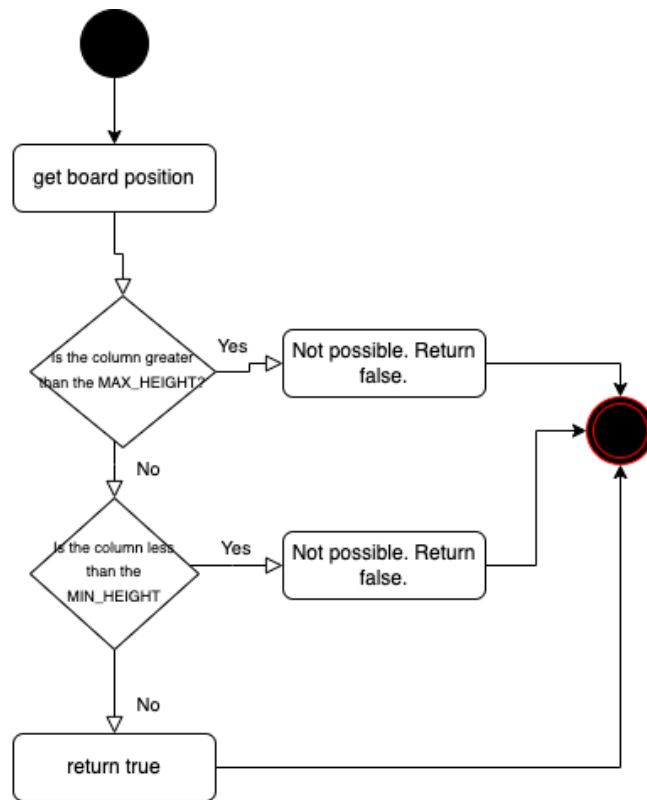
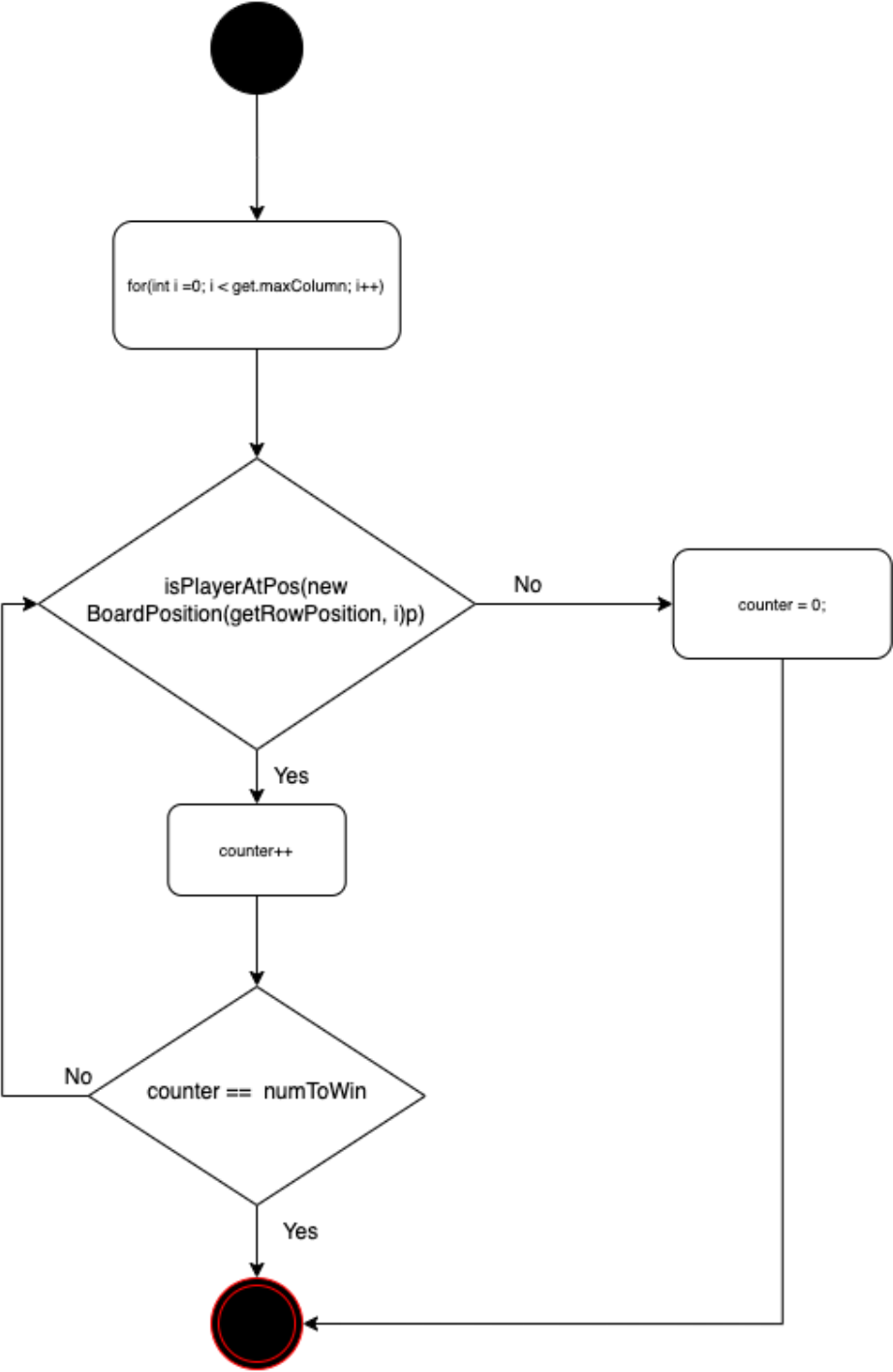


Default methods for IGameBoard:

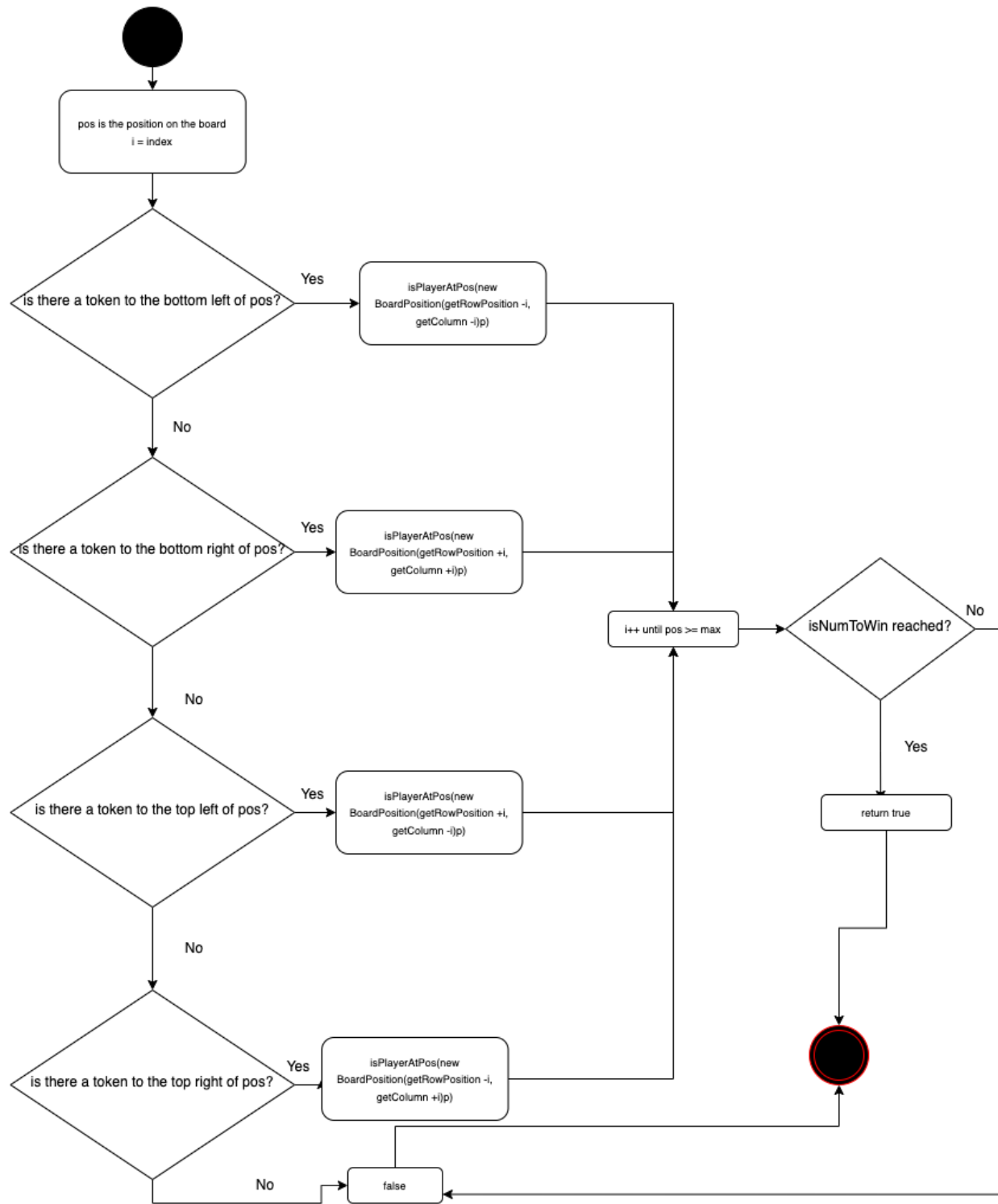
checkIfFree()



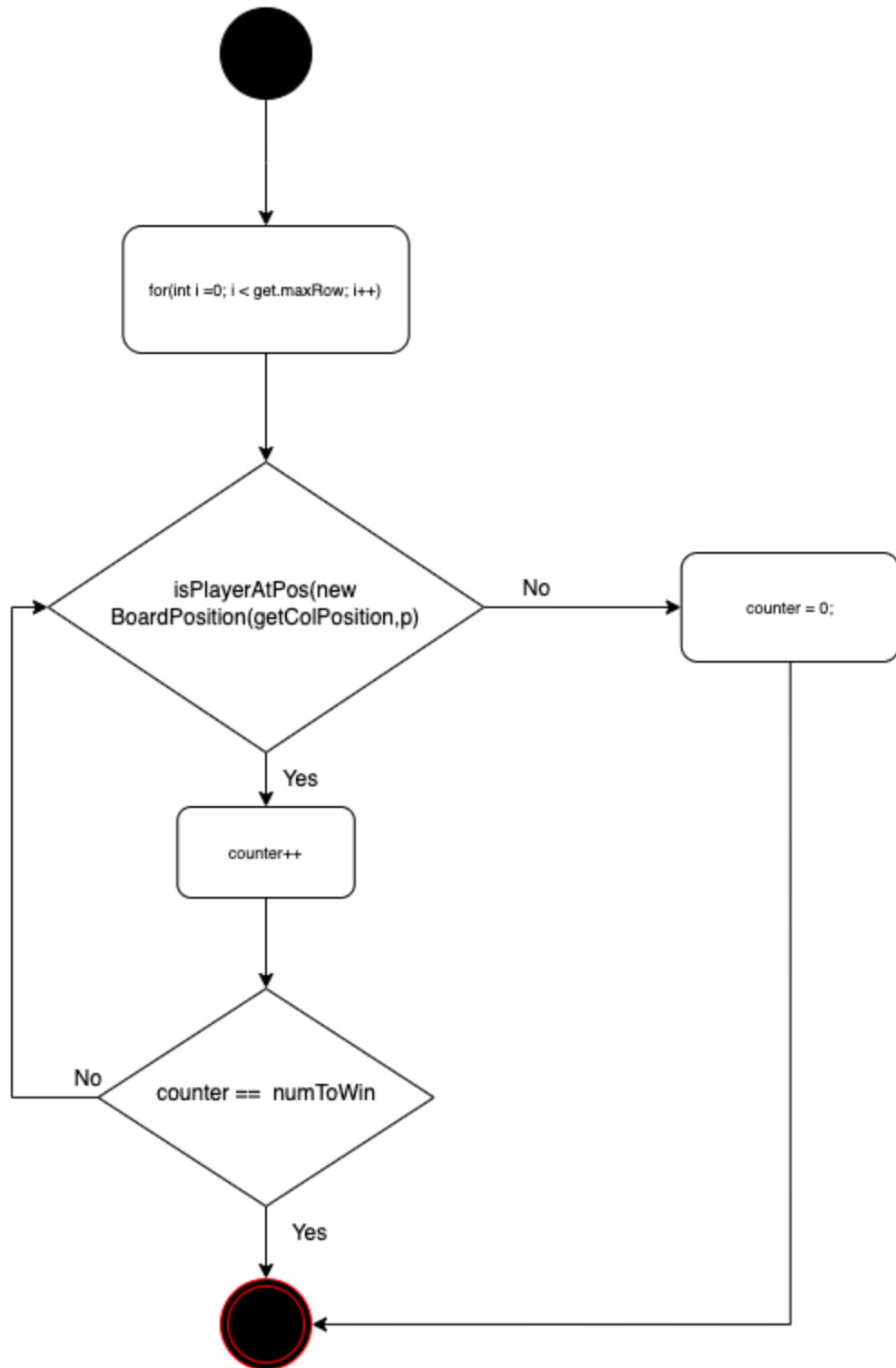
checkHorizWin



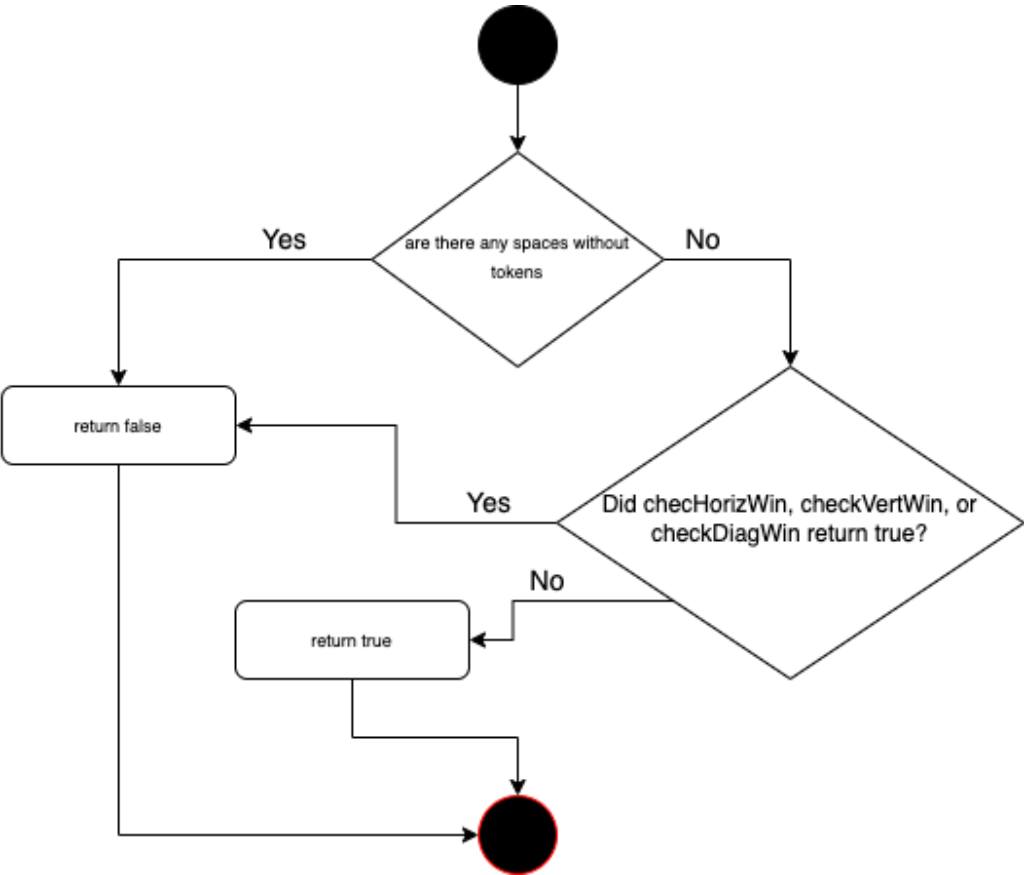
checkDiagWin



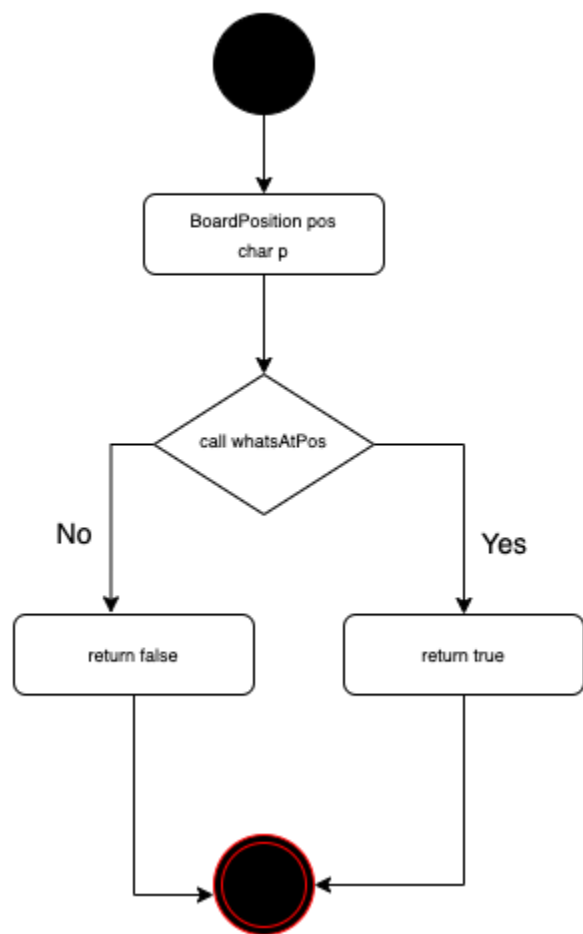
checkVertWin



checkTie()

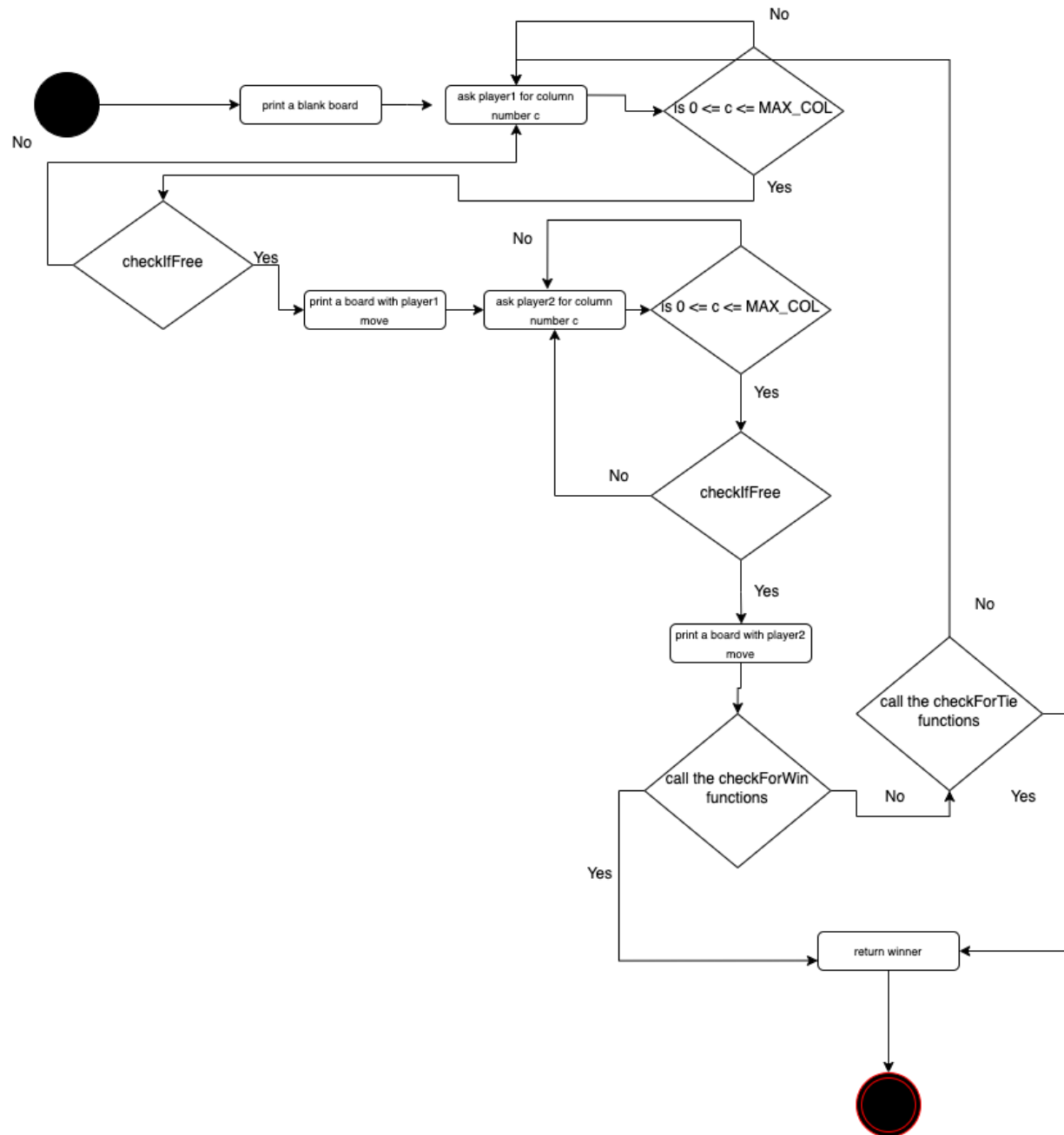


isPlayerAtPos()

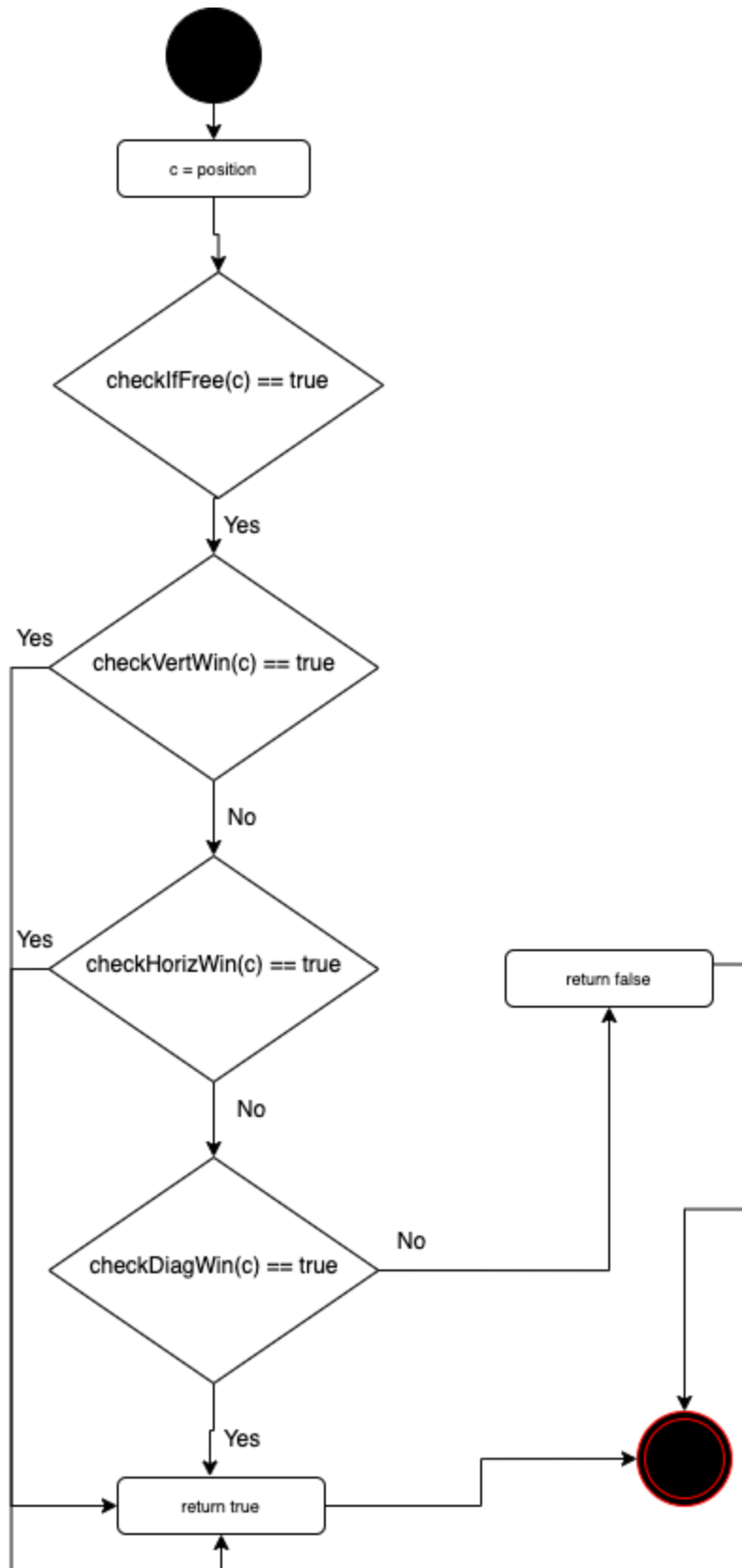


## GameScreen:

GameScreen main



checkForWin

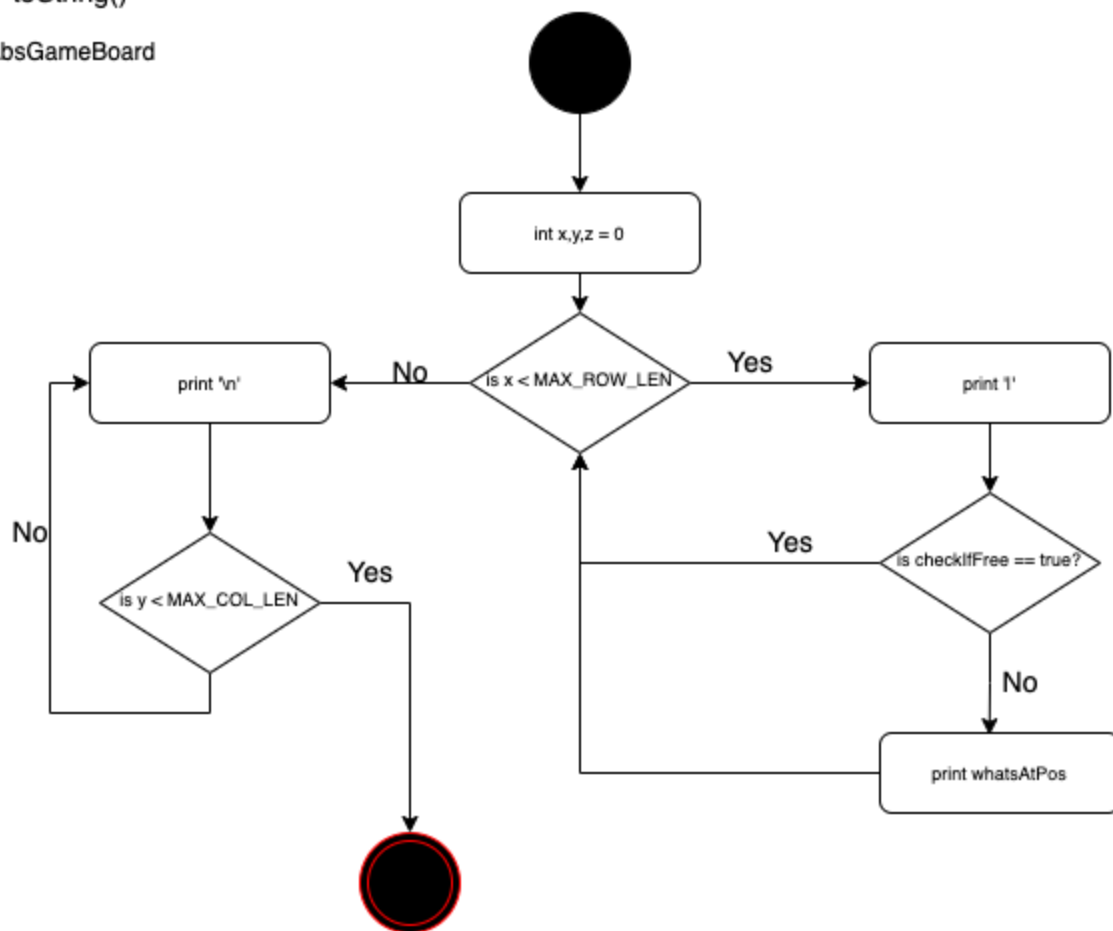




AbsGameBoard

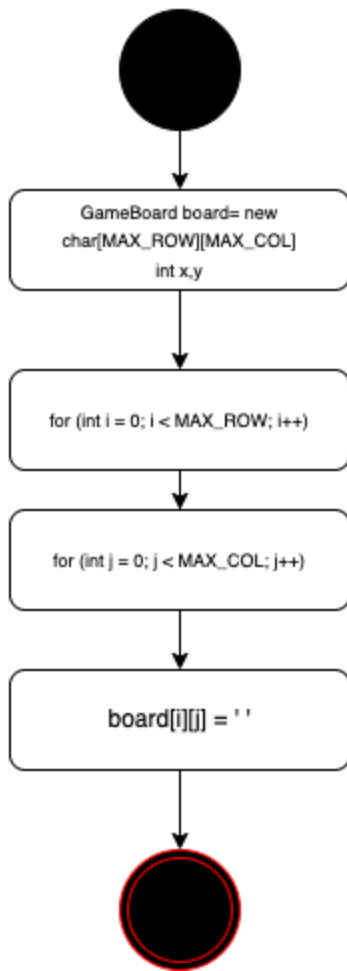
toString()

AbsGameBoard

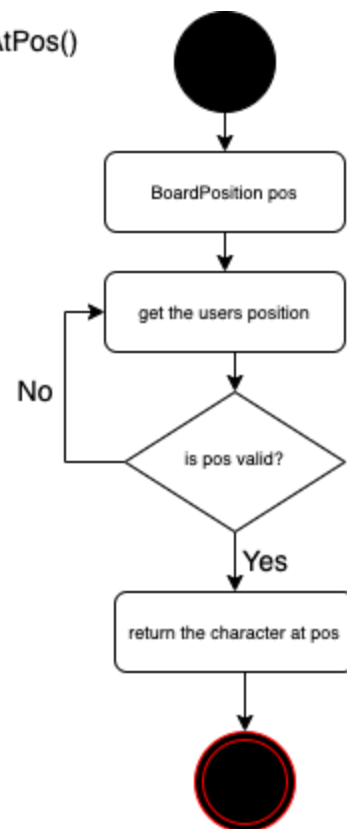


## GameBoard

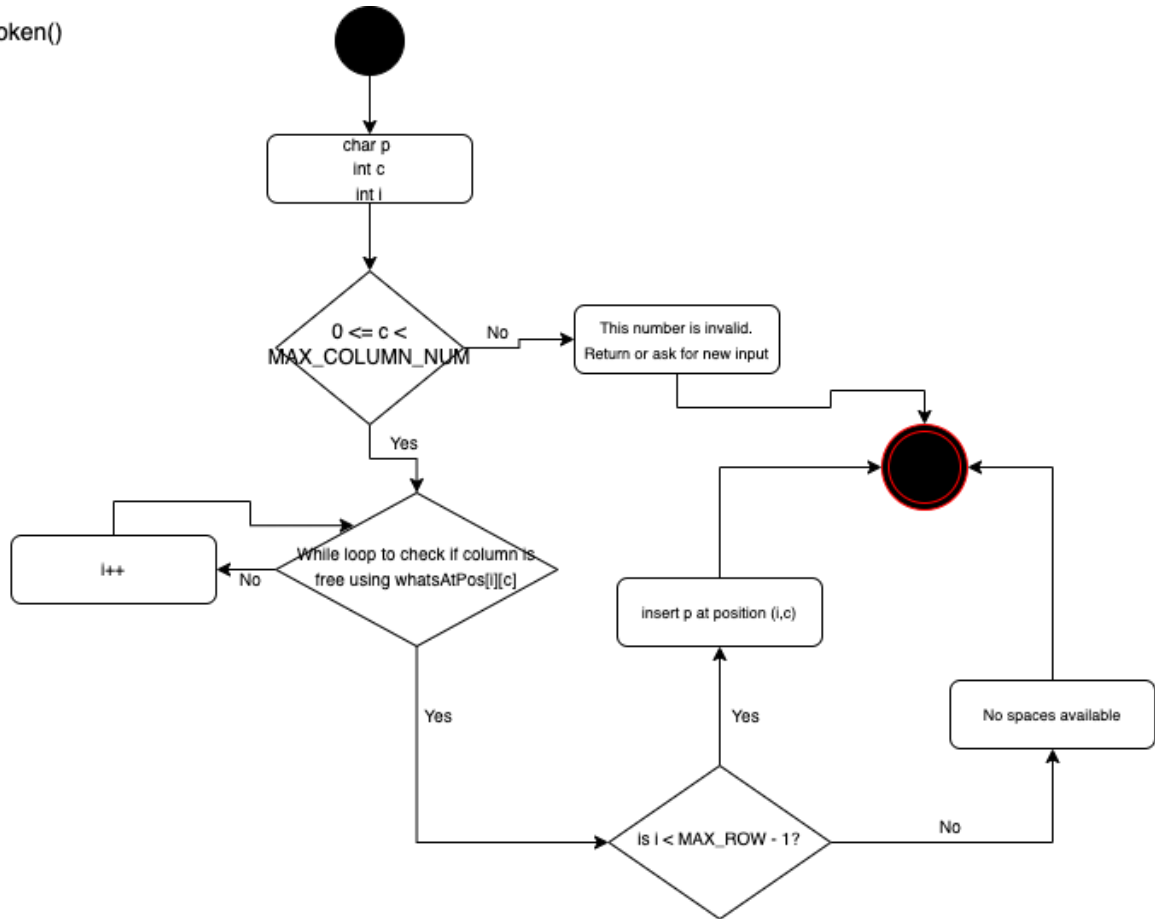
GameBoard()



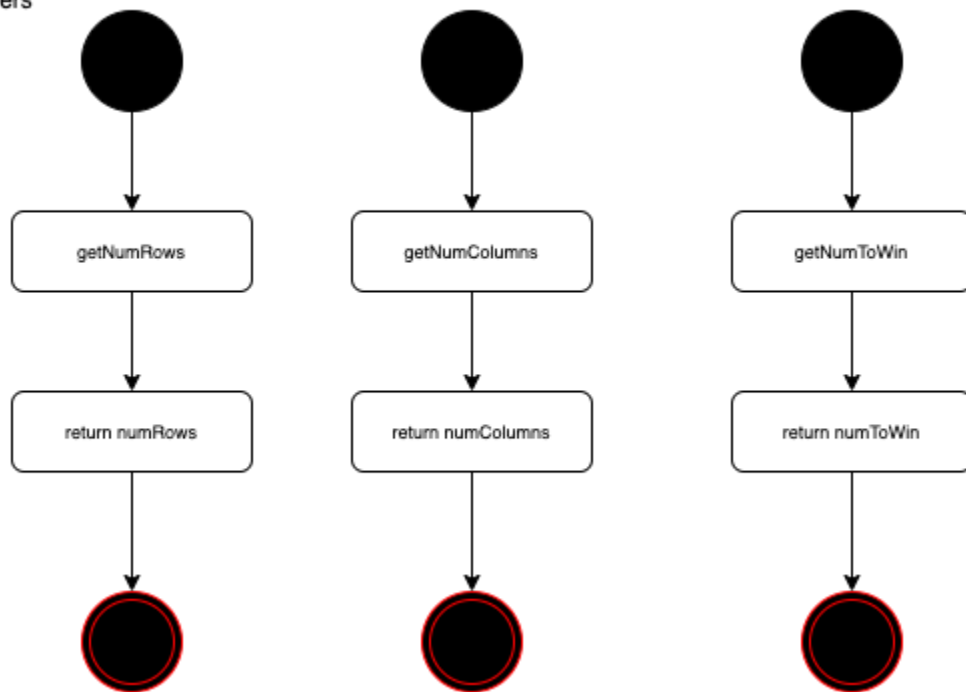
whatsAtPos()



placeToken()



IGameBoard Getters



ReplayFunction()

