```
+-------------------------------+
|           TicTacToe           |
+-------------------------------+
| -Value : char                 |
+-------------------------------+
| +setValue() : void            |
|                               |
| +getValue()   :char           |
+-------------------------------+
                △
                ¦
                ¦
                ¦
               Use
                ¦
                ¦
                ¦
+-------------------------------+
|             Game              |
+-------------------------------+
| +player1 : TicTacToe          |
| +player2 : TicTacToe          |
| +def : TicTacToe              |
| +Seq<TicTacToe> :ArrayList    |
+-------------------------------+
| +check() :int                 |
| +available() : int            |
| +printState() :void           |
| +play1() : void               |
| +play2() :void                |
+-------------------------------+
```