Classes

Player:

Attributes:

- name: string

- symbol: string

- is_ai: boolean

Methods:

- __init__(name: string, symbol: string, is_ai: boolean = False)

- get_move(board: Board) -> int

- get_human_move(board: Board) -> int

- get_ai_move(board: Board) -> int

- minimax(board: Board, player: string, is_maximizing: boolean) -> (int, int or None)

Board:

Attributes:

- board: list of strings

Methods:

- __init__()

- reset()

- display_board()

- update_board(choice: int, symbol: string) -> boolean

- is_valid_move(choice: int) -> boolean

- is_full() -> boolean

- check_win(symbol: string) -> boolean

Menu:

Methods:

- display_main_menu() -> string

- display_endgame_menu() -> string

Game:

Attributes:

- board: Board

- menu: Menu

Methods:

- __init__()

- start_game()

- play_game(ai_opponent: boolean)

- play_turn(player: Player)

- check_game_over(player: Player) -> boolean

- choose_symbol(name: string) -> string

- quit_game()