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()