

+get_empty_sqrs(): List +isfull(): boolean

+isempty(): boolean

+show_line(): void

+reset(): void +isover(): boolean

+draw_fig(int, int): void +next_turn(): void +change_gamemode(): void

ΑI

+rnd(Board): array +minimax(Board, boolean): float

+level: int +player: int

+eval(Board): float