Delikarl Jean-Baptiste

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Advance computer programming

**FINAL UML diagram description**

The comparison between my old UML diagram and my new UML diagram is slightly different by a few additional methods.

I had the right idea from the start, my tic client and servers was correct, I had to change PlayerProxy to TicTac and implemented my runnable there, rather than my Game class. The remaining differences was additional methods in my game and TicTac class to have my tic tac toe game functionally working correctly.