

Main	Game	Player	Board
<p>+ Main(): void</p>	<p>- brd : Board</p> <p>- player1 : Player</p> <p>- player2 : Player</p> <p>- currentPlayer : Player</p> <p>- scanner : Scanner</p> <p>+ Game()</p> <p>+ start() : void</p> <p>- createPlayer() : Player</p> <p>- checkWin() : boolean</p> <p>- checkDraw() : boolean</p> <p>- changePlayer() : void</p>	<p>- name : String</p> <p>- symbol : char</p> <p>- scanner : Scanner</p> <p>+ Player()</p> <p>+ play() : int</p>	<p>- board : char[][]</p> <p>+ Board()</p> <p>+ startBoard() : void</p> <p>+ showBoard() : void</p> <p>+ checkLines(char) : boolean</p> <p>+ checkColumns(char) : boolean</p> <p>+ checkDiagonalDescending(char) : boolean</p> <p>+ checkDiagonalAscending(char) : boolean</p> <p>+ checkVoidPositions() : boolean</p> <p>+ markPosition(int, char) : boolean</p>