

Main
+ Main(): void

Game
- brd : Board - player1 : Player - player2 : Player - currentPlayer : Player - scanner : Scanner
+ Game() + start() : void - createPlayer() : Player - checkWin() : boolean - checkDraw() : boolean - changePlayer() : void

Player
- name : String - symbol : char - scanner : Scanner
+ Player() + play() : int

Board
- board : char[ ][ ]
+ Board() + startBoard() : void + showBoard() : void + checkLines(char) : boolean + checkColumns(char) : boolean + checkDiagonalDescending(char) : boolean + checkDiagonalAscending(char) : boolean + checkVoidPositions() : boolean + markPosition(int, char) : boolean