|  |
| --- |
| Round |
| - interface Model - Player currentPlayer  - Player otherPlayer  - int squares[9] = 0 {0, 1, 2, 7, 8, 9} |
| + round(Player, Player, Interface)  + switchPlayer():void  + checkSecretSquare() : boolean  + assignSquare():void  + checkRoundWin() : boolean  + checkPossibleWin(int) : boolean  + calculatePoints() : int |