

Use Case: User selects style

Step	User's Action	System's Response
1	User selects style	
2		Board will display selected style

Use Case: First User selects X

Step	User's Action	System's Response
1	User presses button on grid	
2		X outputs

Use Case: Second User selects O

Step	User's Action	System's Response
1	User 2 presses button on grid	
2		O outputs

Use Case: Undo button

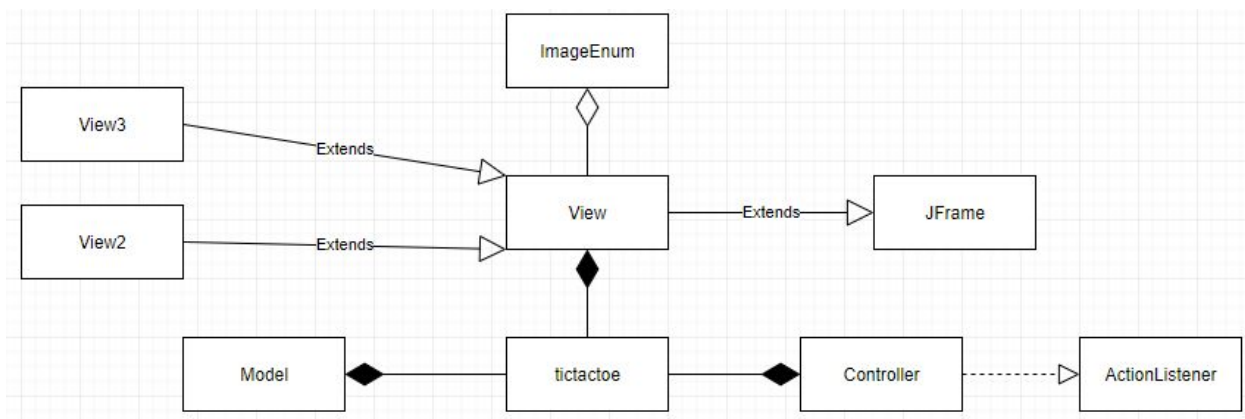
Step	User's Action	System's Response
1	User presses undo	
2		Move gets undone (1 undo used)

3	User plays move (X/O)	
4		X/O gets outputed

Use Case: Win

Step	User's Action	System's Response
1		Checks best move
2		Check if there are 3 in a row

Simple Class Diagram



Sequence Diagram:

