using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using static CapStone.ViewModels.GameViewModel;

namespace CapStone.Models

{

class Box : ObservableObject

{

#region Enum

public enum BoxState { Empty, X, O }

private Dictionary<string, BoxState> CurrentBox = new Dictionary<string, BoxState>()

{

{ "", BoxState.Empty },

{ "X", BoxState.X },

{ "O", BoxState.O }

};

#endregion

#region Fields

private int \_id;

private BoxState \_state;

#endregion

#region PROPERTIES

public int Id

{

get { return \_id; }

set

{

\_id = value;

}

}

public BoxState State

{

get { return \_state; }

set

{

\_state = value;

OnPropertyChanged(nameof(BoxState));

}

}

#endregion

#region Constructors

public Box()

{

}

#endregion

}

}

}