|  |
| --- |
| **TicTacToeGame** |
| +BOARD\_SIZE: int  +FILE\_NAME: String  +is\_new\_game: bool |
| +clear\_old\_console\_output(): void  +get\_file\_length(file\_name):int  #format\_gameboard\_view(board):void  #print\_game\_board(board):void |

**Legend**

+ = public

- = private

# = protected