

```

import java.io.*;
import java.util.*;
class Jerry
{
    char marked = 'e';
    boolean isDangerX = false;
    boolean isDangerO = false;
    boolean winnableX = false;
    boolean winnableO = false;

    public char getChar(){
        return marked;
    }

    public boolean isDanger(char t){
        if(t == 'X'){return isDangerX;}
        if(t == 'O'){return isDangerO;}
        return true;
    }

    public boolean isWinnable(char t){
        if(t == 'X'){return winnableX;}
        if(t == 'O'){return winnableO;}
        return true;
    }

    public void setDanger(char t, boolean d){
        if(t == 'X'){isDangerX = d;}
        if(t == 'O'){isDangerO = d;}
    }

    public void setWinnable(char t, boolean d){
        if(t == 'X'){winnableX = d;}
        if(t == 'O'){winnableO = d;}
    }

    public void setMark(char t){
        marked = t;
    }

    public Jerry(){

    }

    public void resetBoard(){
        marked = 'e';
        isDangerX = false;
        isDangerO = false;
        winnableX = false;
        winnableO = false;
    }

}

```