Tic Tac Toe Game
UML Diagram
(Java)

Board

game_board:string = defaultValue
last_change:int
turnNum: int

+ setBoard(string): void
+ getBoard(): string
+ setLastChange(int):void
+ getLastChange():string
+ setTurnNum(int):void
+ getTurnNum():int
+ Board()
+ Board(string)

Game

#win:bool= False
#user1:User
#guest:User
#player_board:Board
#UserInterface: UI

+ game_playing():void
+ wincheck(string, int, int, char):void
+ setWin(bool):void
+ getWin():bool
+ move(Sring, Board):void
+ validMove(int, String):bool
+ game()
+ game(boolean,string,
  int,string,int,string,int)

User

Name:string
win_total:int
#type:char
#user_turn: bool

+ setName(string):void
+ getName():string
+ setType(char):void
+ getType():char
+ setWinTotal(int):void
+ getWinTotal():int
+ User()
+ User(String, int)

UI

display_valid: bool

+ display(String):void
+ UI()

LogIn

log_found:bool
user_input:string

+ check(String): bool
+ setUserInput(string): void
+ getUserInput(): string
+ newAccount(string):void
+ LogIn()