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UML Diagram for TicTacToe V 1.0

<<interface>>
Interface (what the Players use to run game) ie Main.cpp

+void setBoard->(fills Board with 0.0)
+void TicTac->Input (X or O)
+void TicTac->CoinToss (Determines who goes first)

Tic Tac

(.h file)
private:

-char player;
-char matrix[3][3];

public:

Instantiation
+TicTac() (default)
+~TicTac(destructor);
+char SetBoard() // sets board to 0 for each value

+void Draw-> Draws board every time after input
+void Input-> (X or O) -> either 1 or 2 for the input (??)
+void CoinToss->(random 1 or 0 to decide order of X and O)
+void TogglePlayer->(Toggles between X and O)

(check for wins/ results)
+char Win->(did someone win? If so, return X or O)
+bool BoardFull -> Let know if board is full and no one won (ie draw).
(this can be combined with charWin, or kept separately for cleaner code)

(accessors/mutators)
+void getPlayer (may be const)
+void getMatrix (may be const)
+void setPlayer(char) (maybe const)
+void setPlayer (char)may be const