

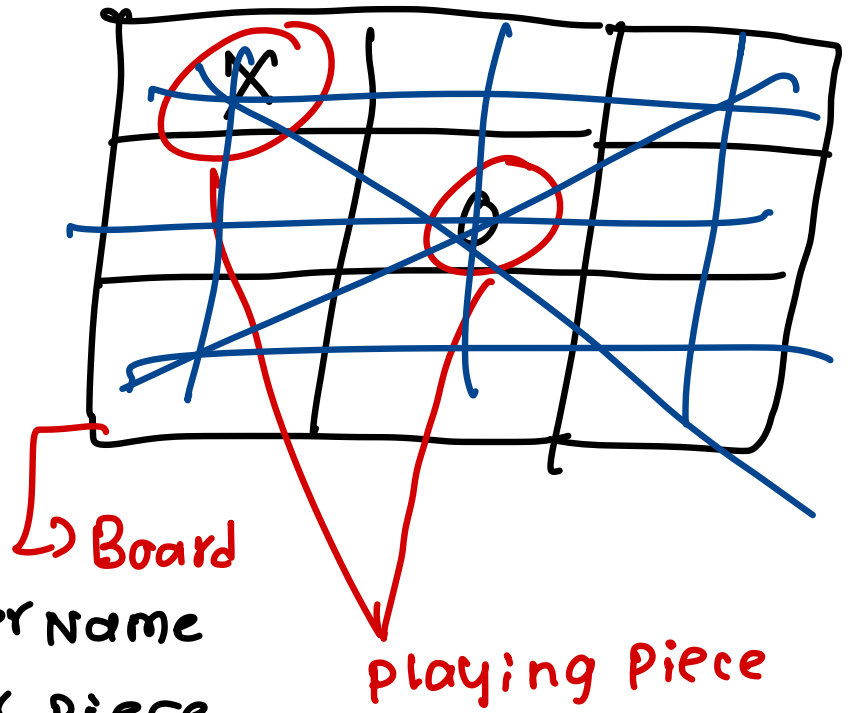
Tic Tac Toe

(Low Level Design)

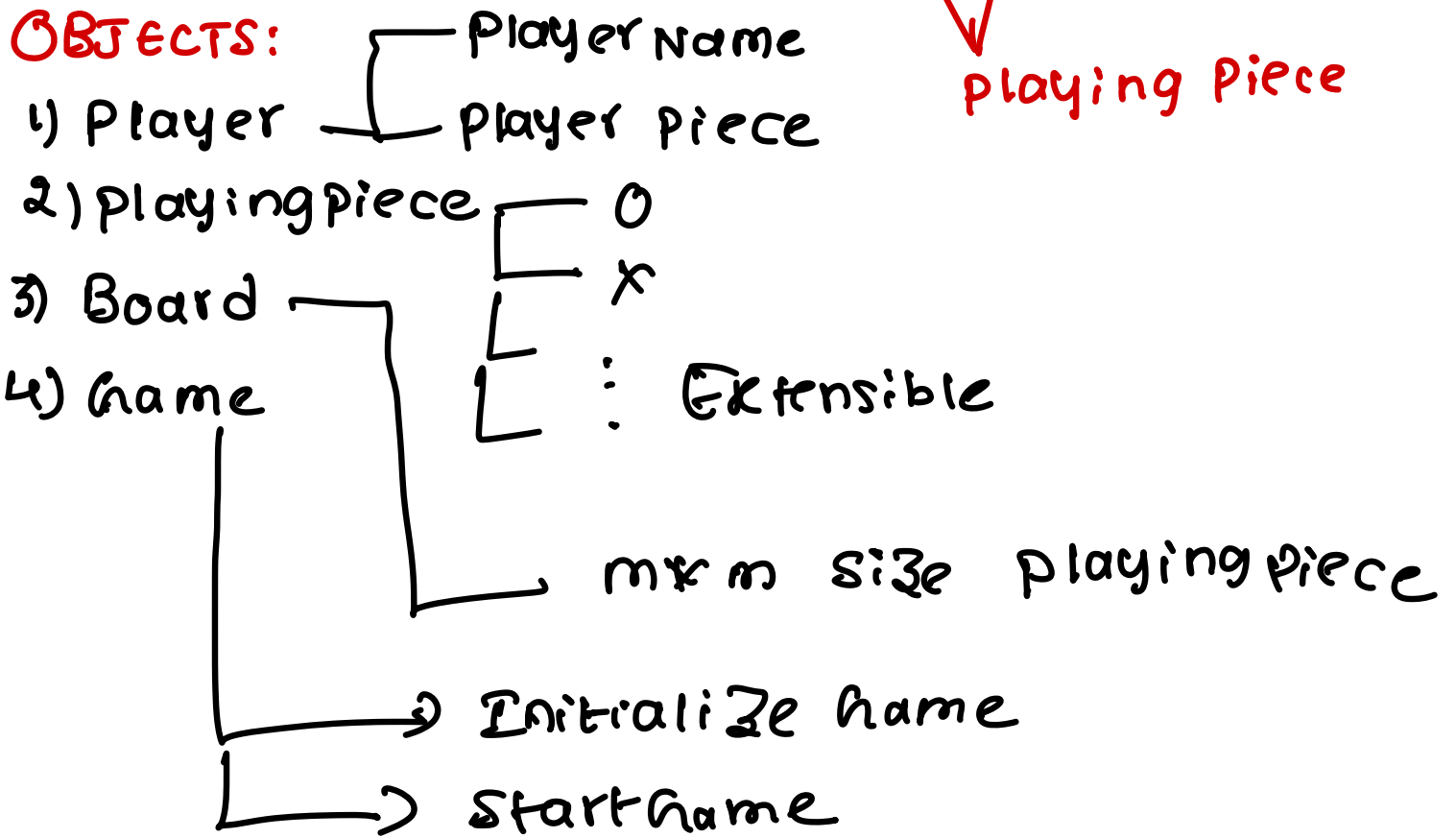


Rough Flow:

player,
player2



OBJECTS:



Low Level Design (Bottom-up):

