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// CS 265 - C++ Programming
// Prof. Raheja
// Project 3.2: Tic Tac Toe Game

#include <iostream>
#include <cstdlib>
#include <string>
using namespace std;

#ifndef TICTACTOE_H
#define TICTACTOE_H

class TicTacToe {
private:
    static const int SIZE = 3;
    char **board;
public:
    // Constructors.
    TicTacToe(); // Default constructor.
    TicTacToe(const TicTacToe&); // Copy constructor.
    ~TicTacToe(); // Destructor.

    void set(char, int, int); // Places a player's mark into the board.
    void print(); // Prints out the game board.
    bool isMarked(int, int); // Returns a boolean value that tells whether a spot is
    already taken on the board.
    bool isFilled(); // Returns a boolean value that tells whether the board is full.
    bool isWinner(); // Returns a boolean value that tells whether the board has a
    winner.
};

#endif
```