

# CPSC 2150 Project 1 Class and Activity Diagrams

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## Class Diagrams

GameBoard
-board: char[9][7]
+GameBoard(void) +checkIfFree(int): boolean +whatsAtPos(BoardPosition): char +getNumRows(): int +getNumColumns(): int +getNumToWin(): int

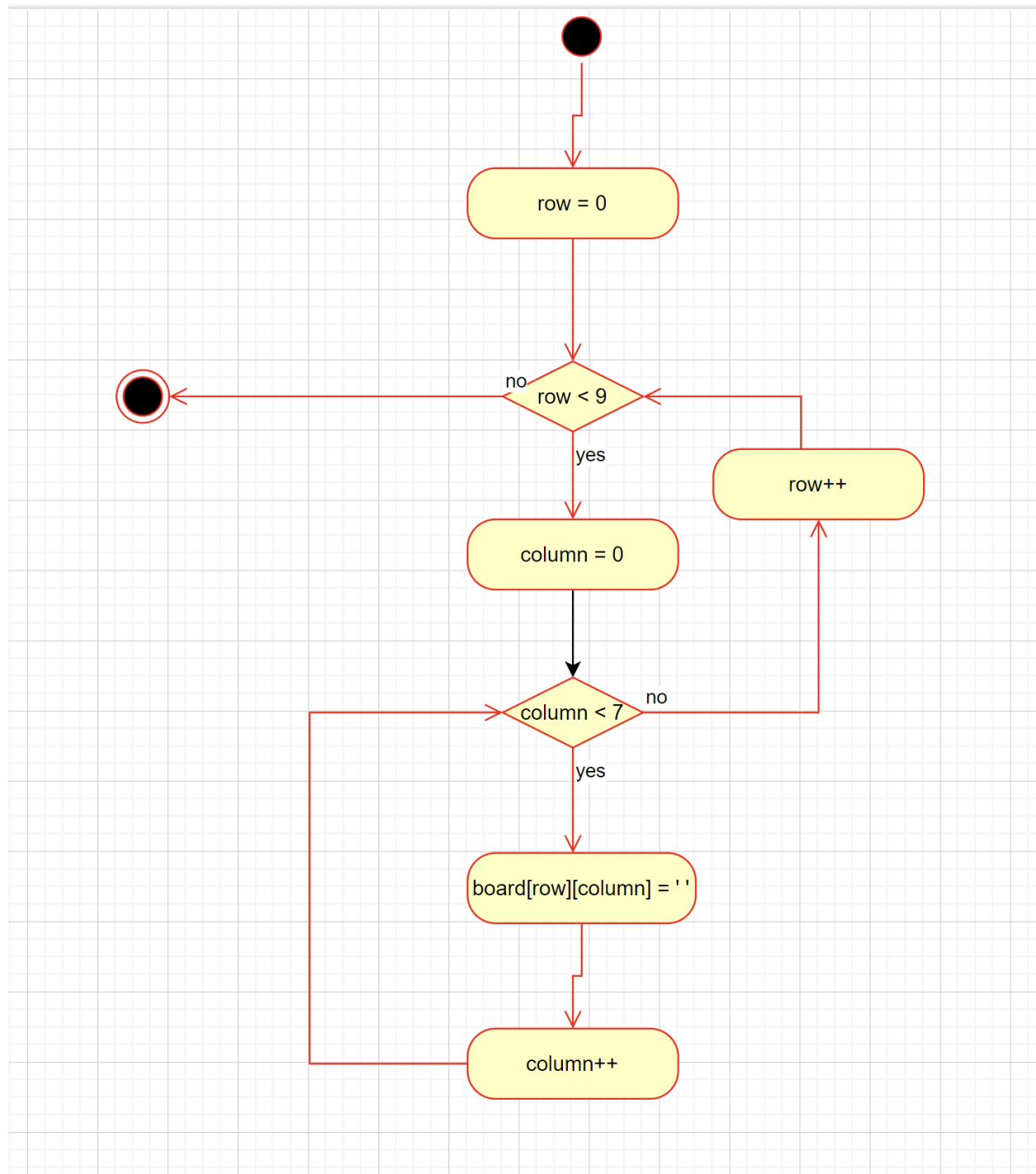
GameScreen
+main(String[]): void
«interface» IGameBoard
+MAX_ROW: int[1] +MAX_COLUMN: int[1] +WIN: int[1]
+isPlayerAtPos(BoardPosition, char): boolean +checkTie(void): boolean +checkHorizWin(BoardPosition, char): boolean +checkVertWin(BoardPosition, char): boolean +checkDiagWin(BoardPosition, char): boolean +checkForWin(int): boolean +placeToken(char, int): void

BoardPosition
-ROW: int[1] -COLUMN: int[1]
+BoardPosition(int, int) +getRow(void): int +getColumn(void): int +equals(Object): boolean +toString(void): string

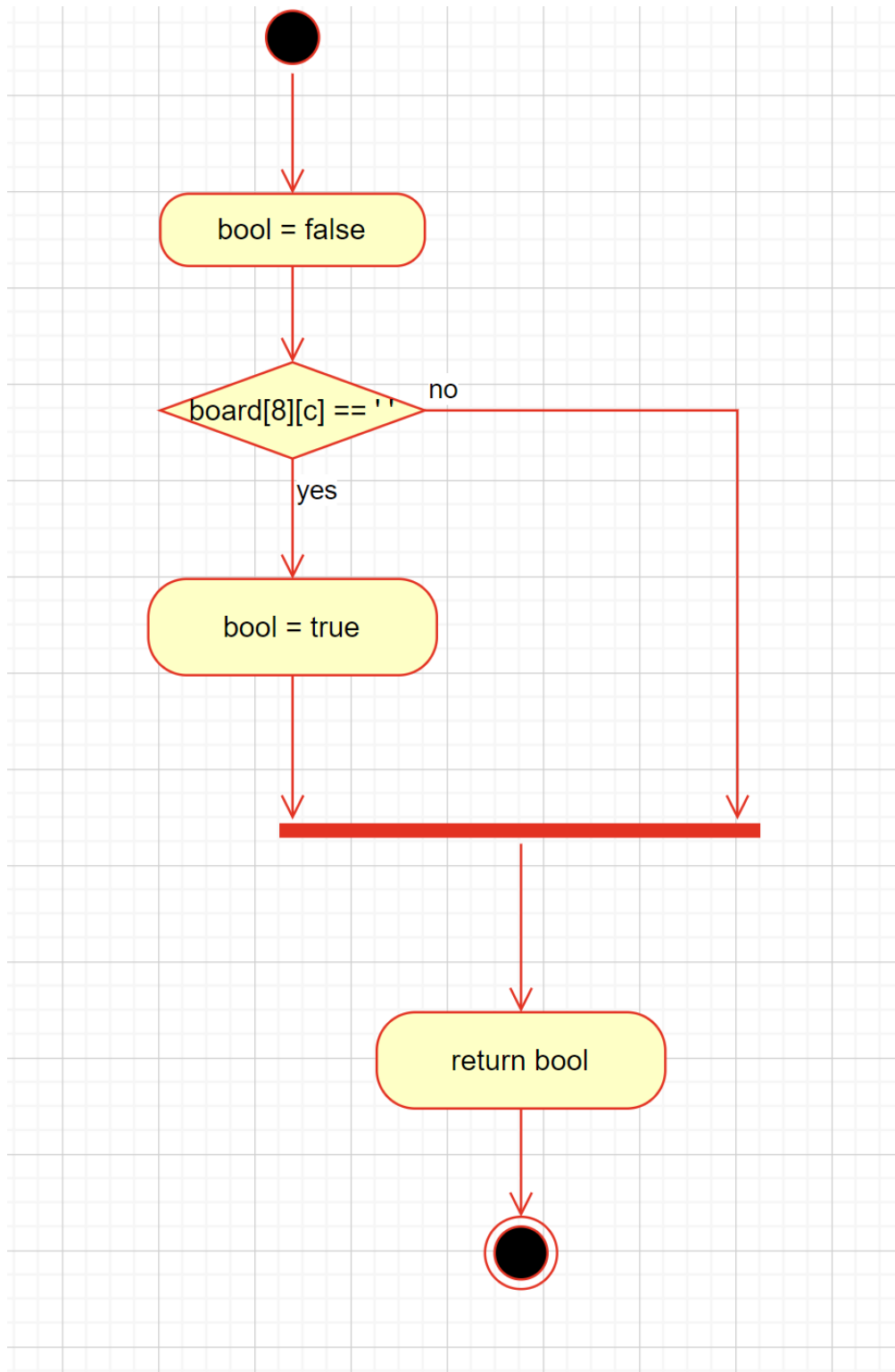
«abstract» AbsGameBoard
+toString(void): String

## System Design

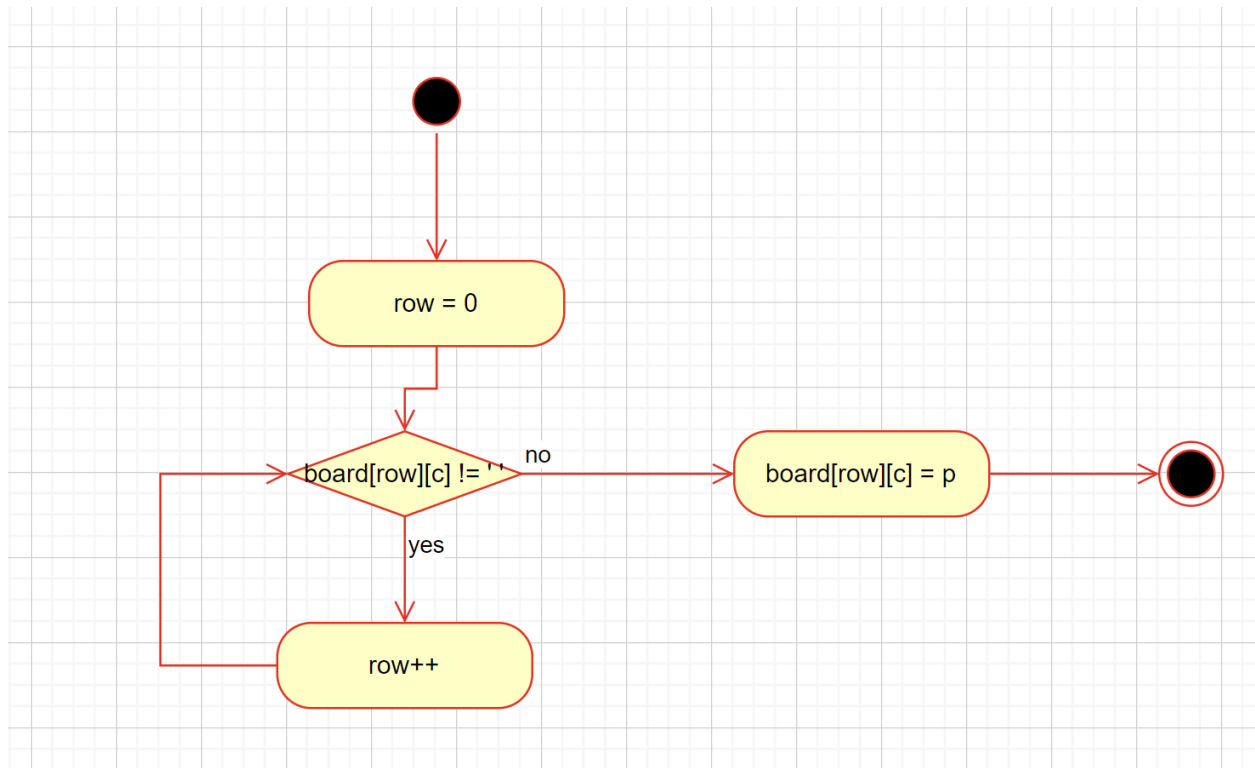
GameBoard(void):



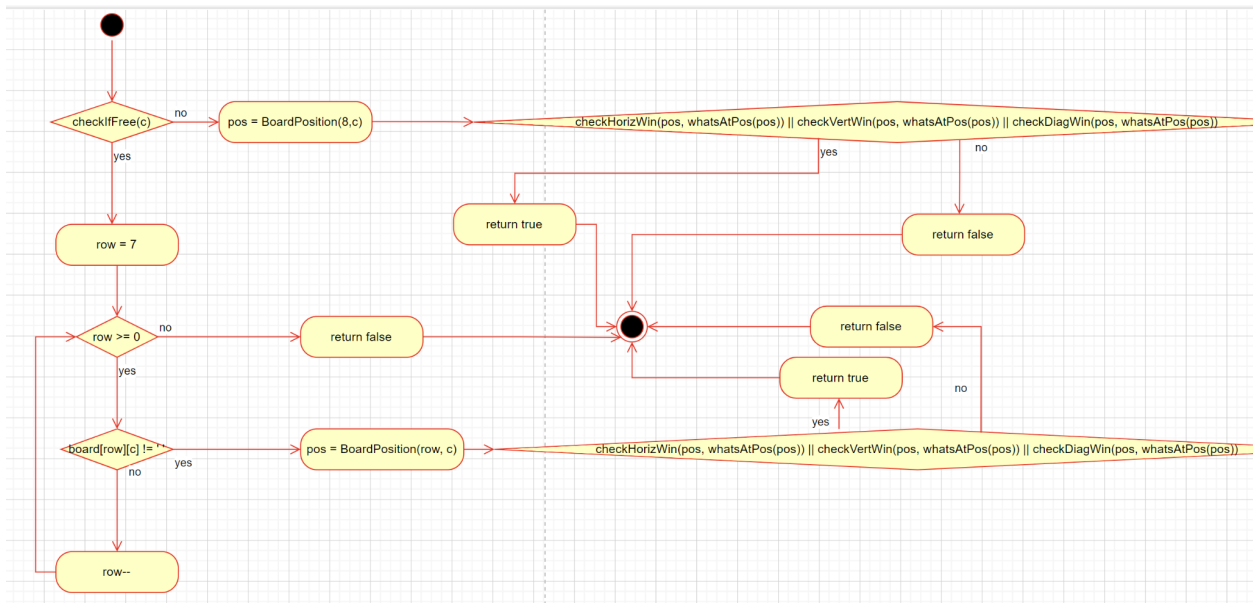
checkIfFree(int):



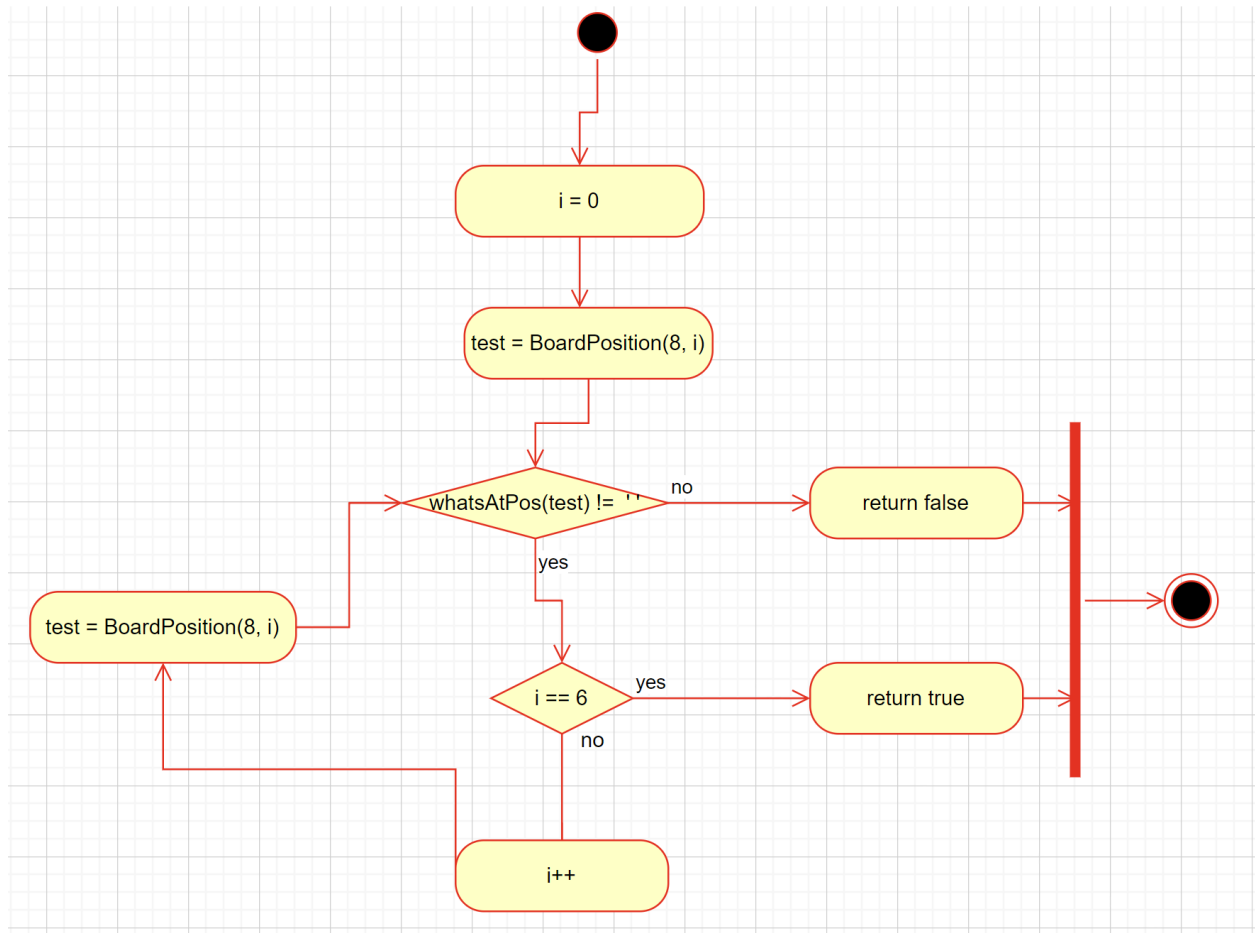
**placeToken(char, int):**



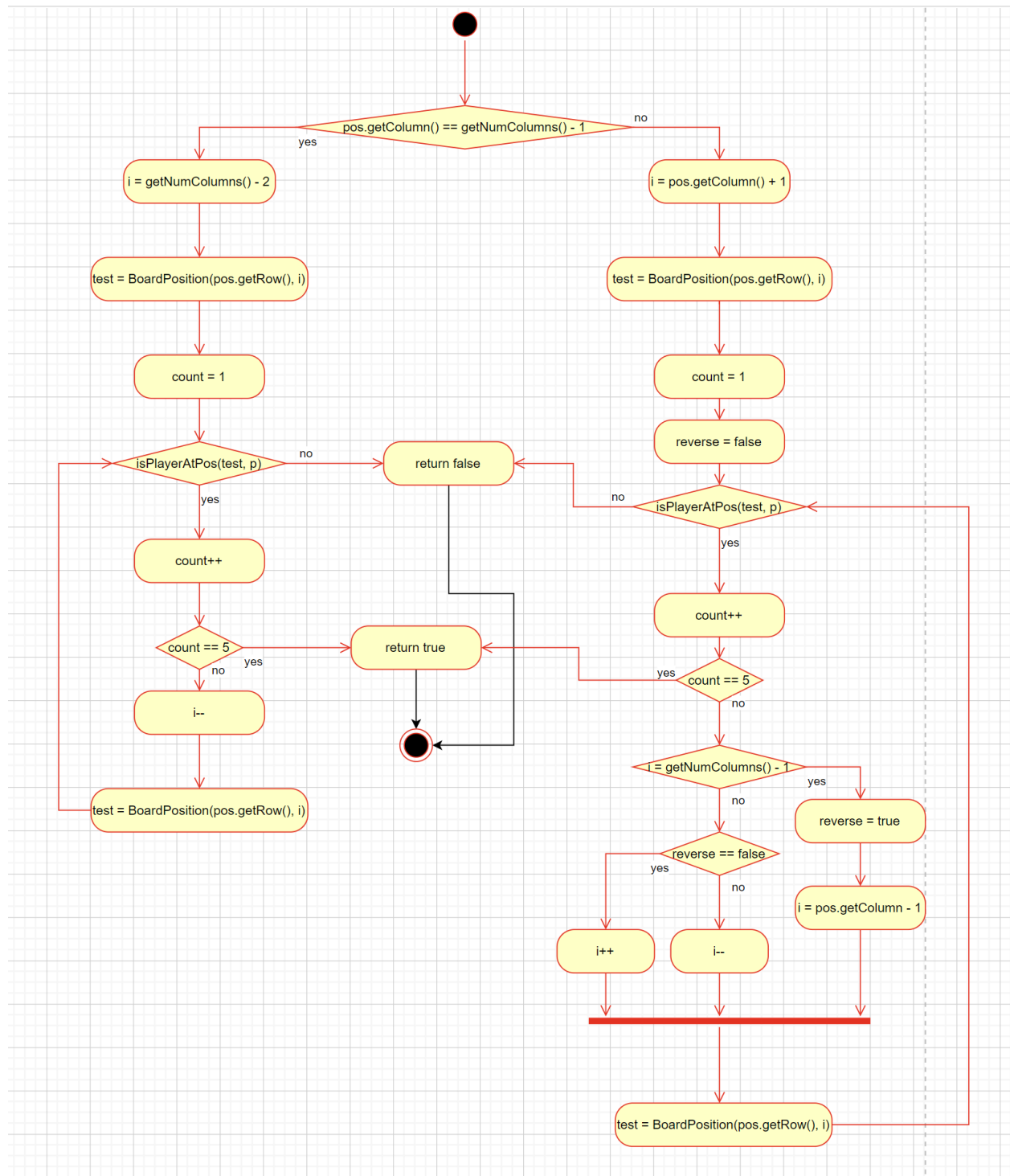
## checkForWin(int):



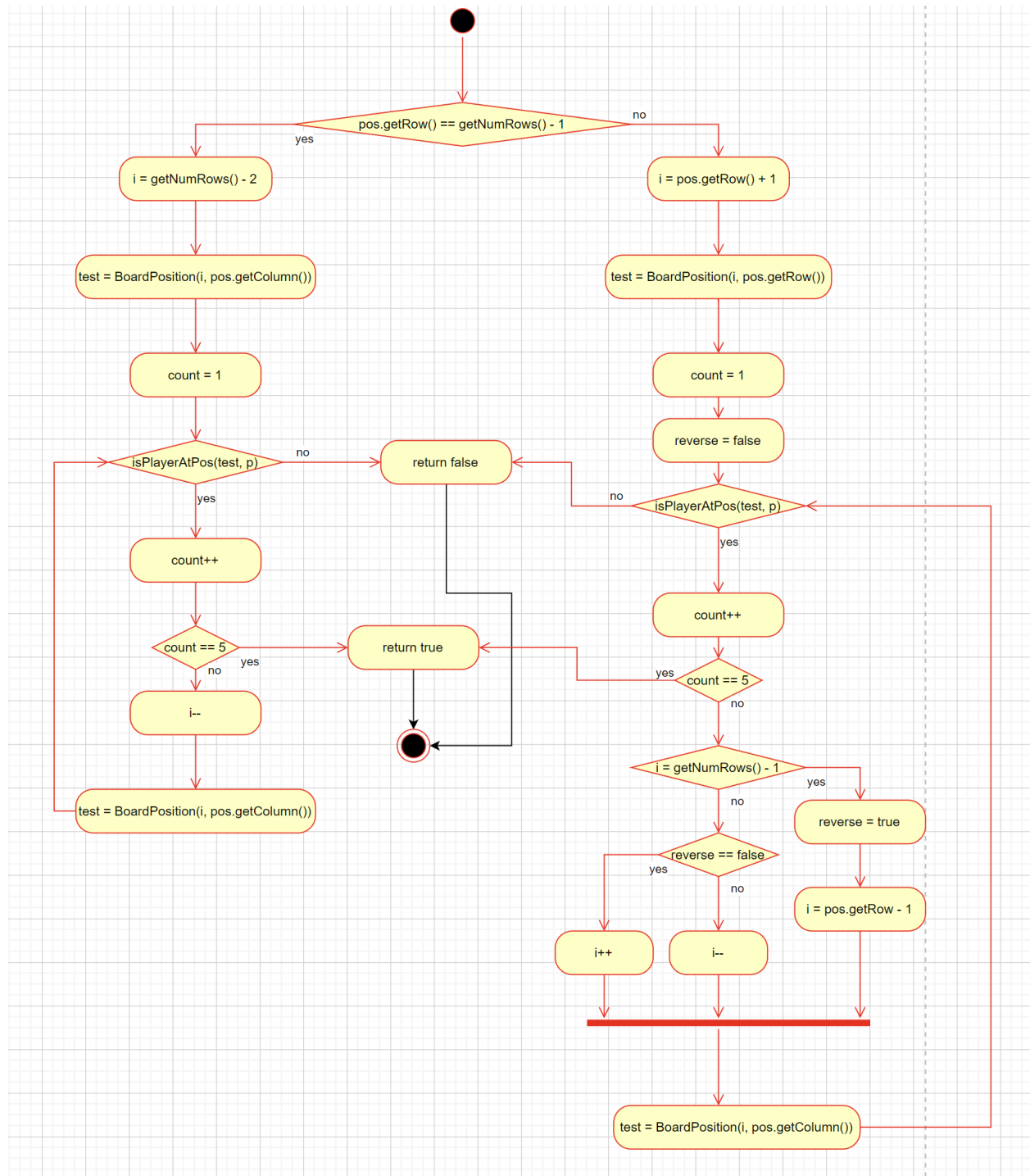
checkTie(void):



checkHorizWin(BoardPosition, char):



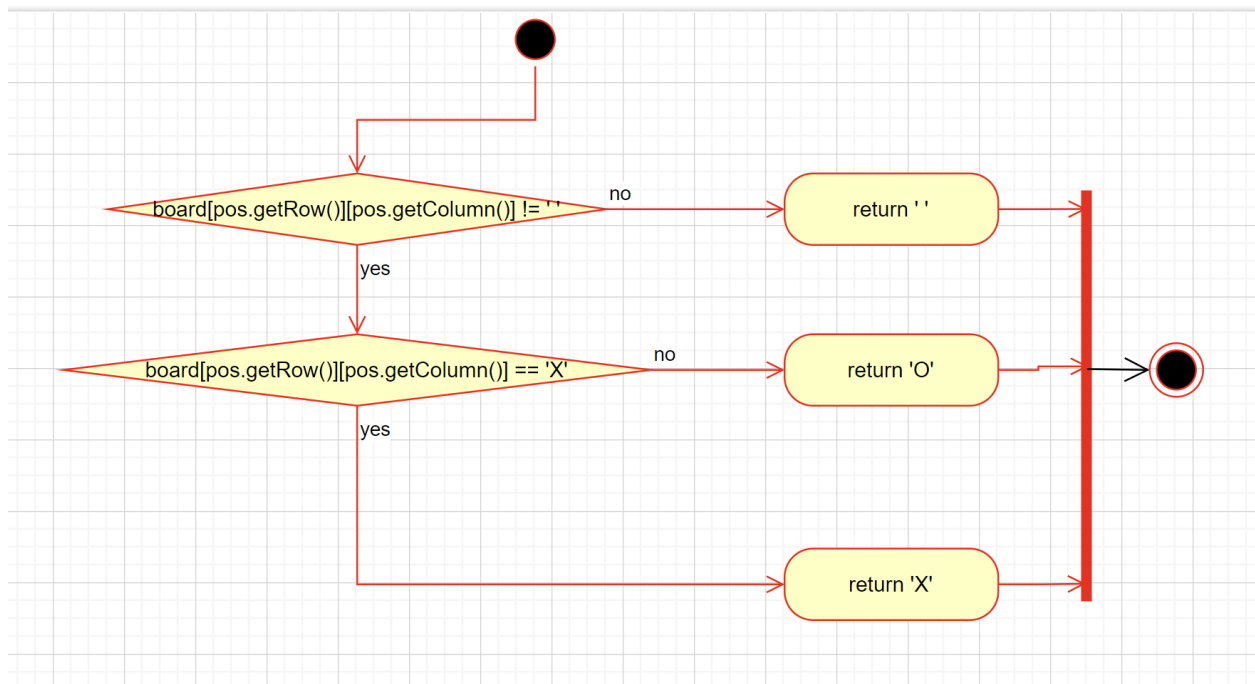
checkVertWin(BoardPosition, char):



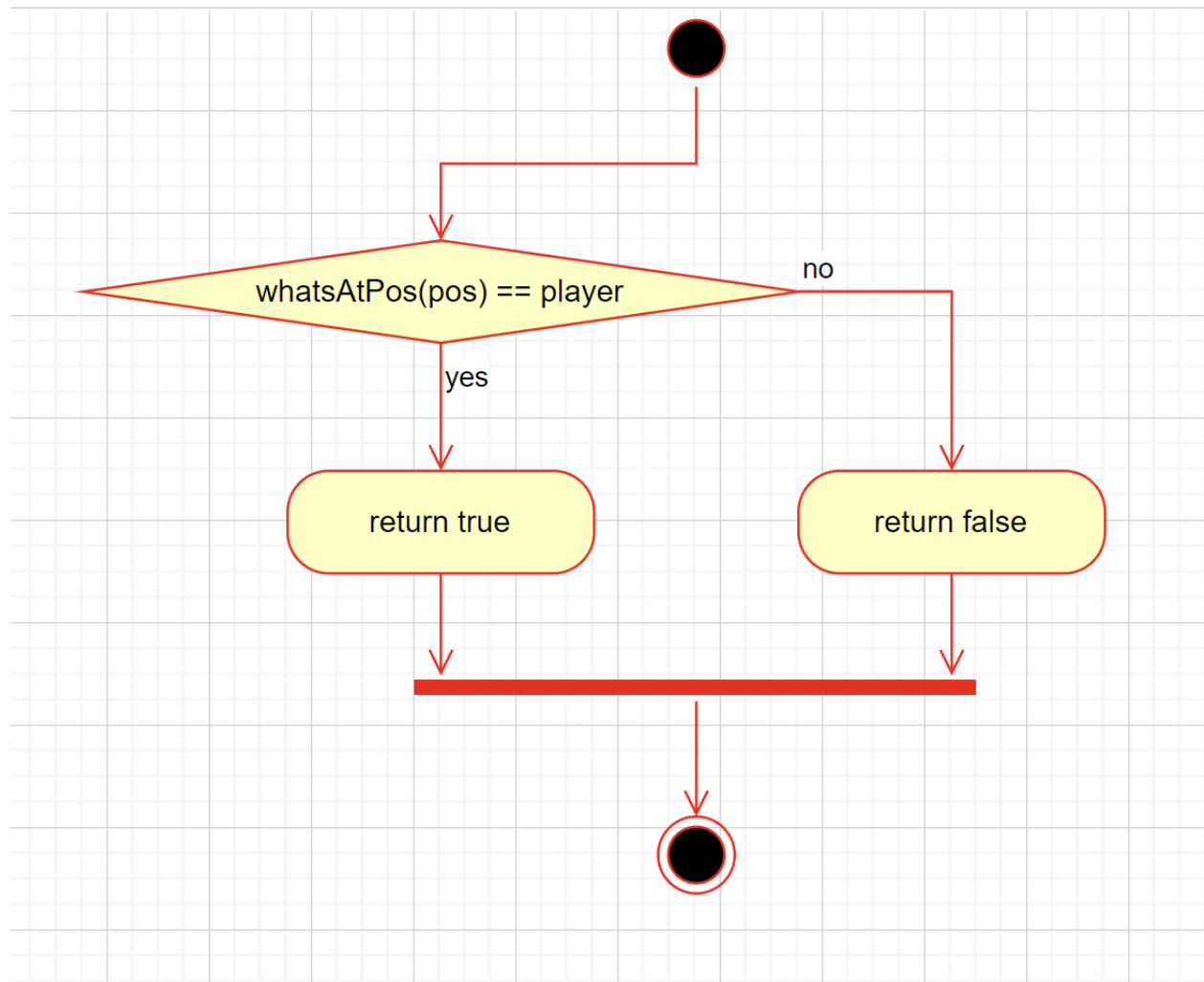


**checkDiagWin(BoardPosition, char):**

**whatsAtPos(BoardPosition):**



isPlayerAtPos(BoardPosition, char):



toString(void):

