ConnectX - UML Classes

+main(String[] args): void

**GameScreen**

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| **BoardPosition** |
| * Row: int[1] {non-negative} * Col: int [1] {non-negative} * Player: char [2] |
| + BoardPosition(int, int, char)  + getRow(): int  + getColumn(): int  + equals(BoardPositin): bool  + toStrinf(void): string |

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| **GameBoard** |
| * maxRow: int [1] {non-negative} * maxCol: int [1] {non-negative} * numToWin: int [1] {non-negative} |
| + GameBoard()  + checkIfFree (int): bool  + checkForWin (int): bool  + checkTie(): bool  + placeToken(char, int): void  + checkHorizWin (BoardPosition, char): bool  + checkVertWin (BoardPosition, char): bool  + checkDiagWin(BoardPosition, char): bool  + whatsAtPos (BoardPosition): char  + isPlayerAtPos (BoardPosition, char): bool  + toString(): string |