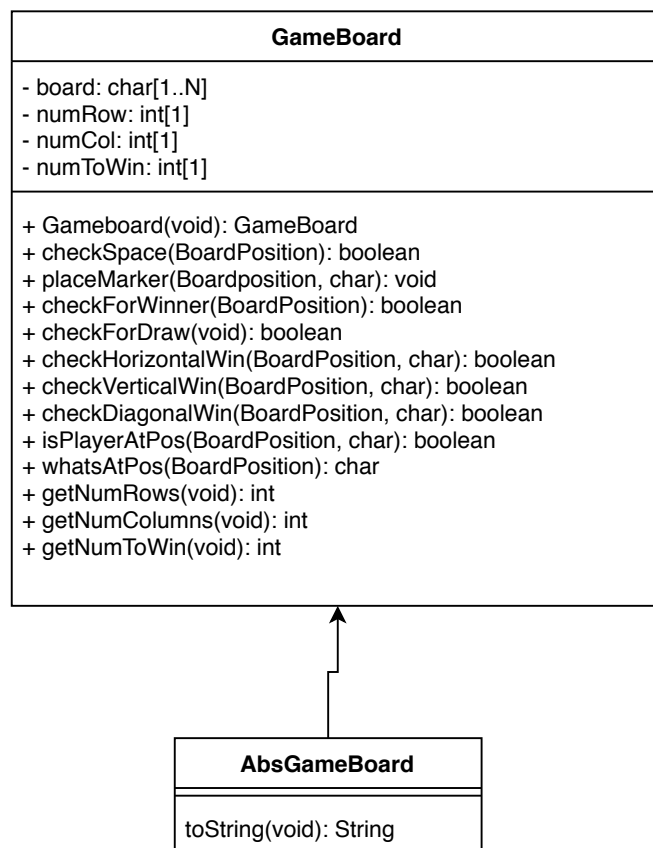
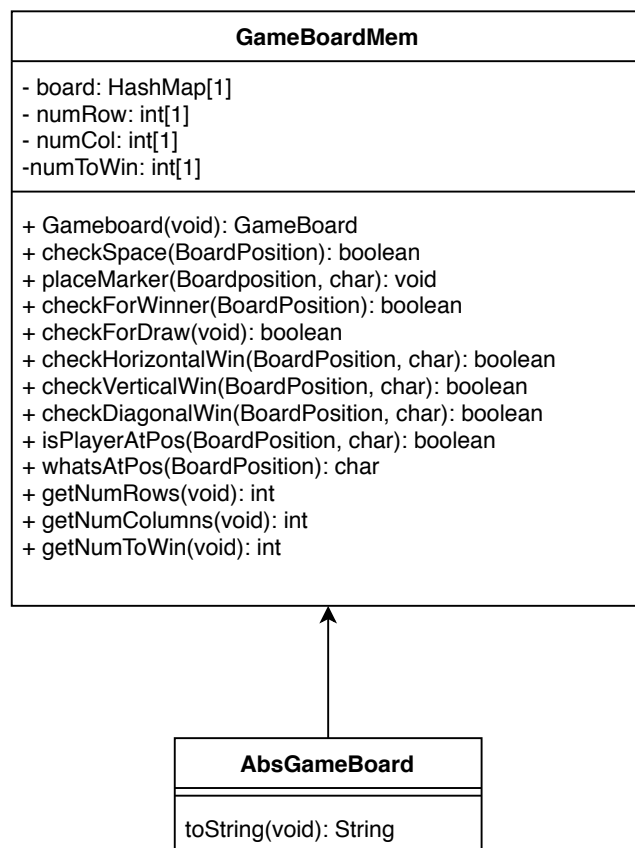
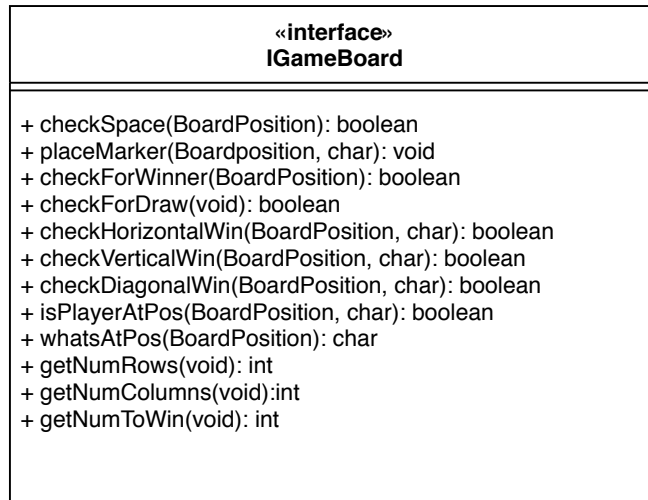


GameScreen
+ makePosition(IGameBoard, Scanner, char): BoardPosition

BoardPosition
- row: int [1] - column: int [1]
+ BoardPosition(int,int): BoardPosition + getRow(void): int + getColumn(void): int + equals(BoardPosition): boolean + toString(void): String

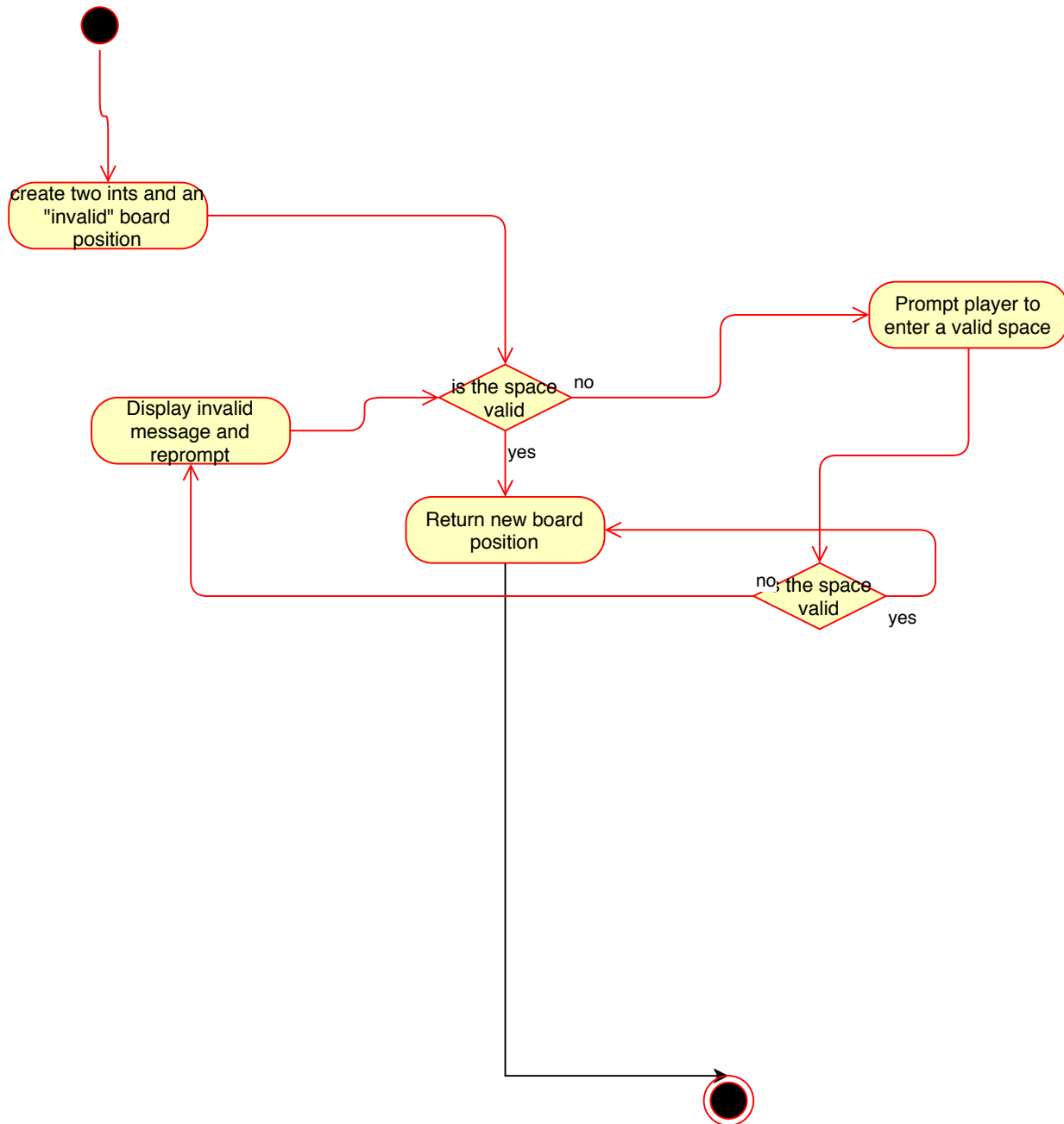




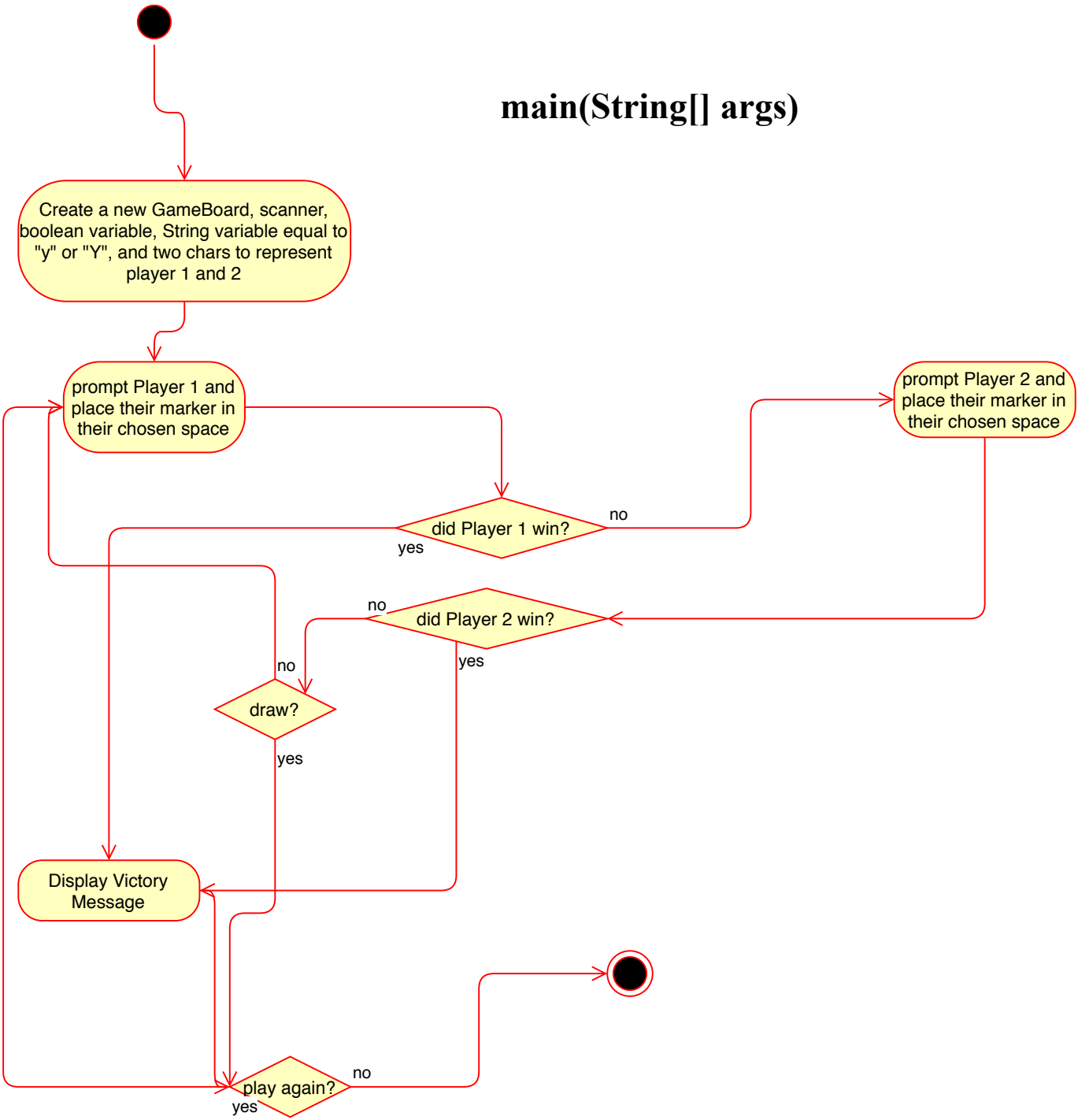


TicTacToeController
<div><div>- curGame: IGameBoard [1]</div><div>- screen: TicTacToeView [1]</div><div>+ MAX_PLAYERS: int [1]</div><div>- number_of_players: int [1]</div><div>- playerMarker: char [10]</div><div>- playerNumber: int[1]</div><div>- winnerFound: boolean[1]</div><div>+ TicTacToeController(IGameBoard,TicTacToeView, int): TicTacToeController</div><div>+ processButtonClick(int,int): void</div><div>- newGame(void): void</div></div>

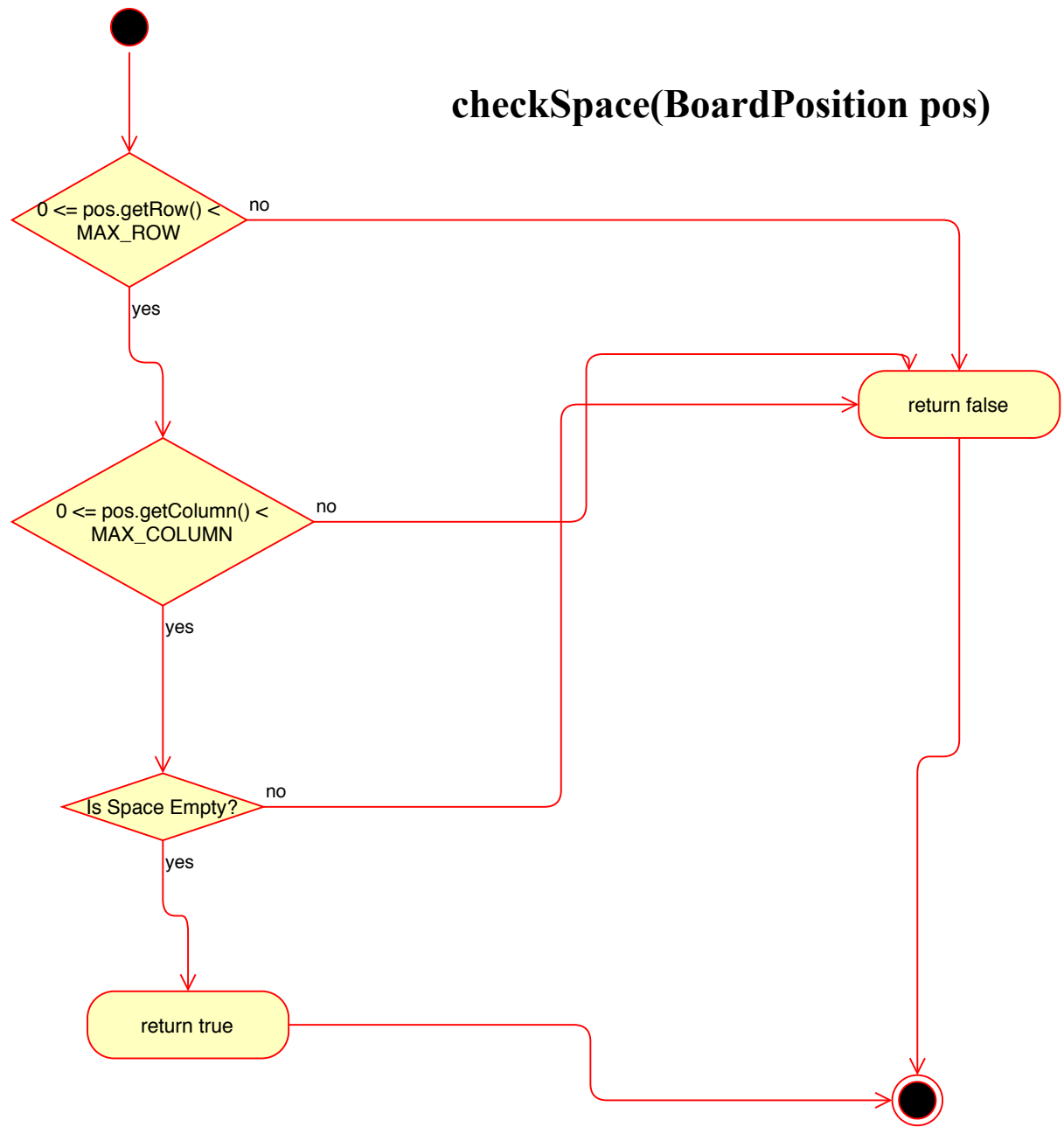
makePosition(void)



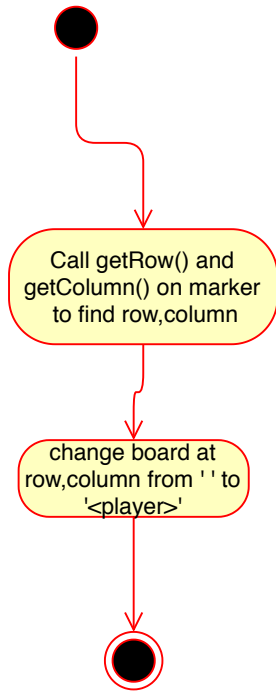
main(String[] args)



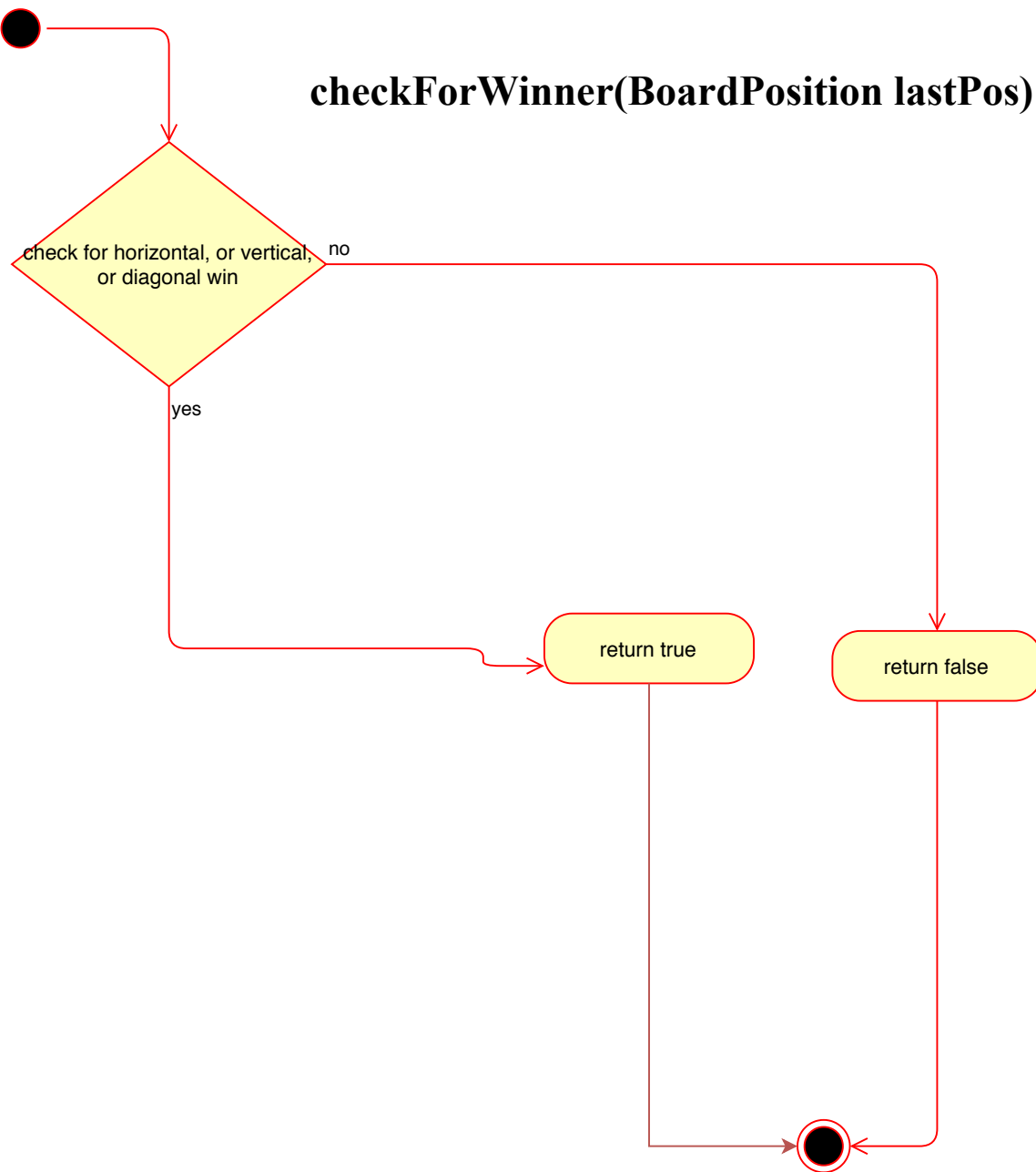
checkSpace(BoardPosition pos)



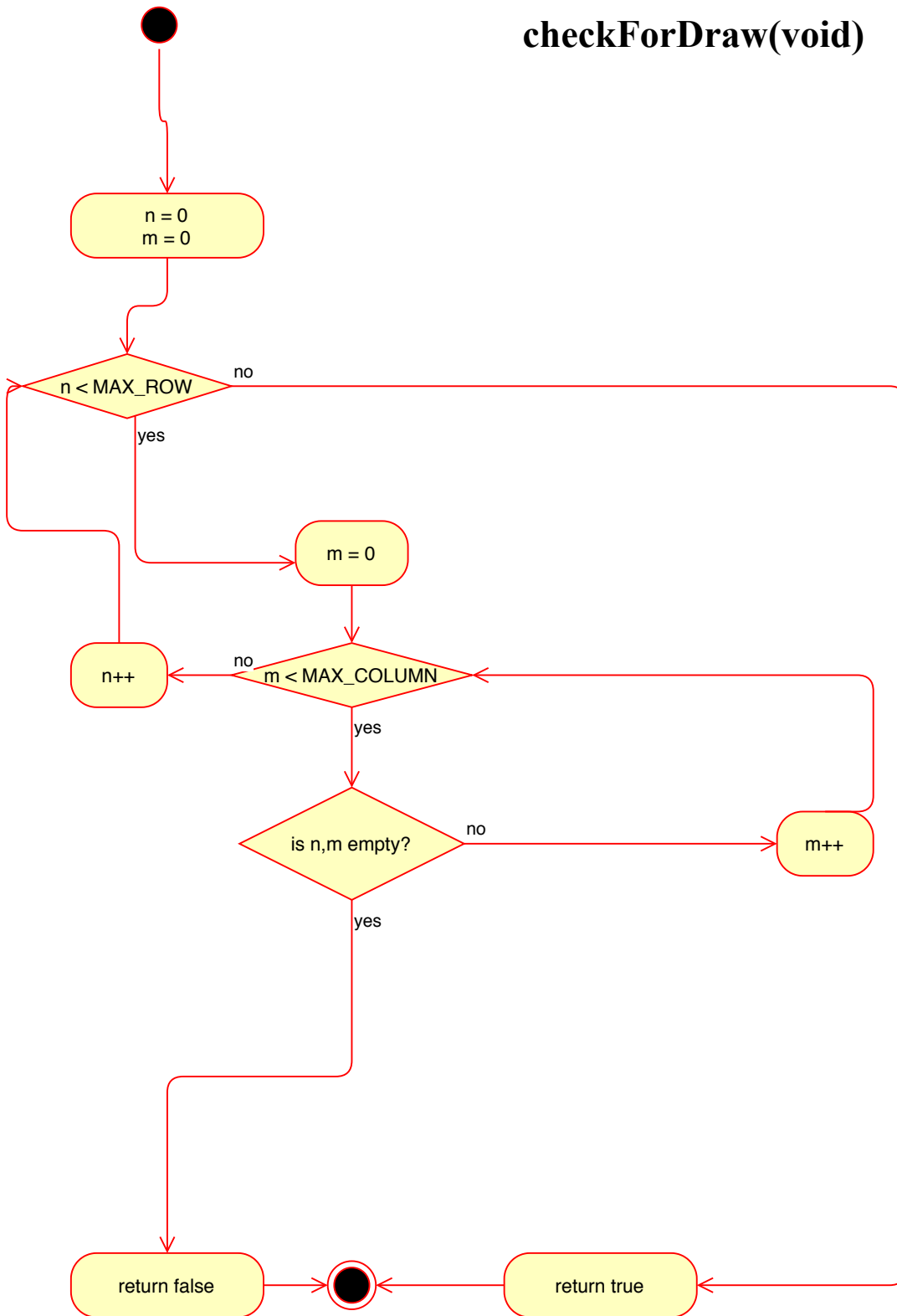
placeMarker(BoardPosition marker, char player)



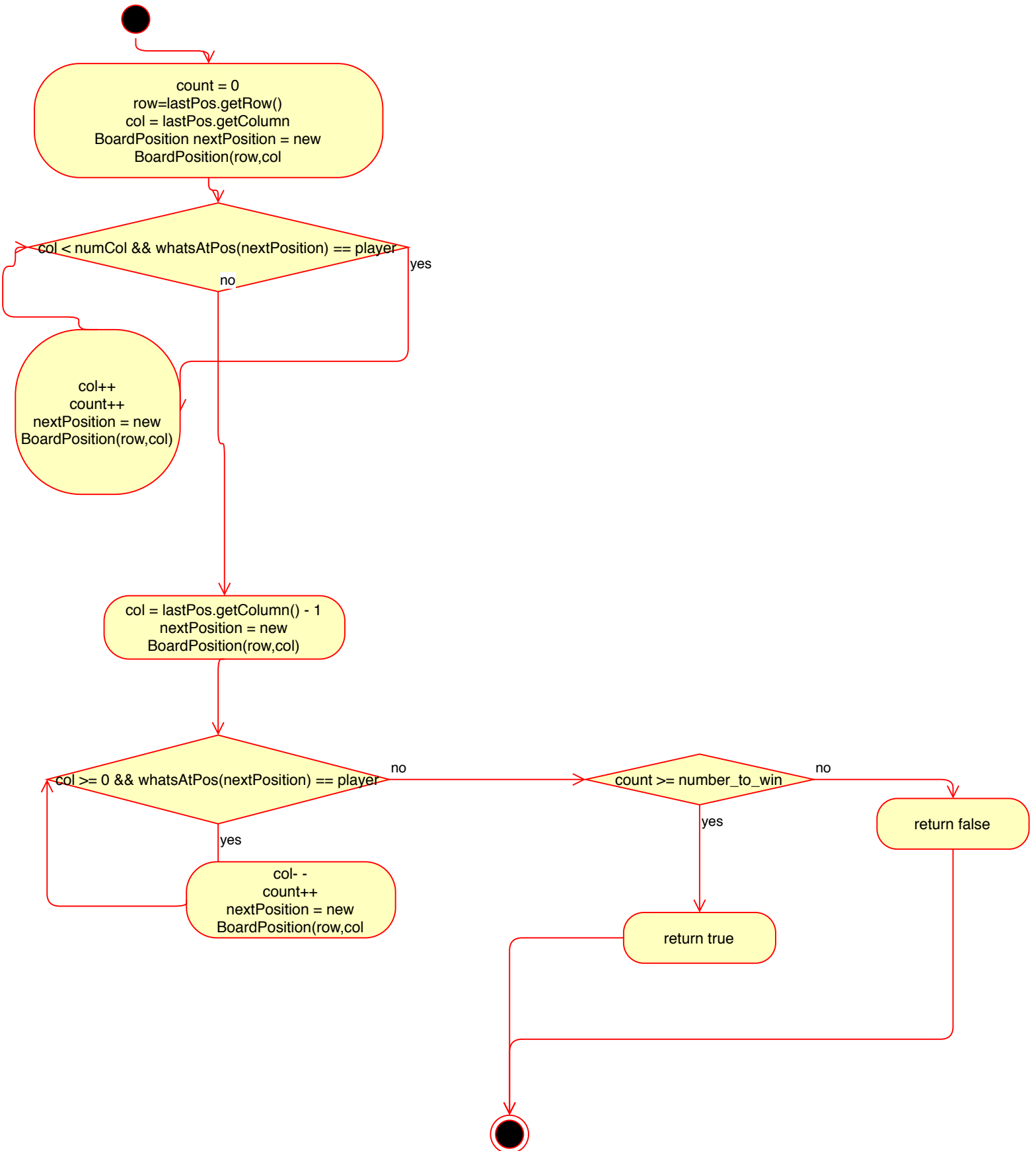
checkForWinner(BoardPosition lastPos)



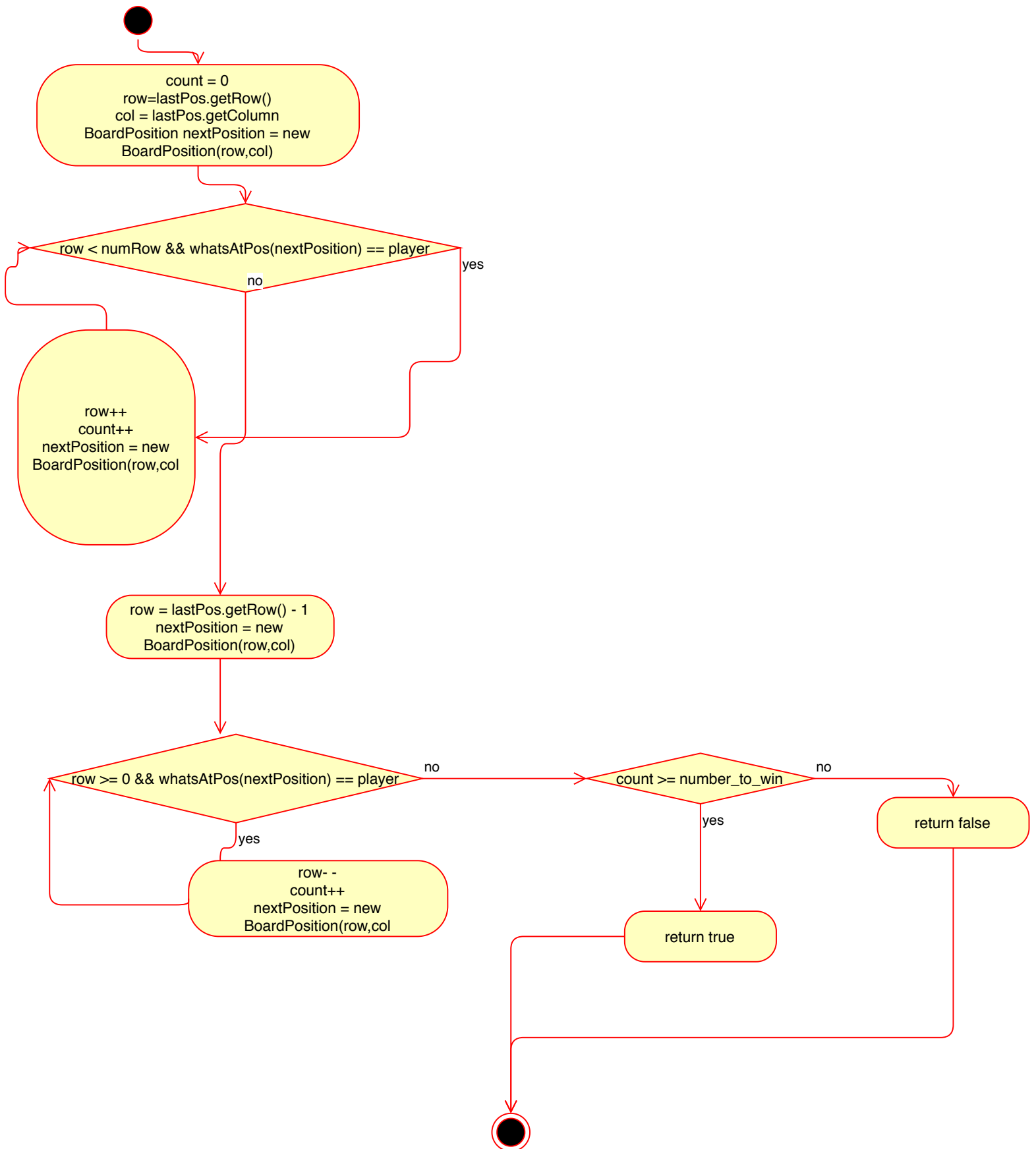
checkForDraw(void)



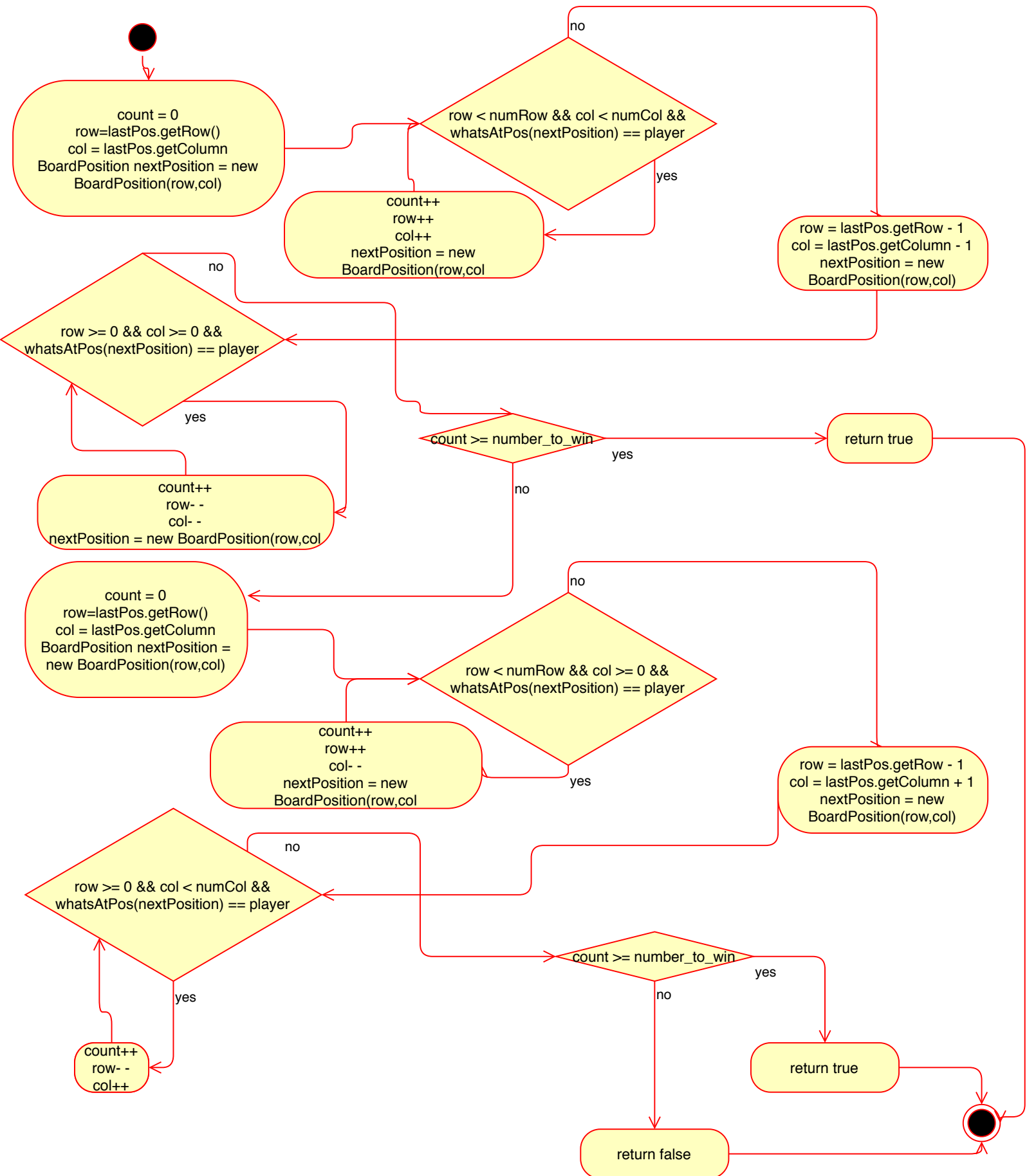
checkHorizontalWin(BoardPosition lastPos, char player)



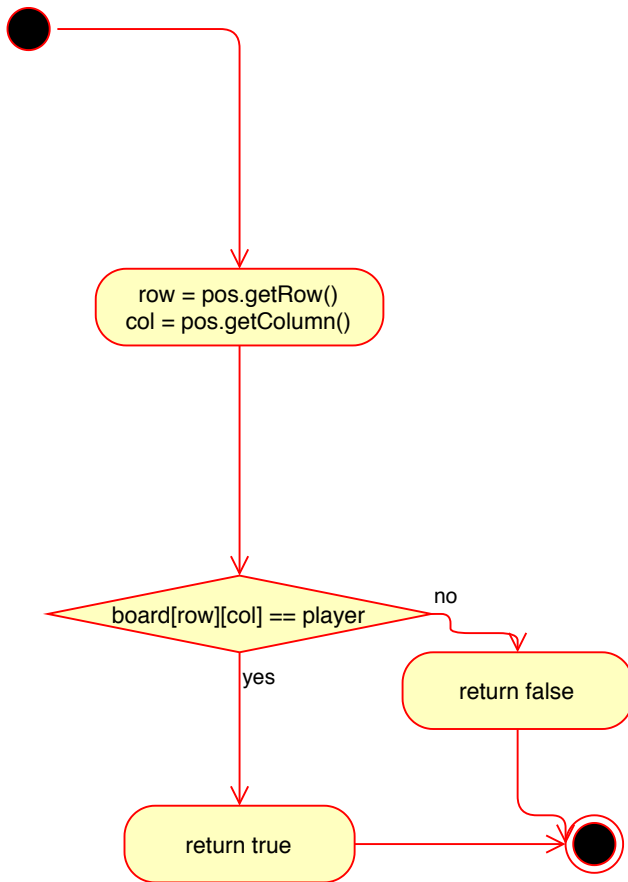
checkVerticalWin(BoardPosition lastPos, char player)



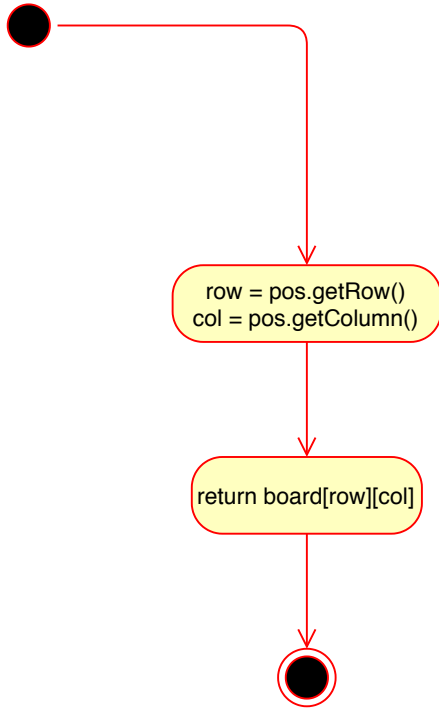
checkDiagonalWin(BoardPosition lastPos, char player)



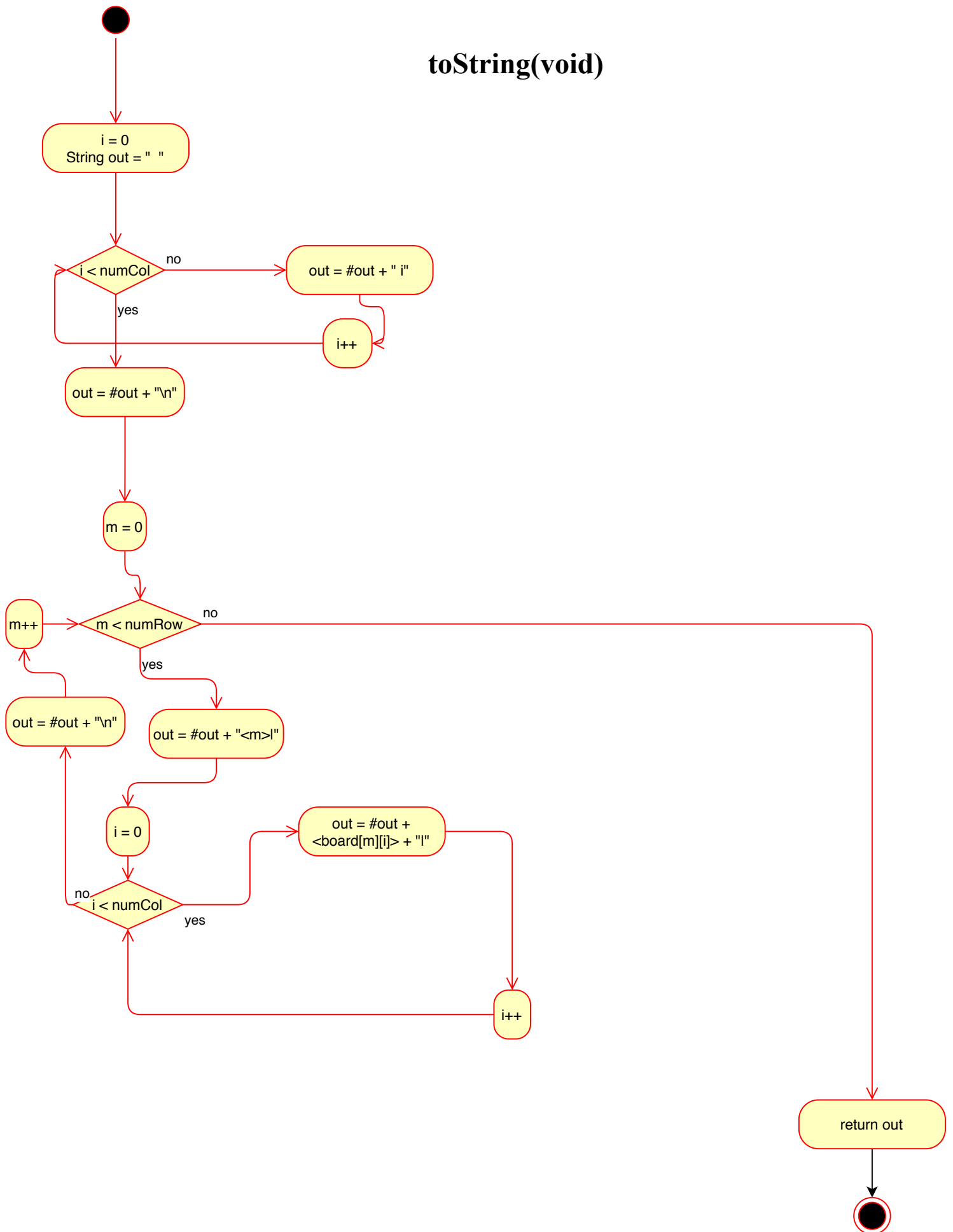
isPlayerAtPos(BoardPosition pos, char player)



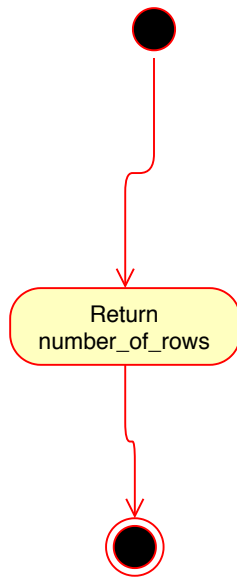
whatsAtPos(BoardPosition pos)



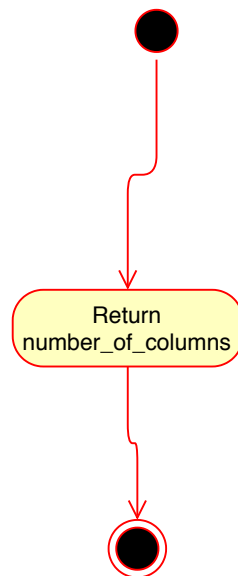
toString(void)



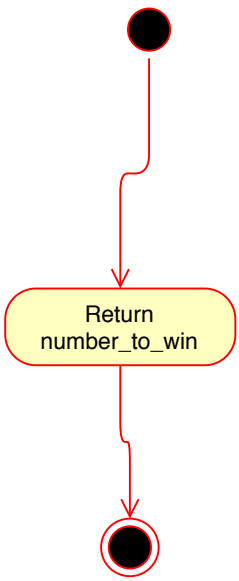
getNumRows(void)



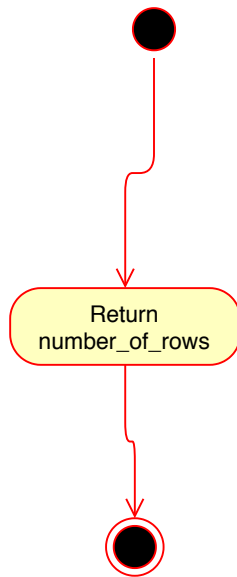
getNumColumns(void)



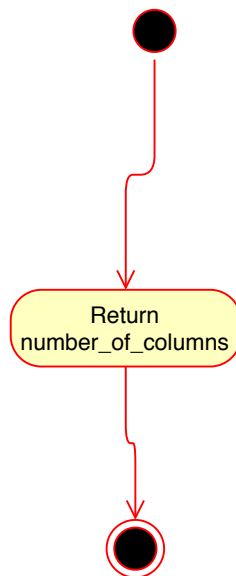
getNumToWin(void)



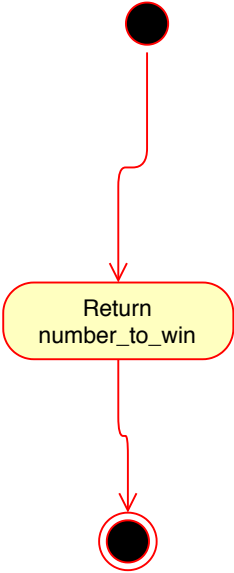
GameBoardMem.getNumRows(void)



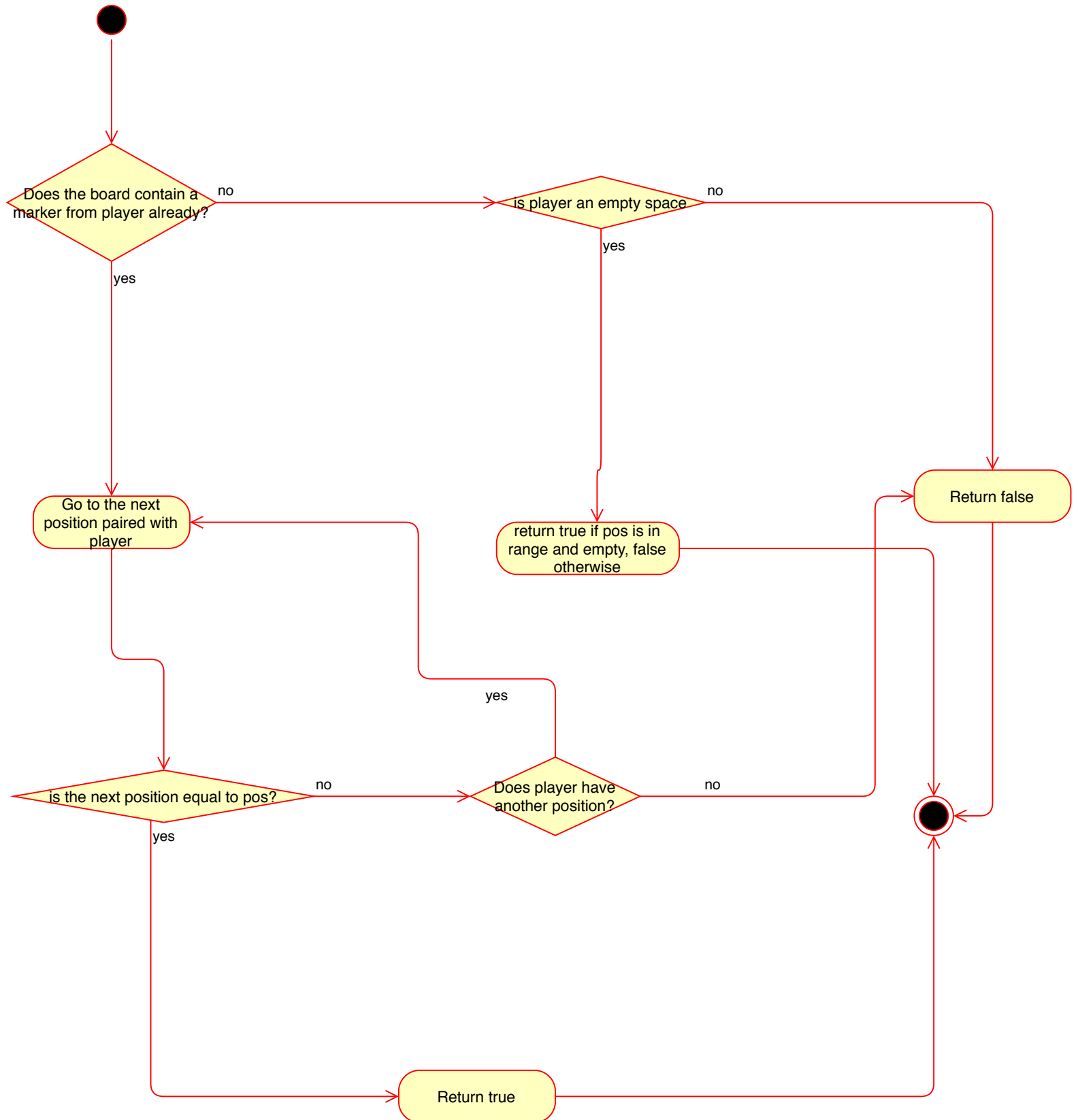
GameBoardMem.getNumColumns(void)



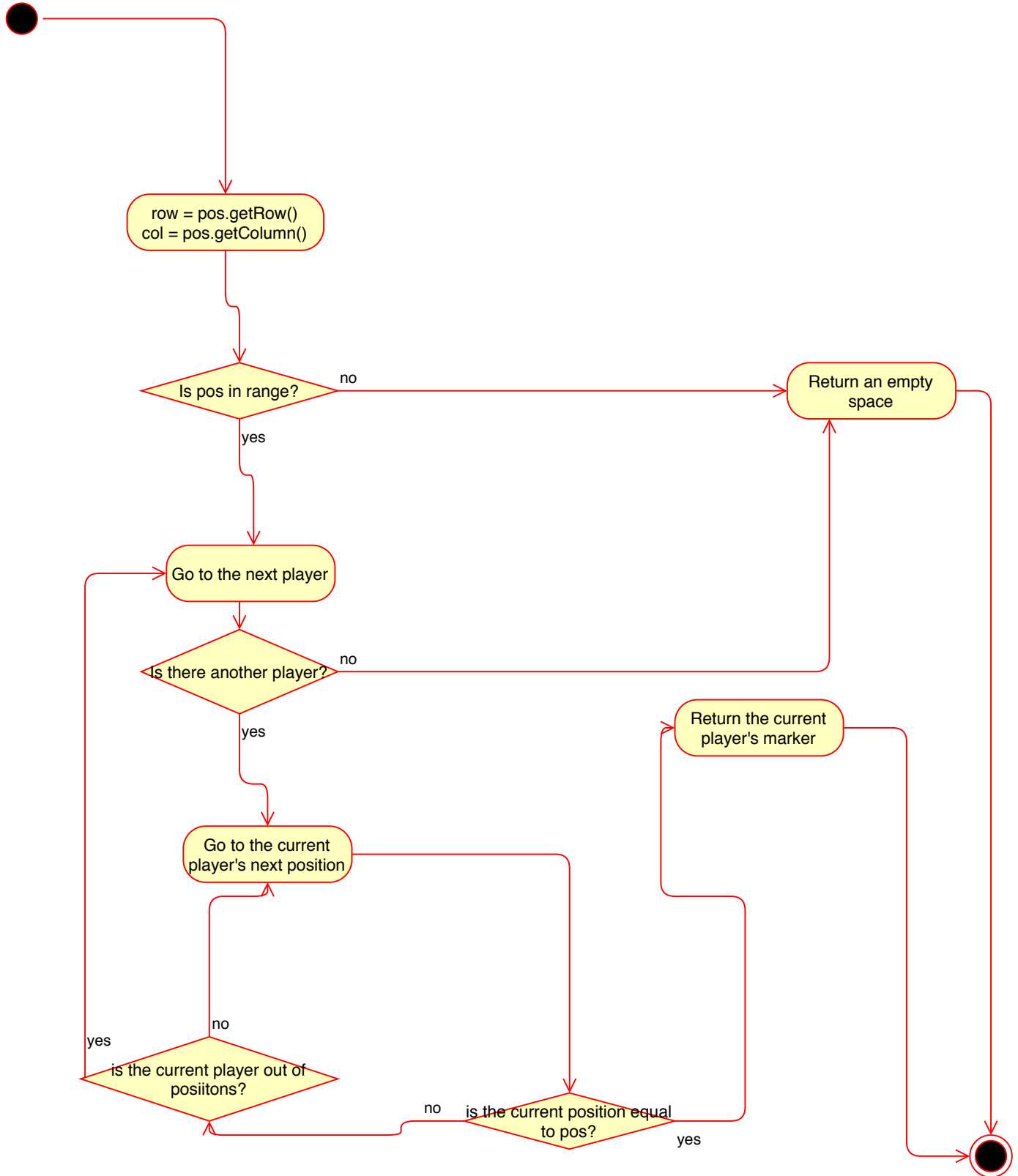
GameBoardMem.getNumToWin(void)



GameBoardMem.isPlayerAtPos(BoardPosition pos, char player)



GameBoardMem.whatsAtPos(BoardPosition pos)



processButtonClick(int row, int col)

