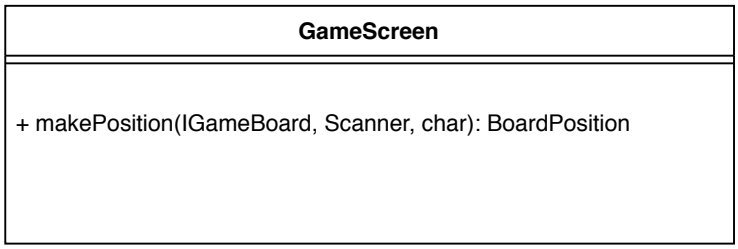
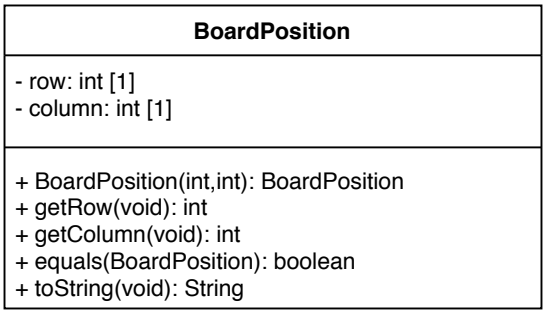
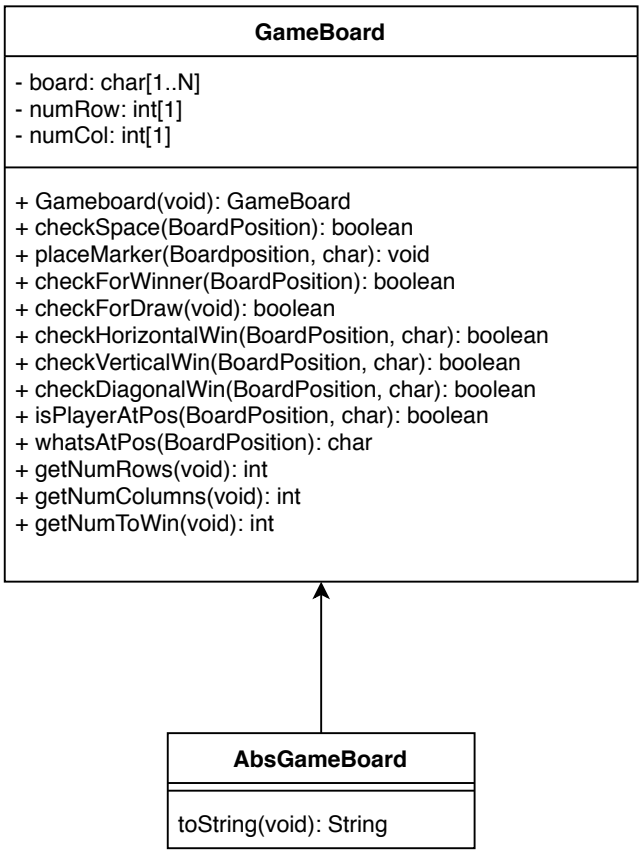
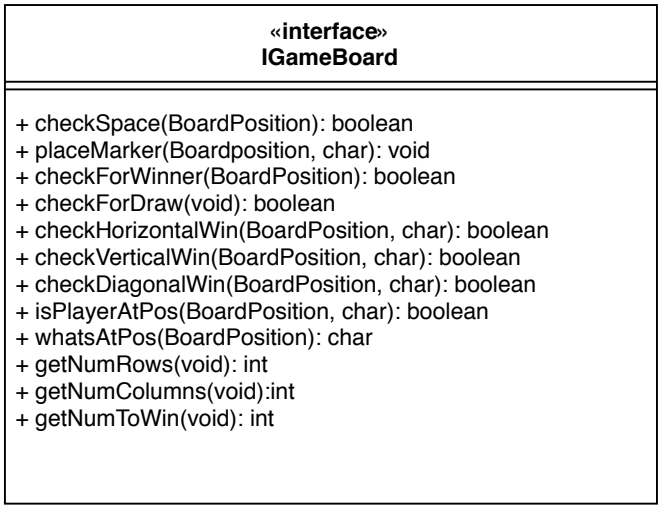
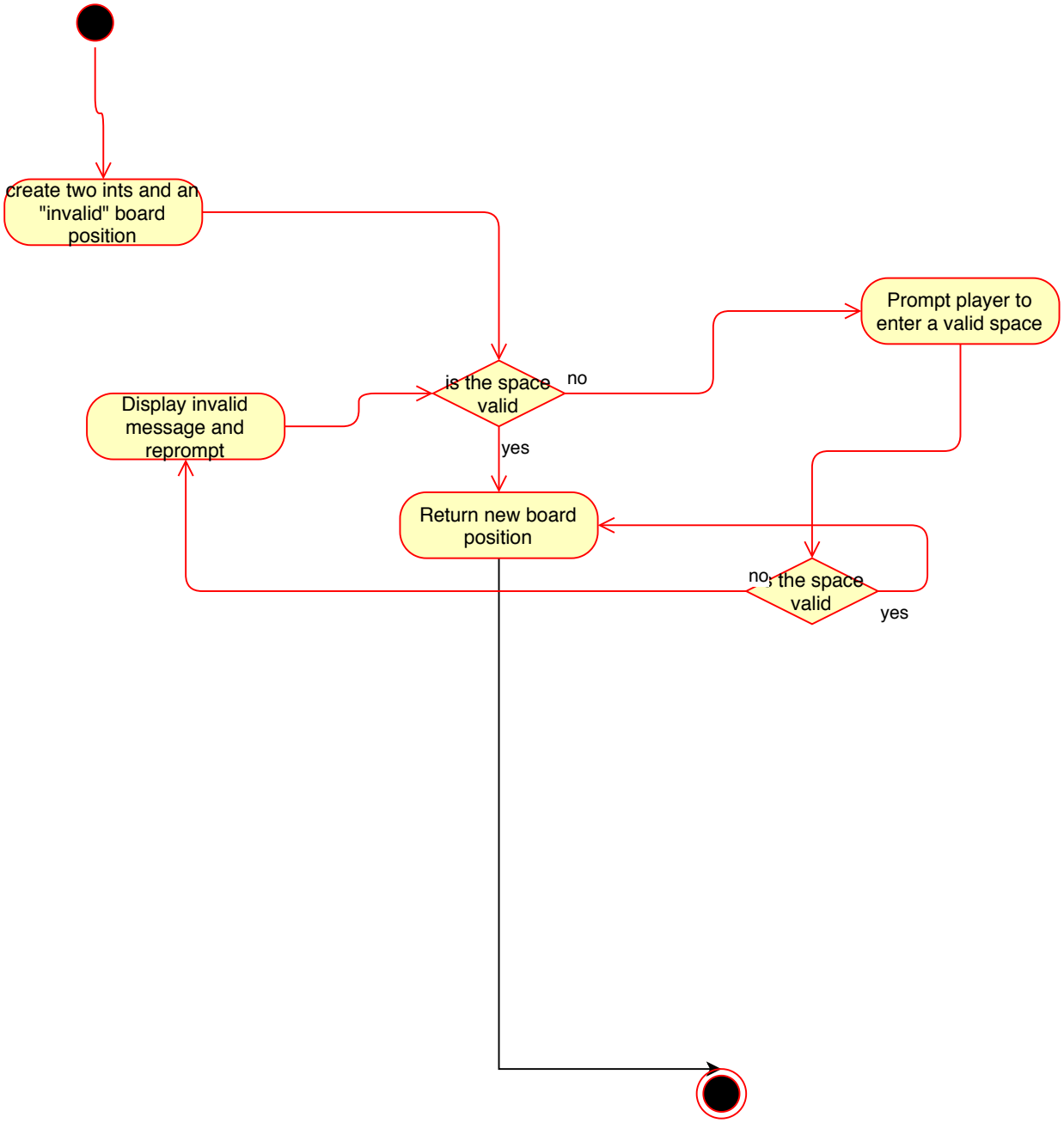

GameScreen
+ makePosition(IGameBoard, Scanner, char): BoardPosition


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

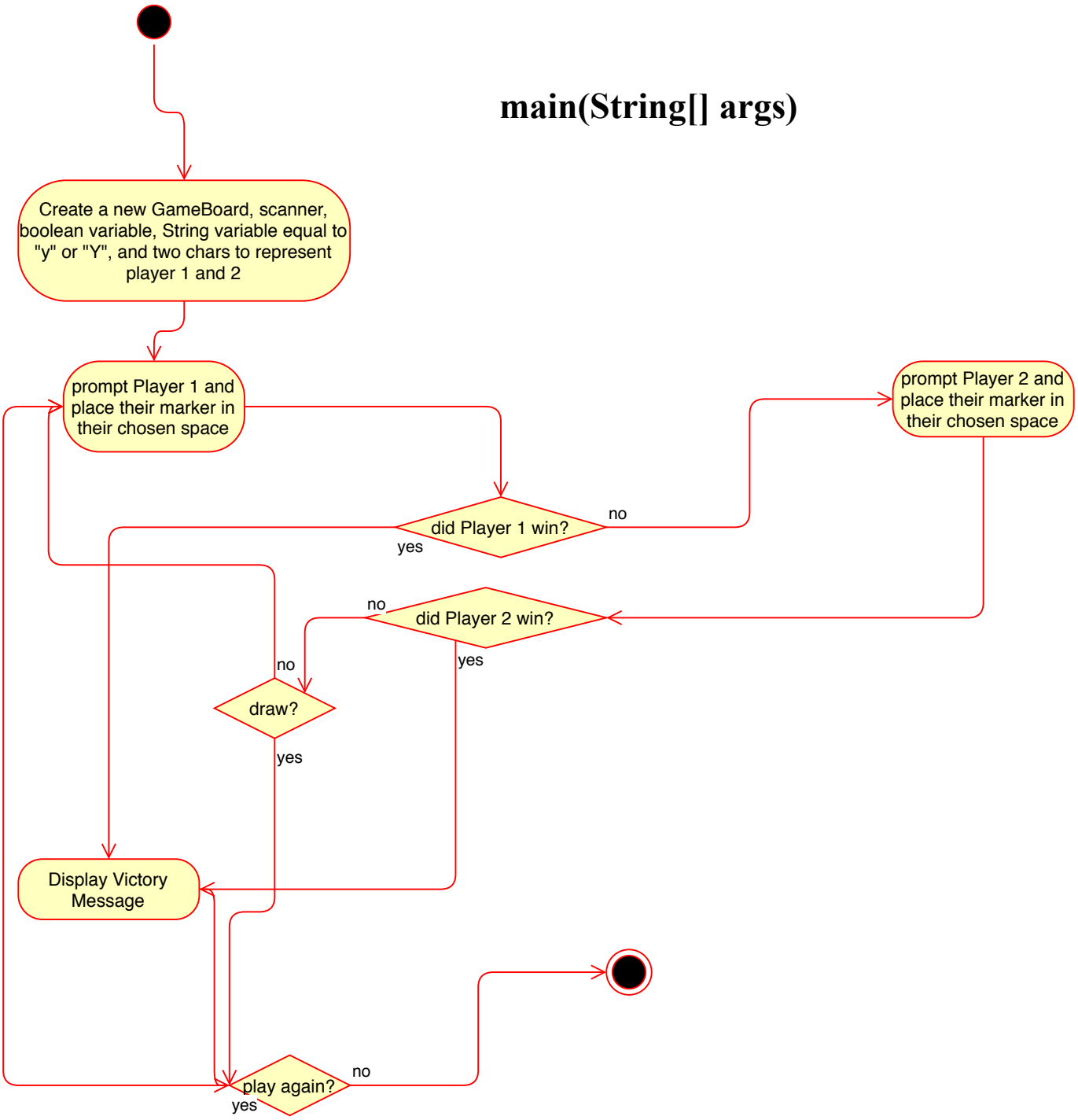

GameBoard
- board: char[1..N]
- numRow: int[1]
- numCol: int[1]
+ Gameboard(void): GameBoard
+ checkSpace(BoardPosition): boolean
+ placeMarker(Boardposition, char): void
+ checkForWinner(BoardPosition): boolean
+ checkForDraw(void): boolean
+ checkHorizontalWin(BoardPosition, char): boolean
+ checkVerticalWin(BoardPosition, char): boolean
+ checkDiagonalWin(BoardPosition, char): boolean
+ isPlayerAtPos(BoardPosition, char): boolean
+ whatsAtPos(BoardPosition): char
+ getNumRows(void): int
+ getNumColumns(void): int
+ getNumToWin(void): int
AbsGameBoard
toString(void): String


«interface»
IGameBoard
+ checkSpace(BoardPosition): boolean
+ placeMarker(Boardposition, char): void
+ checkForWinner(BoardPosition): boolean
+ checkForDraw(void): boolean
+ checkHorizontalWin(BoardPosition, char): boolean
+ checkVerticalWin(BoardPosition, char): boolean
+ checkDiagonalWin(BoardPosition, char): boolean
+ isPlayerAtPos(BoardPosition, char): boolean
+ whatsAtPos(BoardPosition): char
+ getNumRows(void): int
+ getNumColumns(void):int
+ getNumToWin(void): int

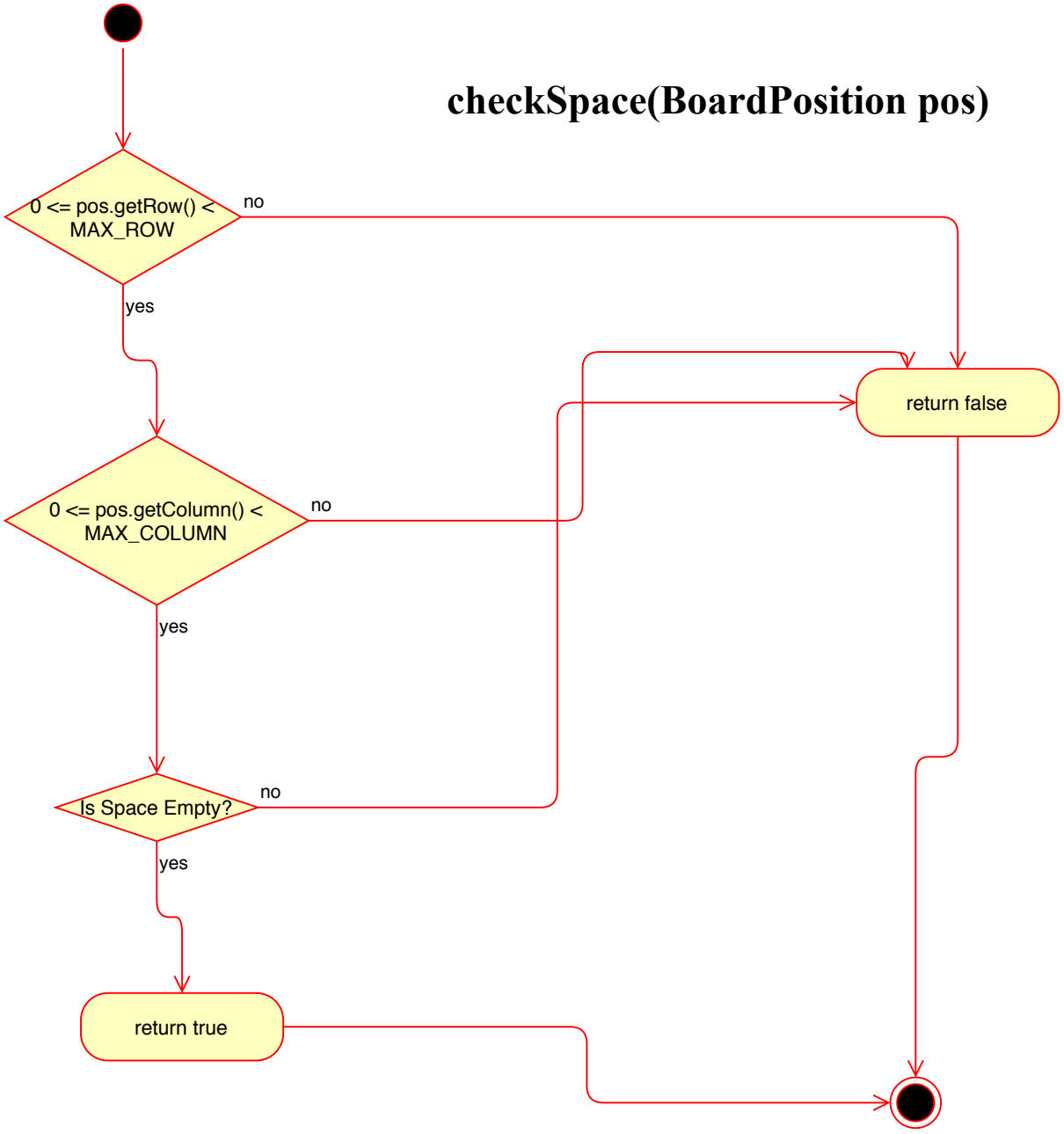
makePosition(void)



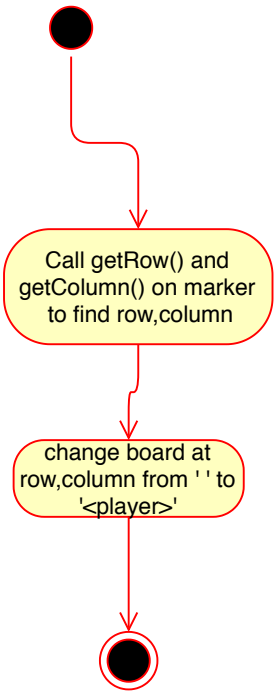
main(String[] args)



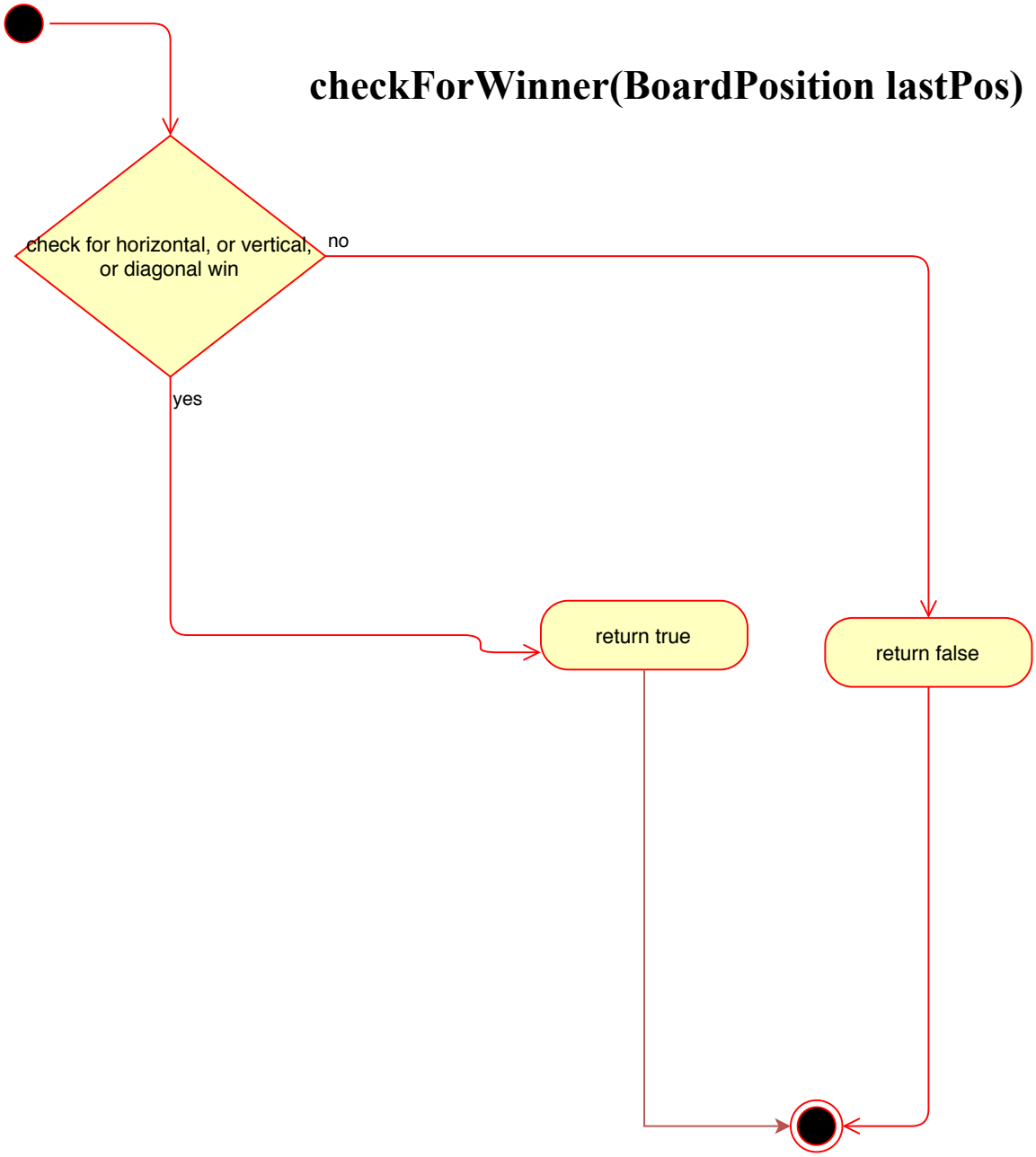
checkSpace(BoardPosition pos)



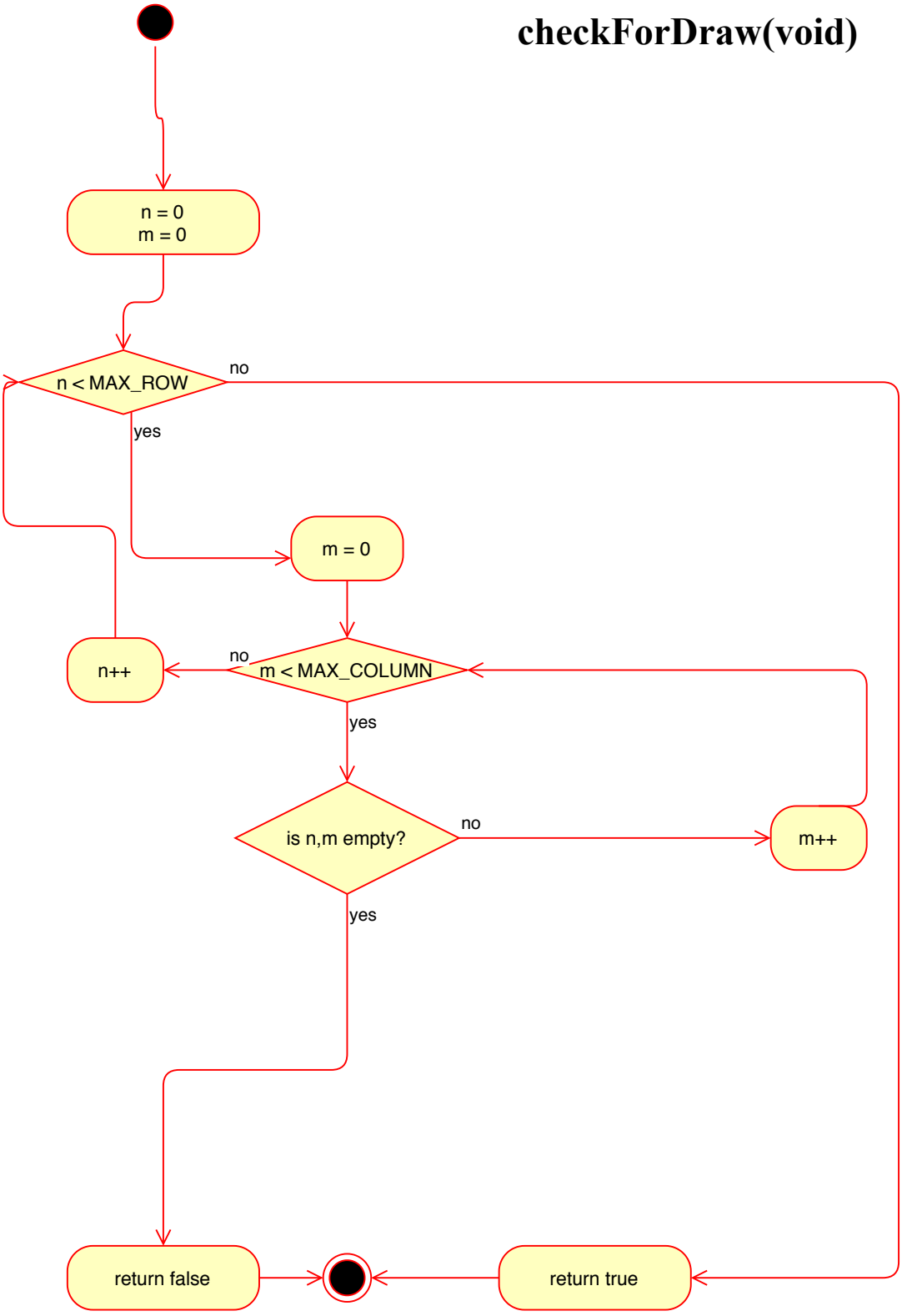
placeMarker(BoardPosition marker, char player)



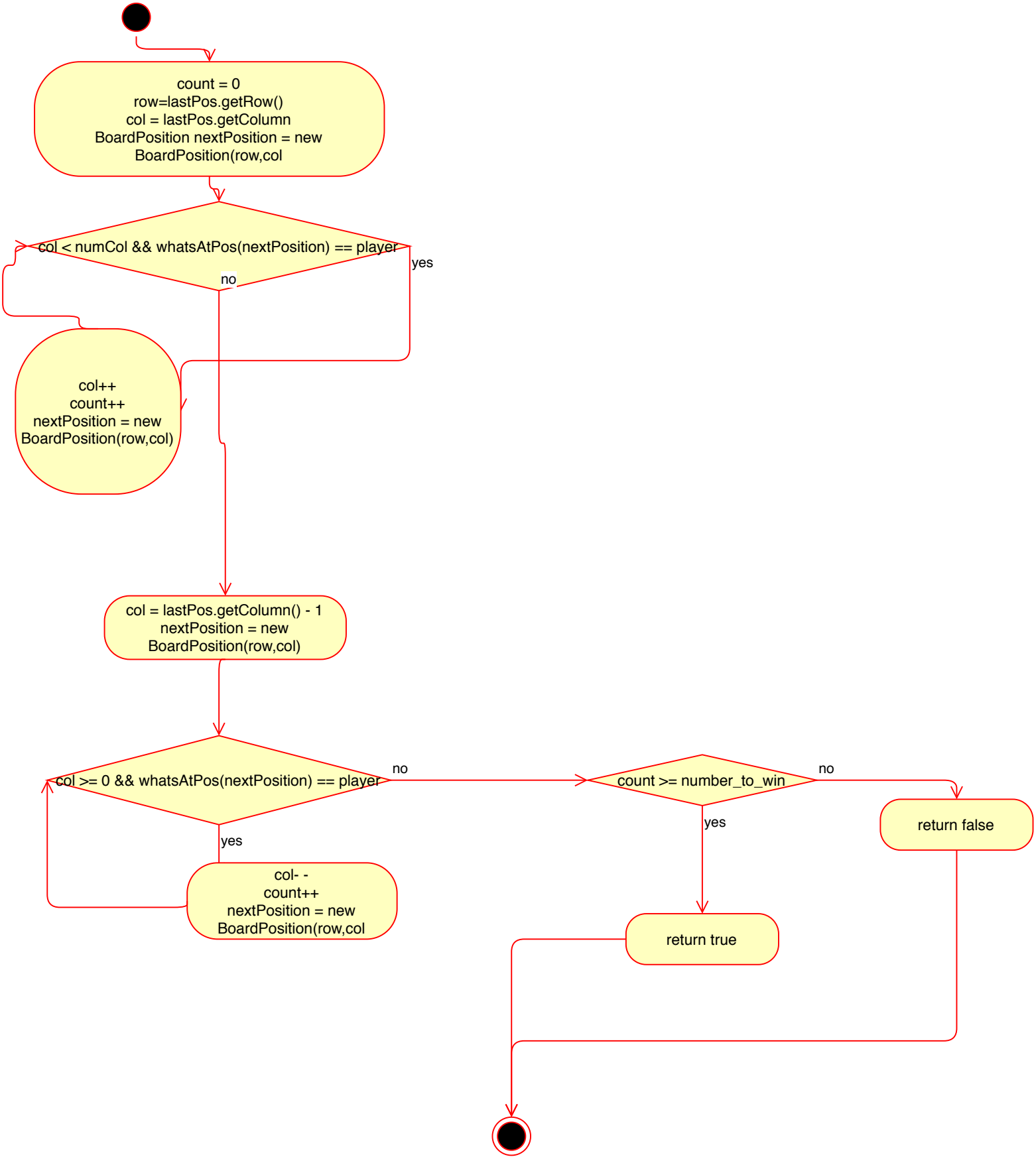
checkForWinner(BoardPosition lastPos)



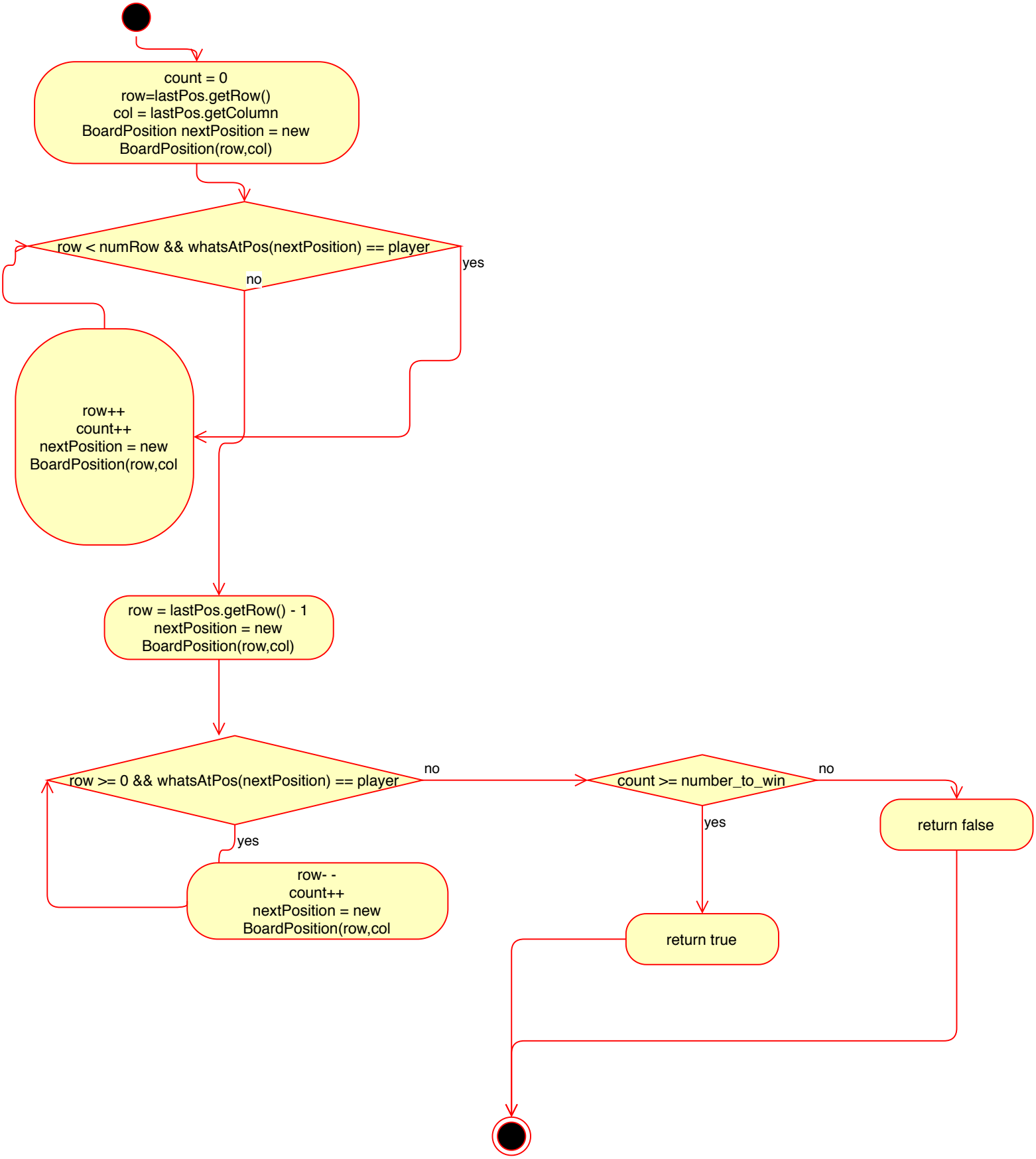
checkForDraw(void)



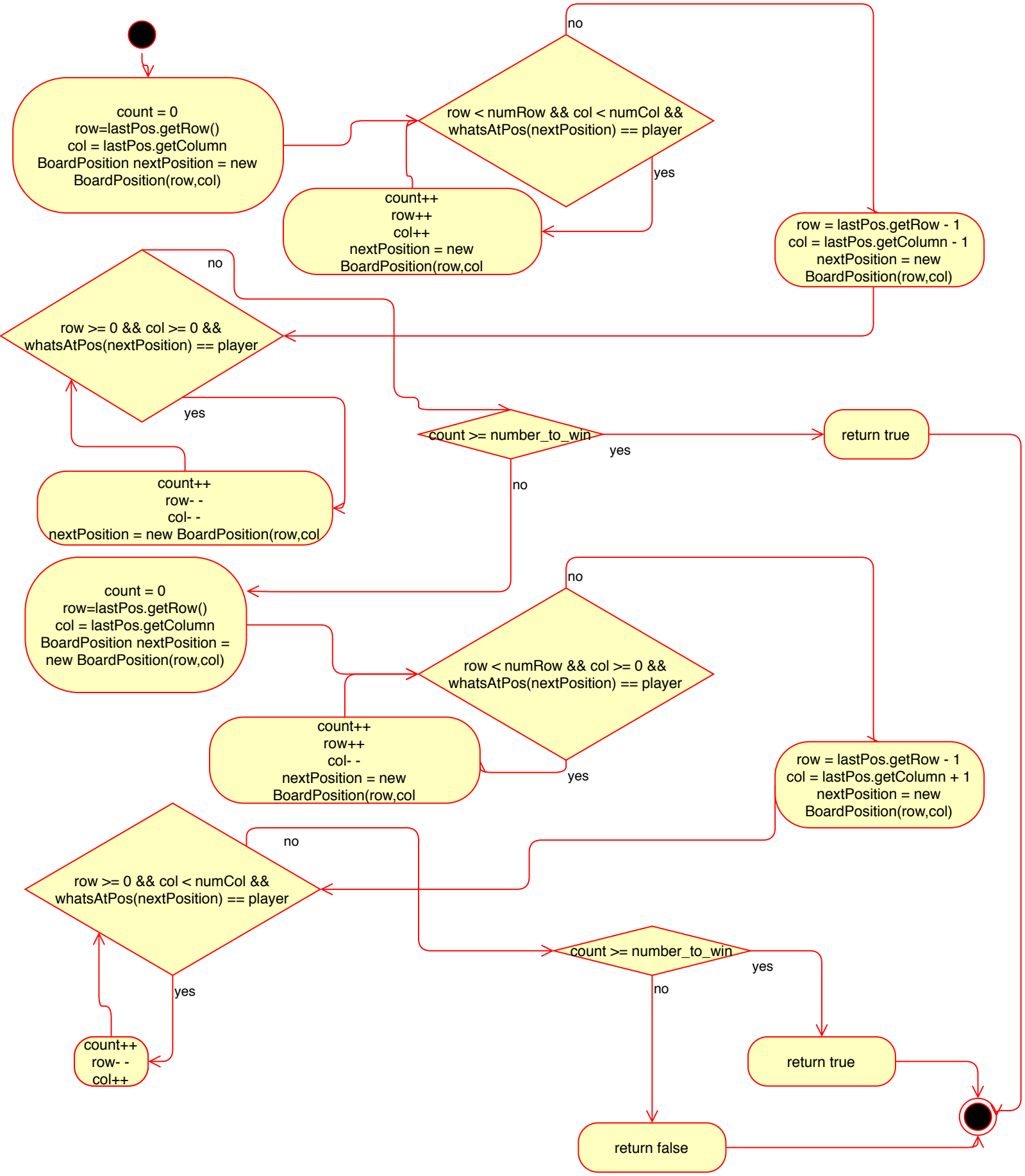
checkHorizontalWin(BoardPosition lastPos, char player)



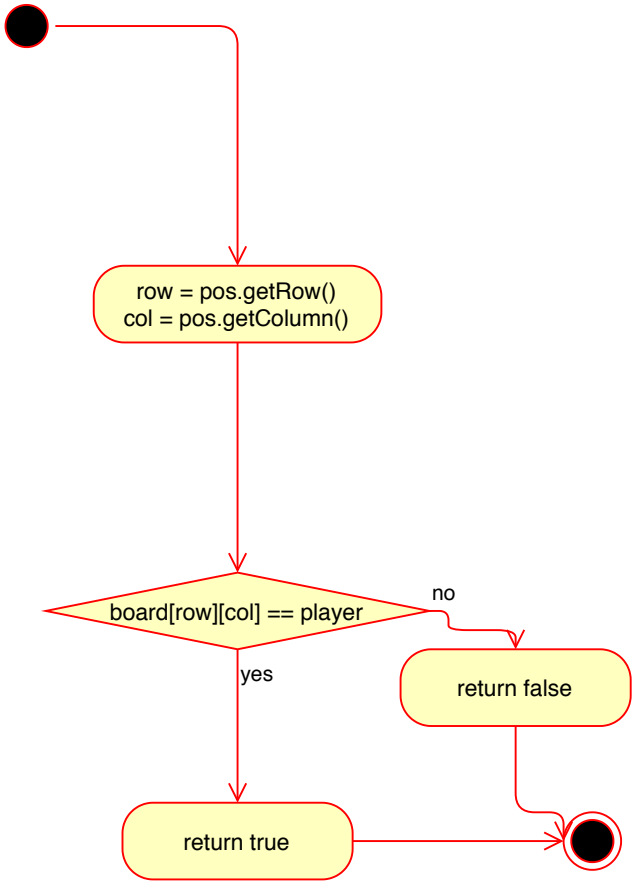
checkVerticalWin(BoardPosition lastPos, char player)



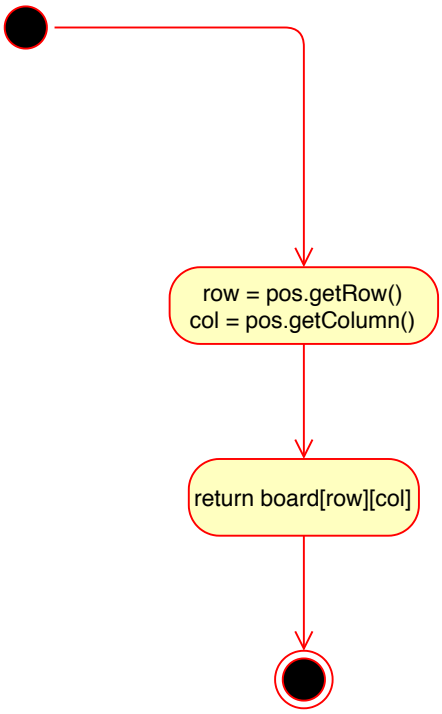
checkDiagonalWin(BoardPosition lastPos, char player)



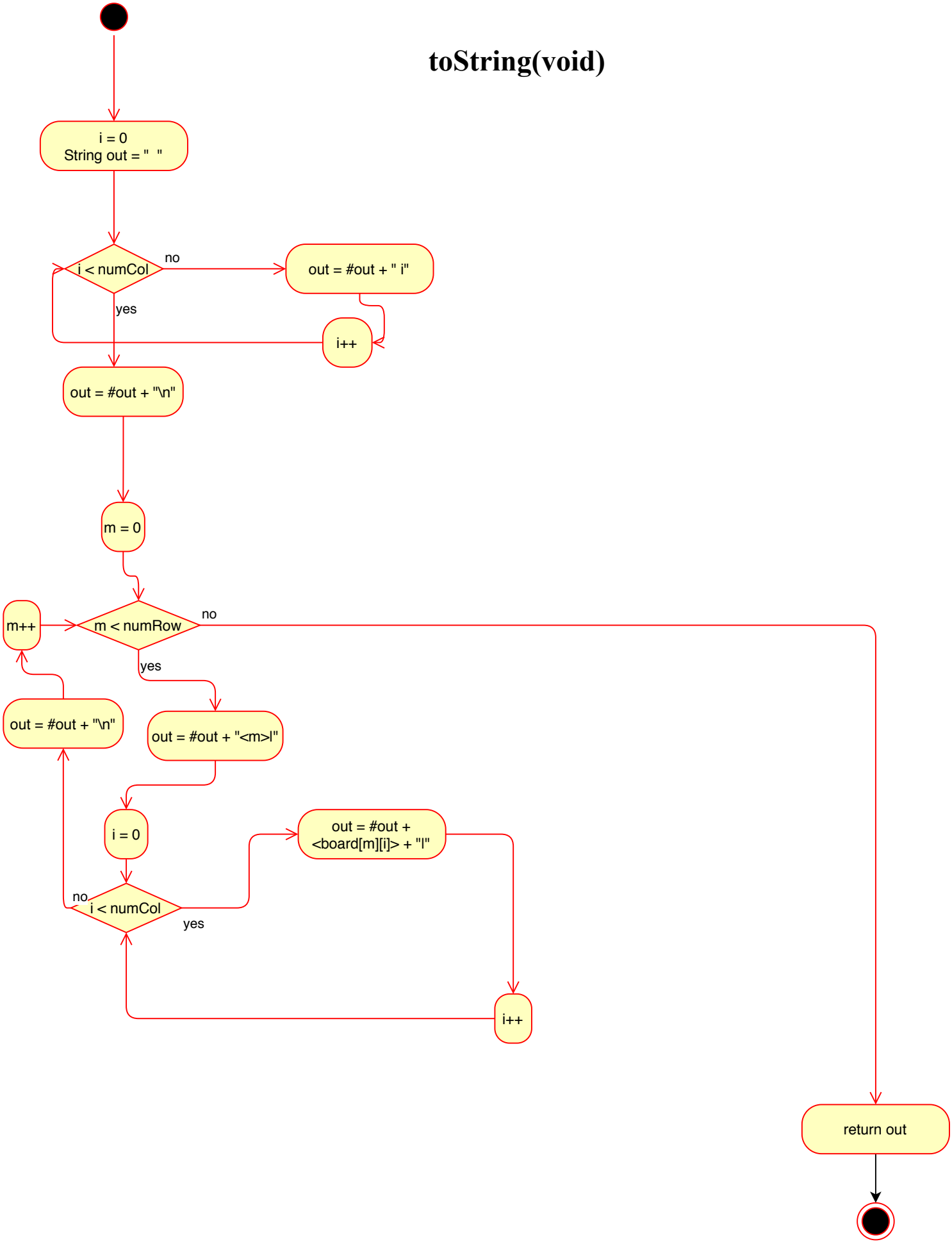
isPlayerAtPos(BoardPosition pos, char player)



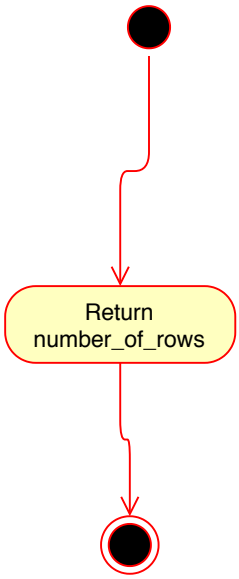
whatsAtPos(BoardPosition pos)



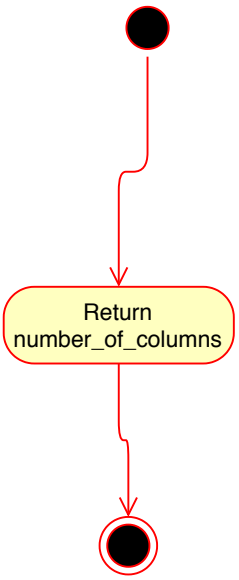
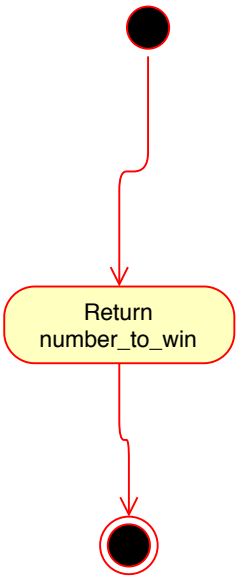
toString(void)



getNumRows(void)



getNumColumns(void)



getNumToWin(void)