# GameScreen - moveCounter: unsigned int[1] + player: char[1] - game: boolean[1] + playerMove(int, char[], int): char + start(): void + main(): void

# **BoardPosition**

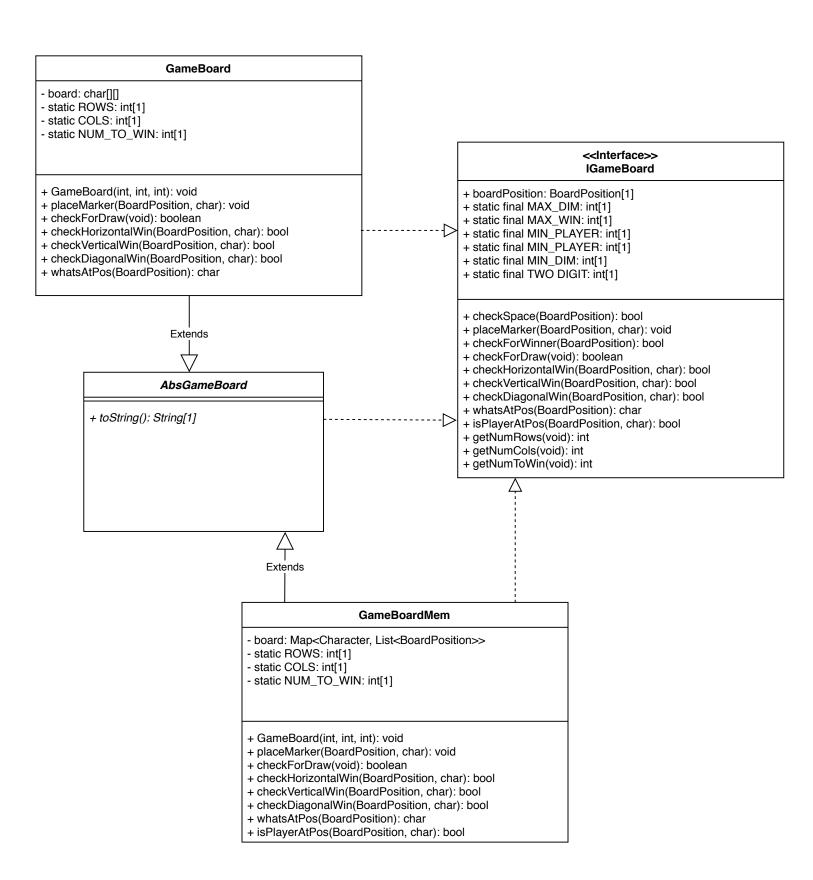
- row: int[1] - col: int[1]

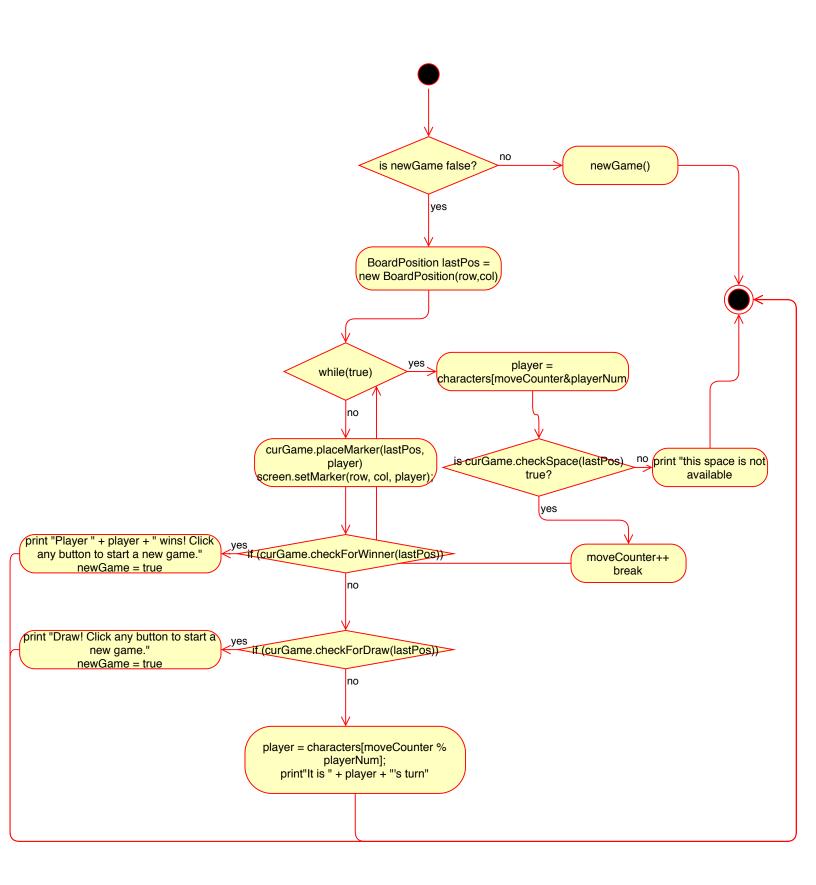
+ BoardPosition(int, int) + getRow(): int[1] + getColumn(): int[1] + equals(Object): boolean + toString(): string + incrementRow(int): void + incrementCol(int): void

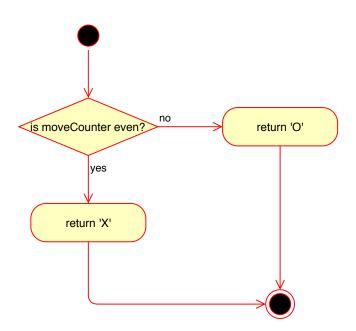
## TicTacToeController

- curGame: IGameBoard[1] screen: TicTacToeView[1]

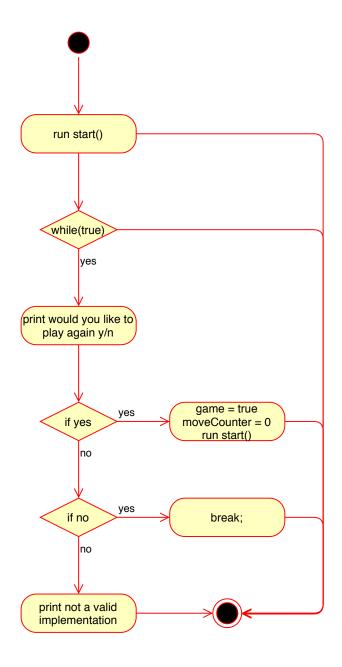
- screen: TicTacToeView[1]
   newGame: boolean[1]
   playerNum: int[1]
   characters: char[]
   static player: char[1]
   static moveCounter: int[1]
   letters: char[]
   static final MAX\_PLAYERS: int[1]
- + TicTacToeController(IGameBoard, TicTacToeView, int)
- + processButtonClicked(int, int): void + newGame(): void

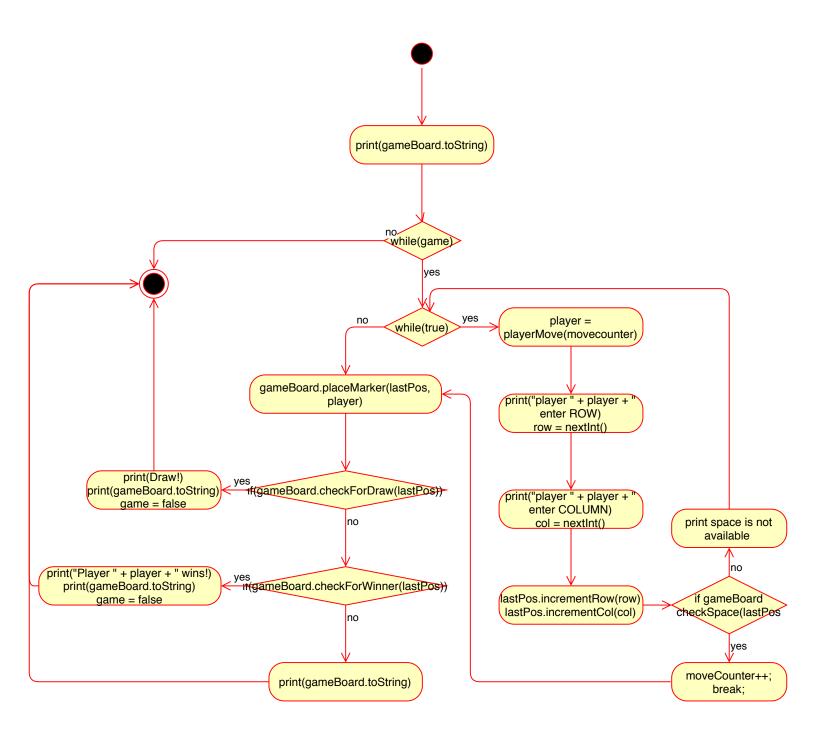




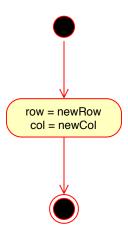


GameScreen: main

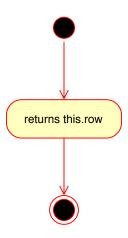




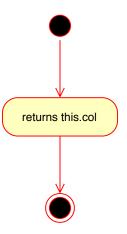
**BoardPosition: BoardPosition** 

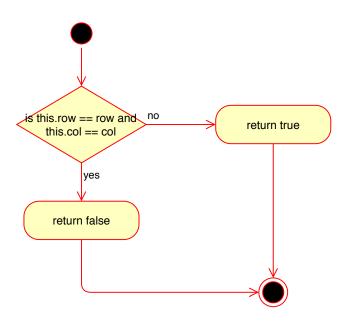


BoardPosition: getRow

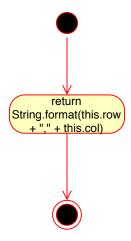


BoardPosition: getColumn

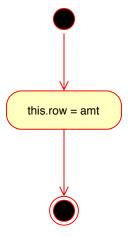




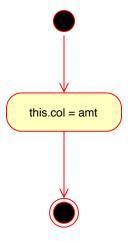
**BoardPosition: toString** 

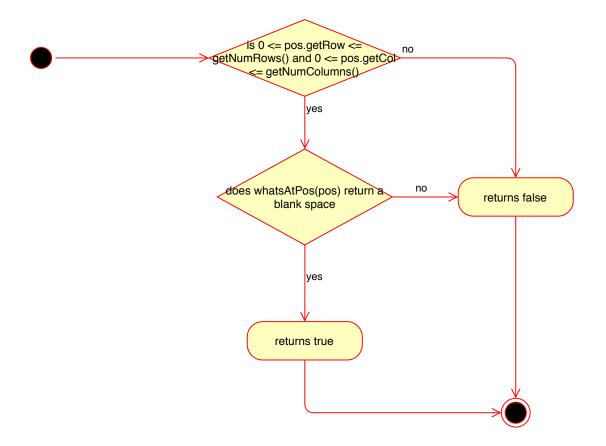


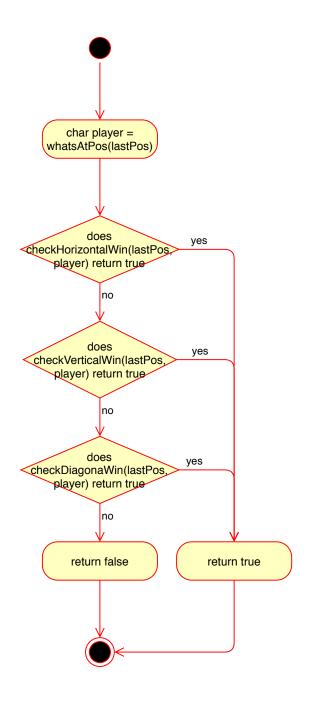
BoardPosition: incrementRow

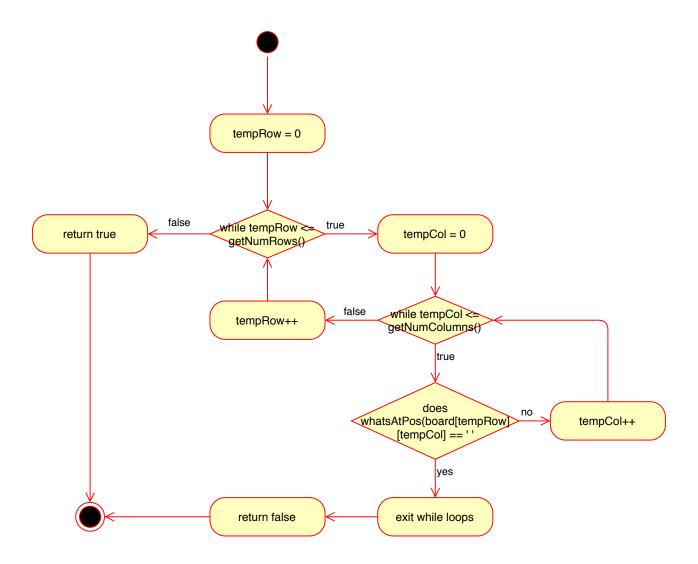


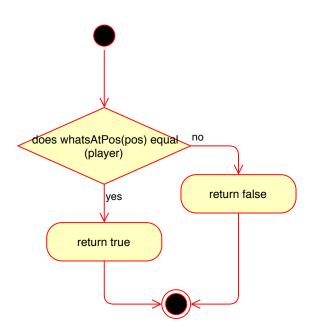
**BoardPosition: incrementCol** 



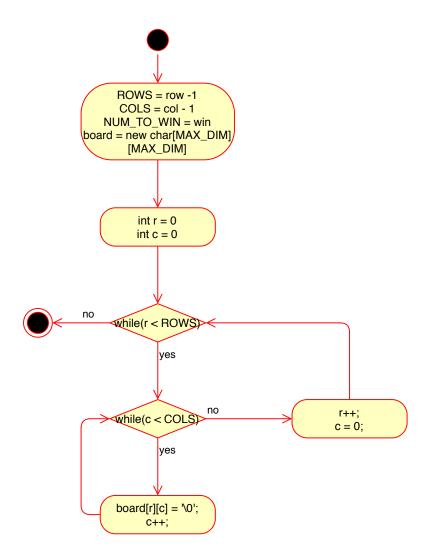




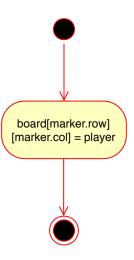




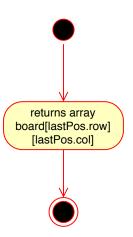
## GameBoard: GameBoard

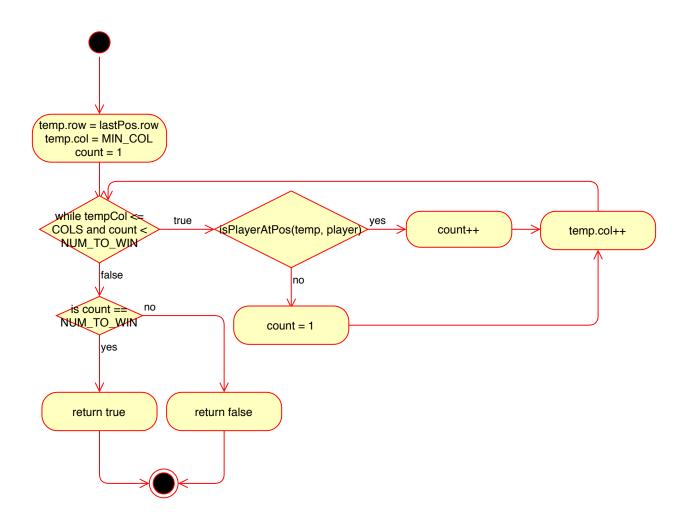


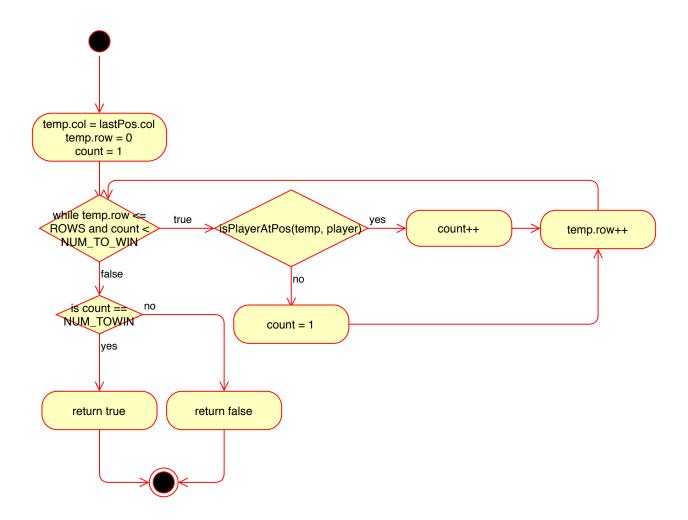
GameBoard: placeMarker



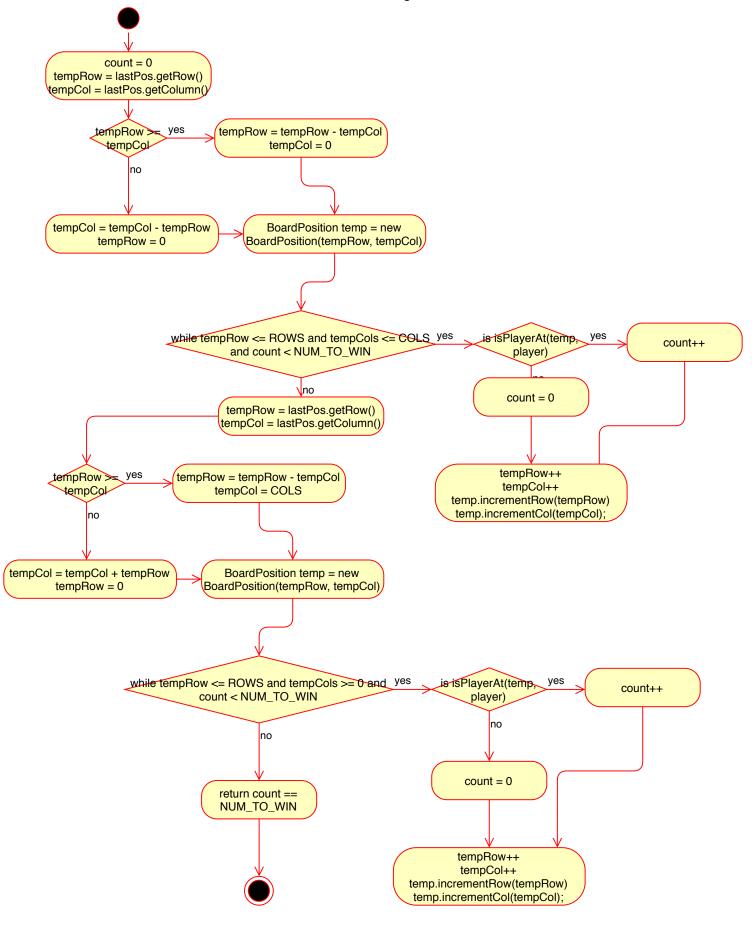
GameBoard: whatsAtPos

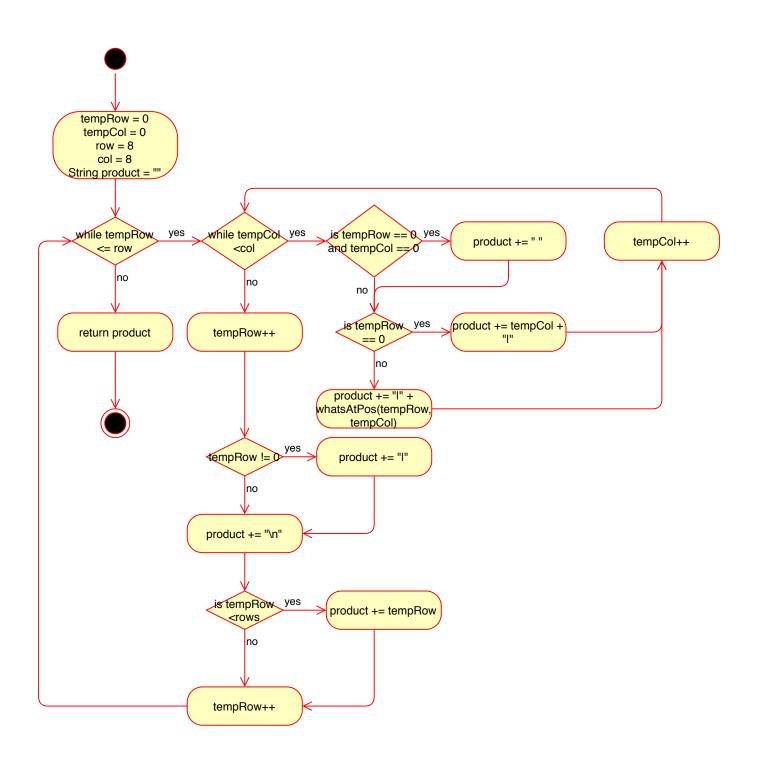






## GameBoard: checkDiagonalWin





GameBoardMem: GameBoardMem

