

Square

- has a value (input number or player/mark)
  - provides a mark (string) for grid display
- Player

Board

- draw grid of squares
  - determine winning player (line)
- Square

Abstract

Player

PlayerHuman, PlayerComputer

- has a name
  - has a unique mark
  - mark board (abstract: input square number/selection strategy)
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PlayerHuman

Player

- mark board (override superclass)
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PlayerComputer

Player

- mark board (override superclass)
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Game	
<ul style="list-style-type: none"><li>• has a board</li><li>• has players</li><li>• identify players</li><li>• play (initialize game)</li><li>• play round (loop through players who mark board)</li></ul>	<ul style="list-style-type: none"><li>• Board</li><li>• Player</li></ul>