Square

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

Board

• draw grid of squares • mark square (set player) • determine winning player (line)	• Square

Abstract
Player
PlayerHuman, PlayerComputer

• has a name • has a unique mark • mark board (input square number/selection strategy)	

Player
PlayerHuman

• mark board	

Player
PlayerComputer

• mark board	

Game	
- has a board - has players - identify players - play (initialize game) - play_round (loop through players who mark board)	- Board - Player