

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

- has a board
- has players
- identify players
- play (initialize game)
- play round (loop through players who mark board)
- mark board (player selects square)

- Board
- Player