

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

Player

PlayerHuman, PlayerComputer

- has a name
- has a unique mark
- mark board (input square number)

PlayerHuman

Player

- mark board

PlayerComputer

Player

- mark board

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