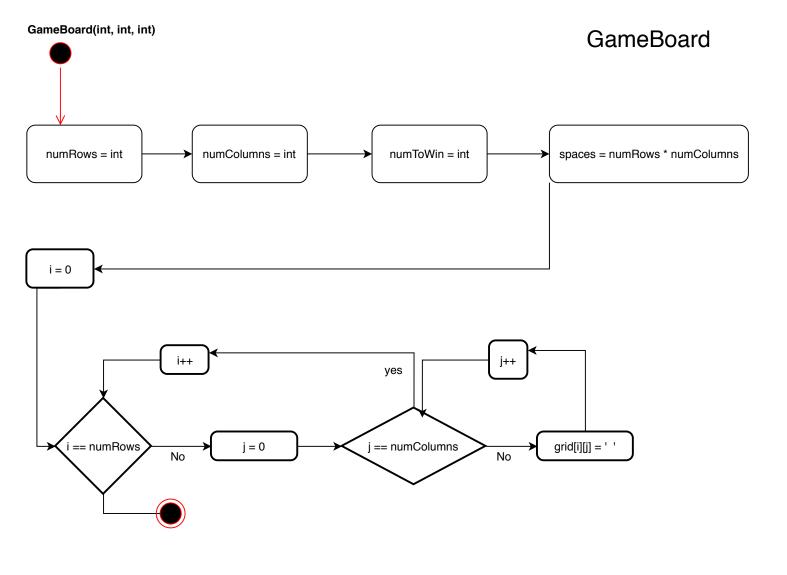


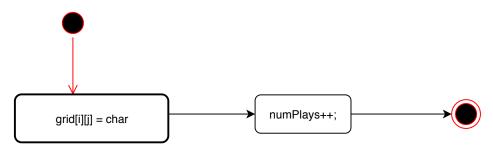
~ isWin: bool[1]

TicTacToeController - curGame: IGameBoard[1] - screen: TicTacToeView[1] - numPlayers: int[1] - tokenIndex: int[1] - endGame: boolean[1] - tokens: Character[10] + TicTacToeController(IGameBoard, TicTacToeView, int): TicTacToeController + processButtonClick(int, int): void - newGame(): void - getPlayer(): Character

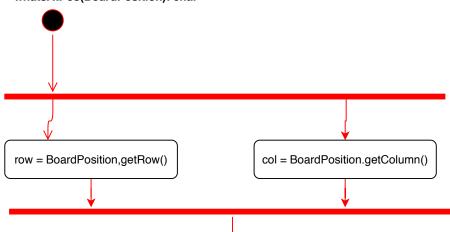
- setPlayer(): void

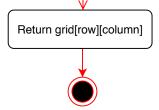


placeMarker(BoardPosition, char): void

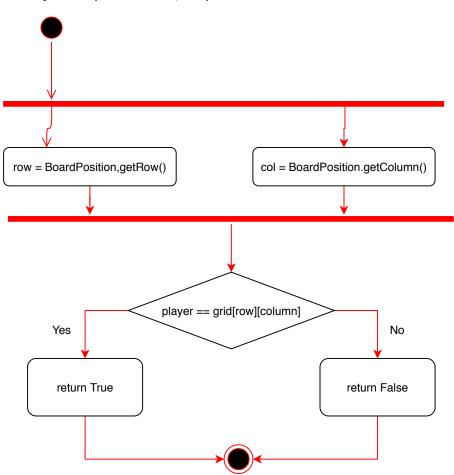


whatsAtPos(BoardPosition): char



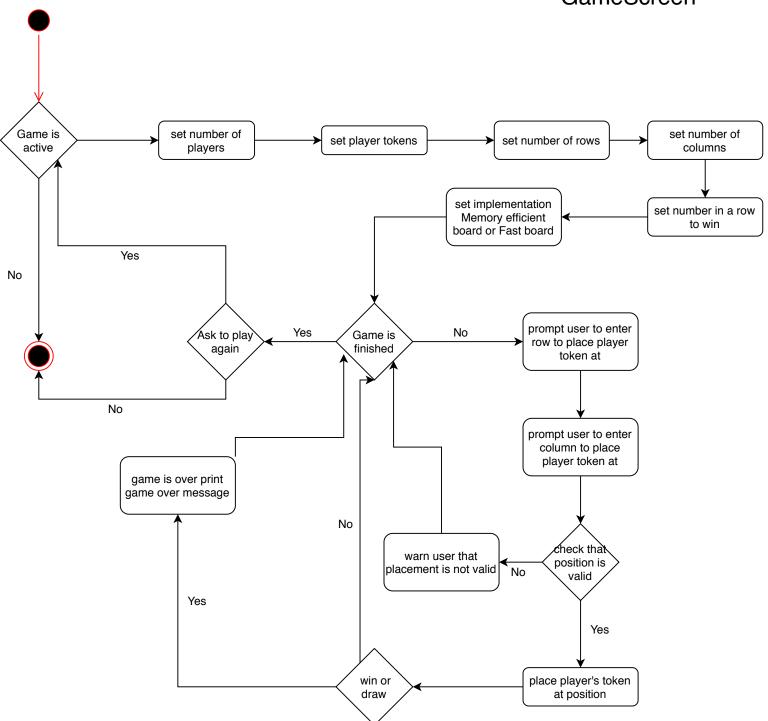


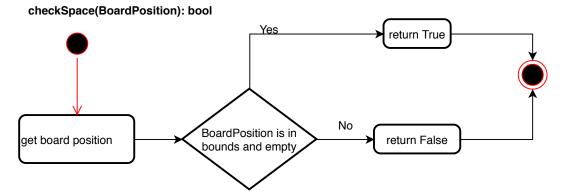
isPlayerAtPos(BoardPosition, char): bool



GameScreen()

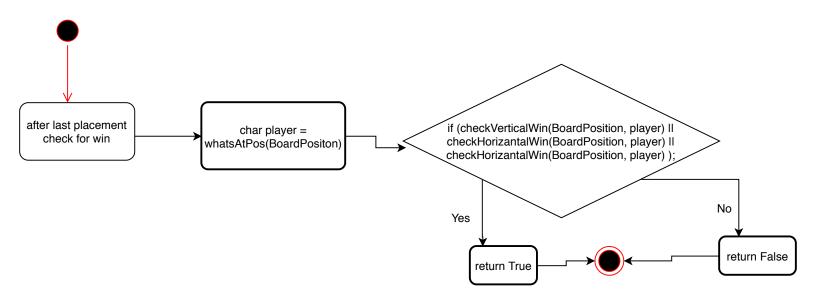
GameScreen



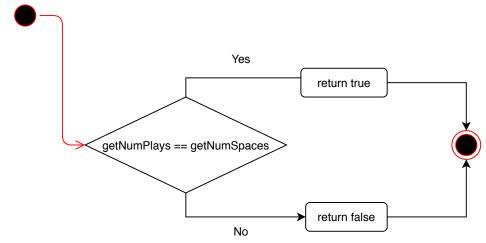


IGameBoard

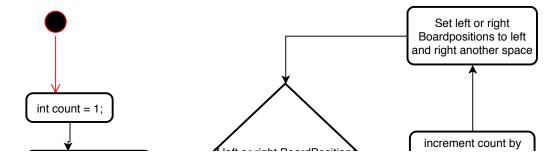
checkForWinner(BoardPosition): bool

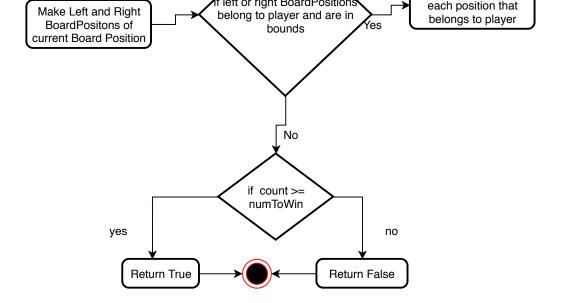


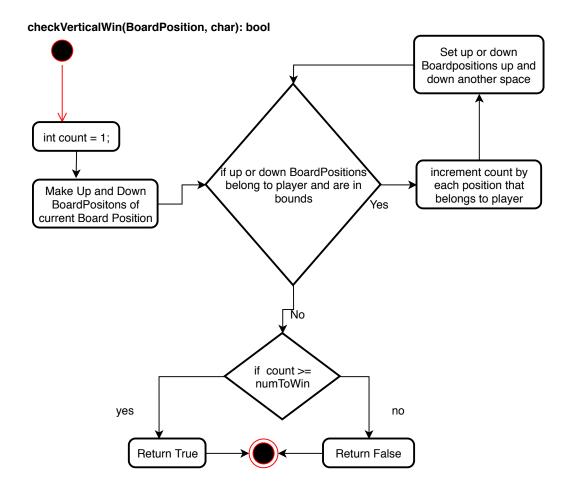
checkForDraw(void): bool



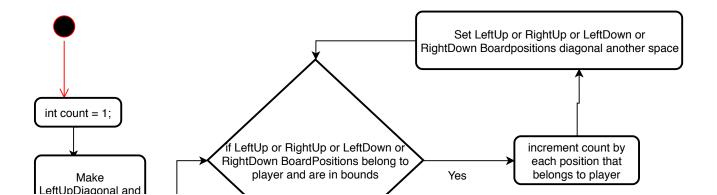
checkHorizontalWin(BoardPosition, char): bool

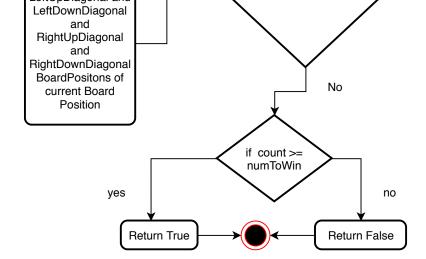


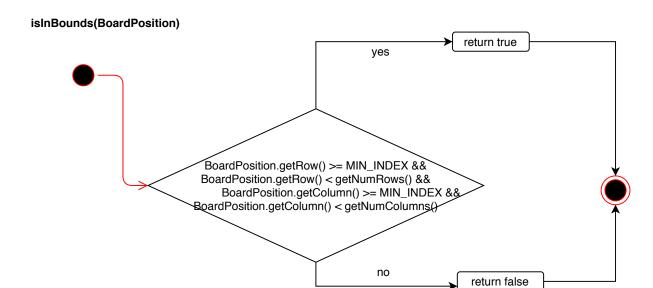




checkDiagonalWin(BoardPosition, char): bool

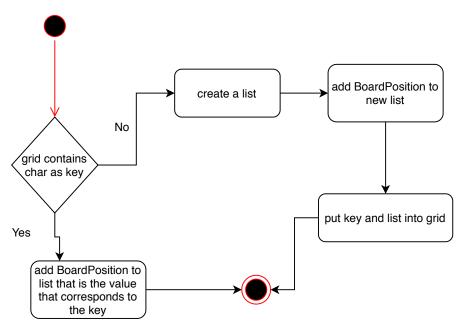


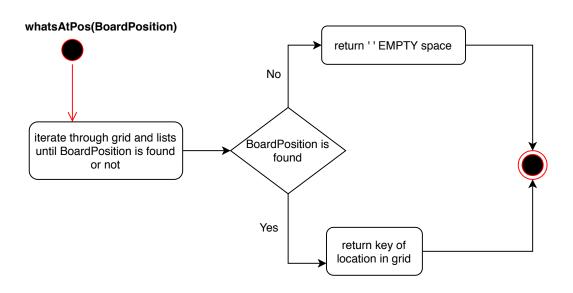


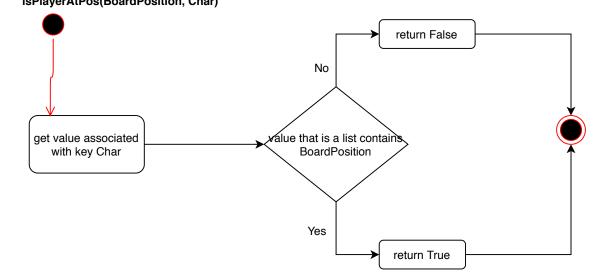


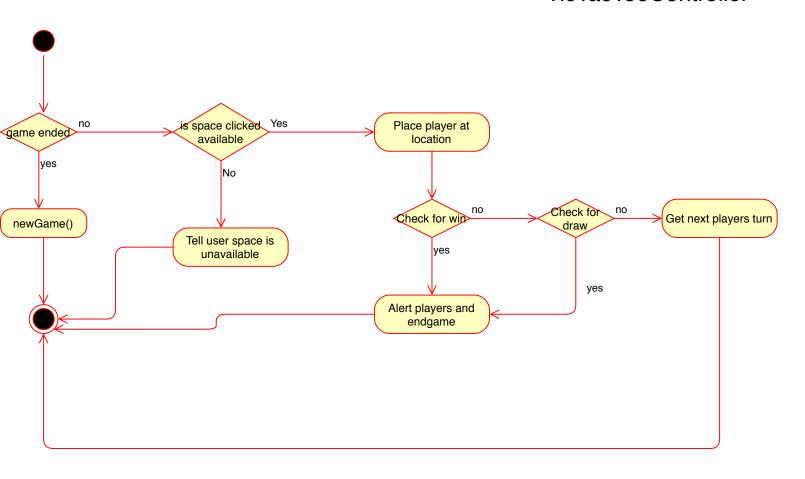
GameBoardMem numRows = int numColumns = int numToWin = int spaces = numRows * numColumns set grid to a HashMap

placeMarker(BoardPosition, char)

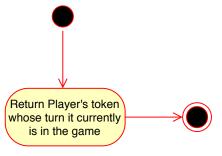








getPlayer(): Character



setPlayer(): void

