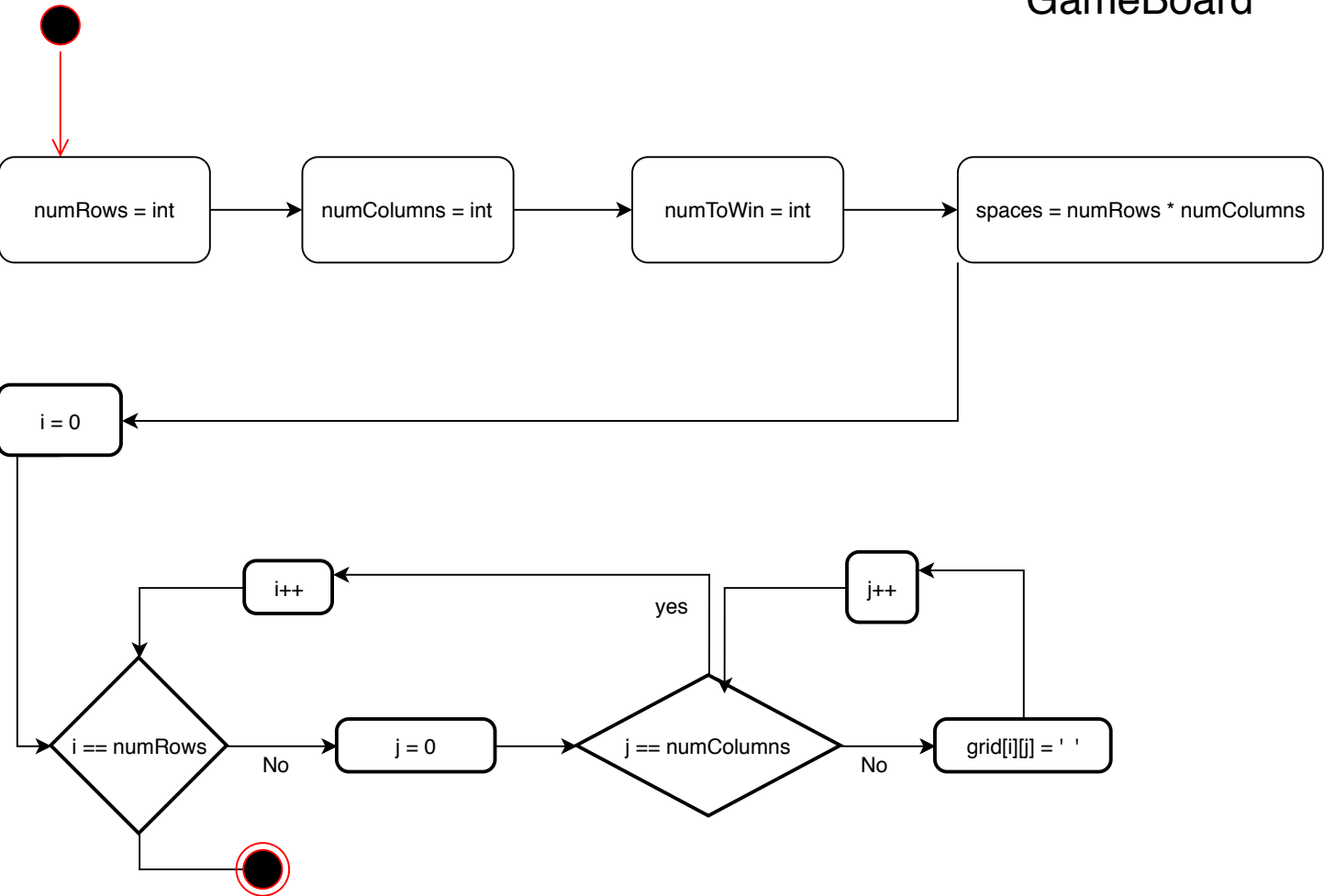


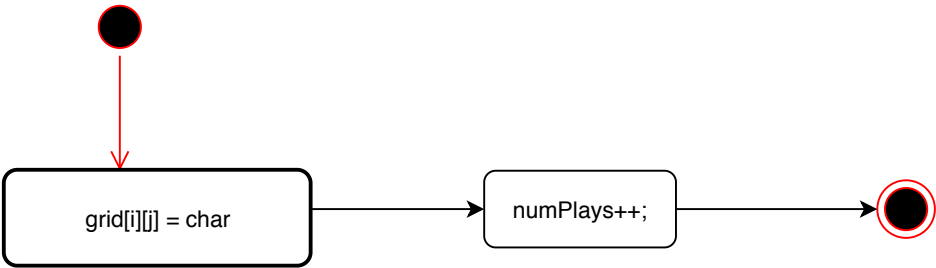


GameBoard(int, int, int)

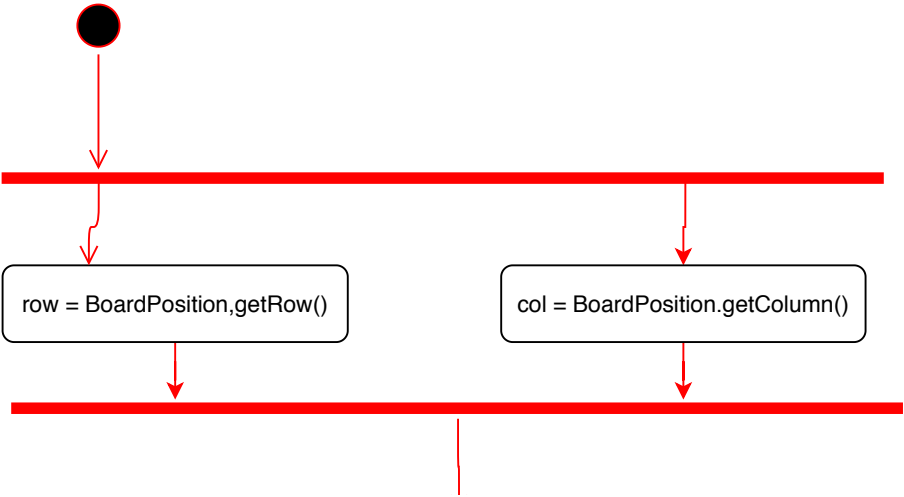
GameBoard

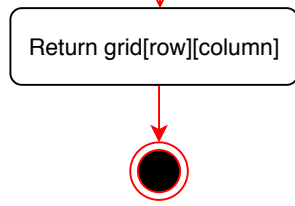


placeMarker(BoardPosition, char): void

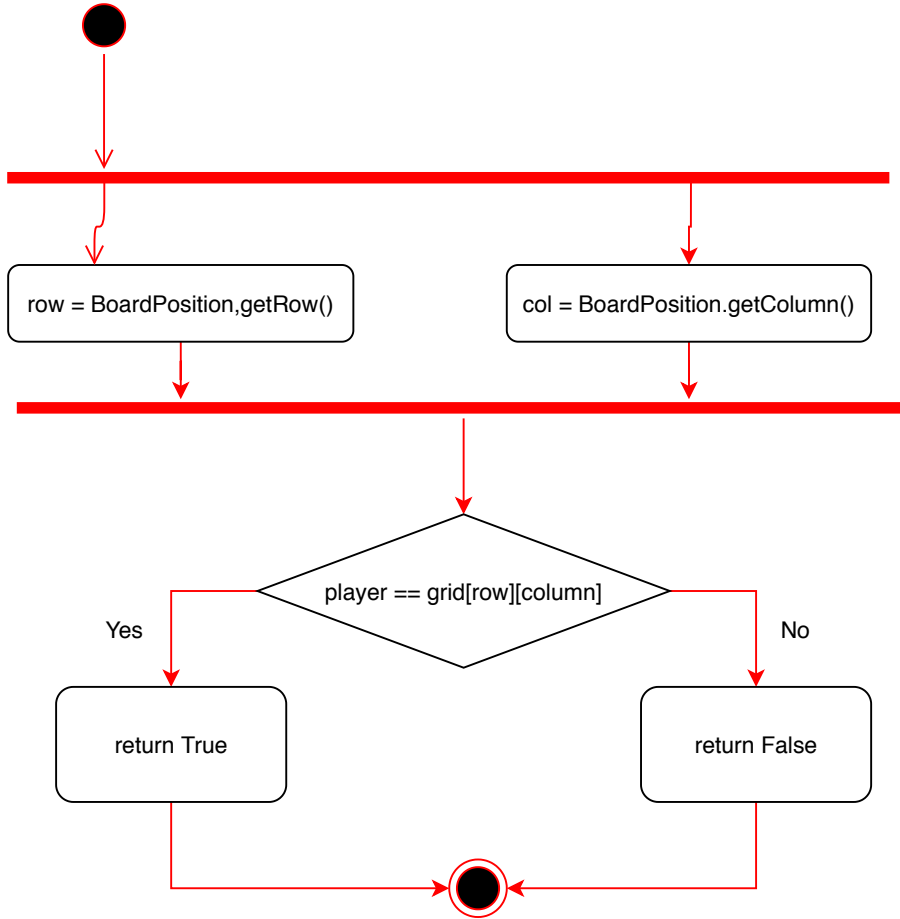


whatsAtPos(BoardPosition): char



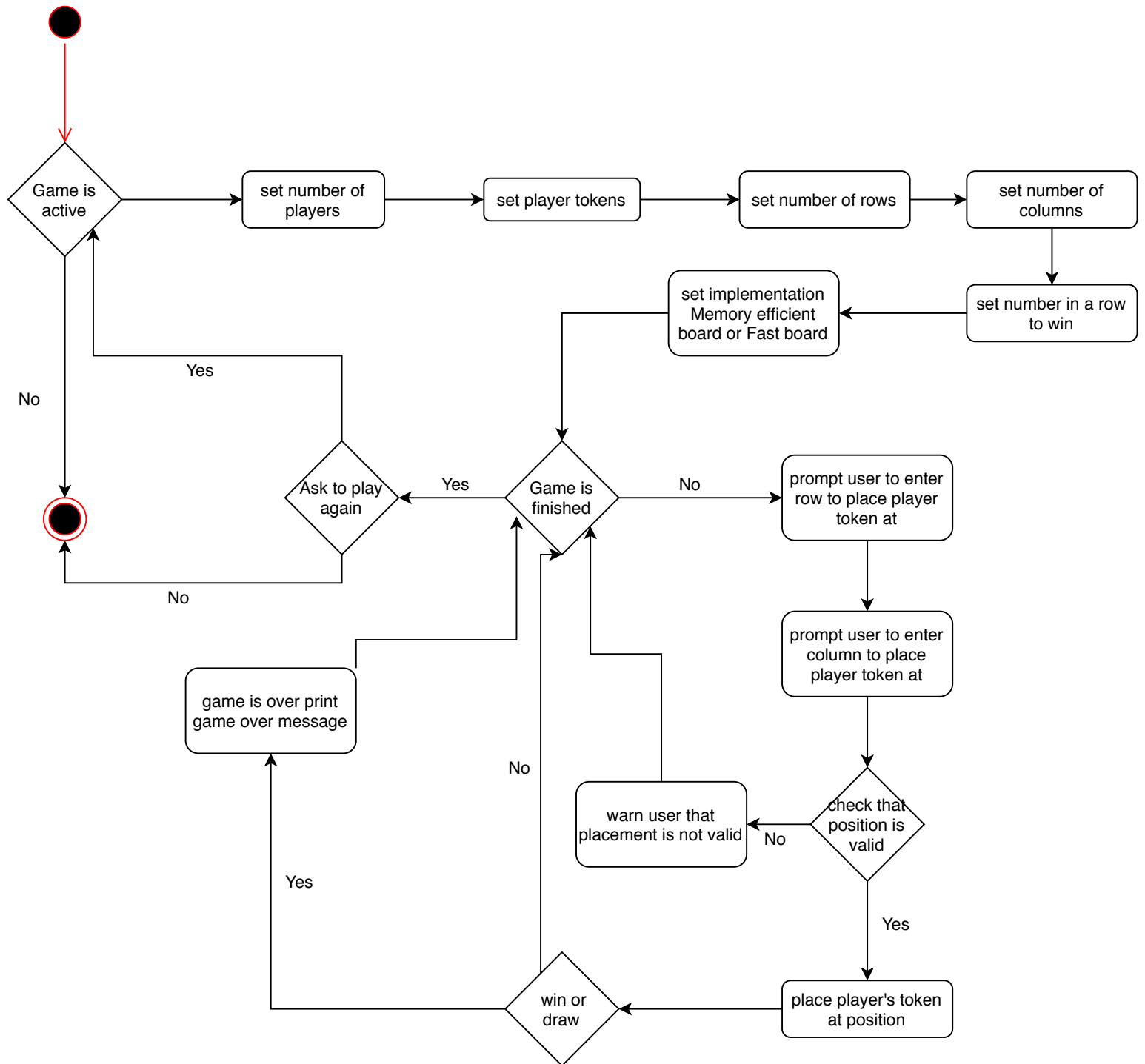


isPlayerAtPos(BoardPosition, char): bool

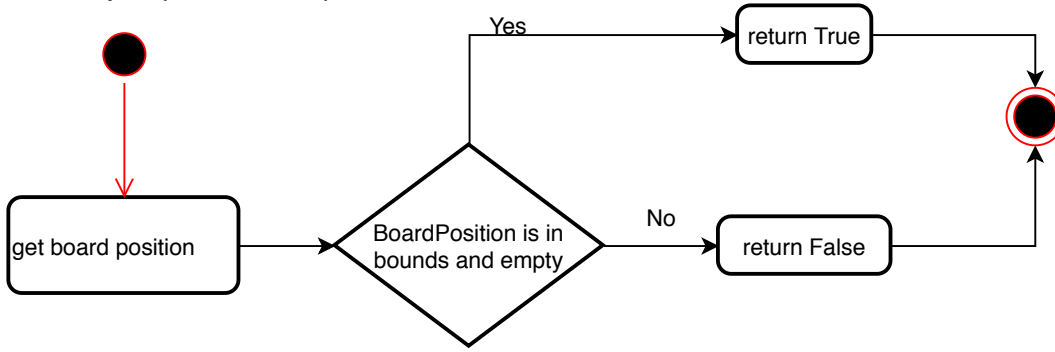


GameScreen()

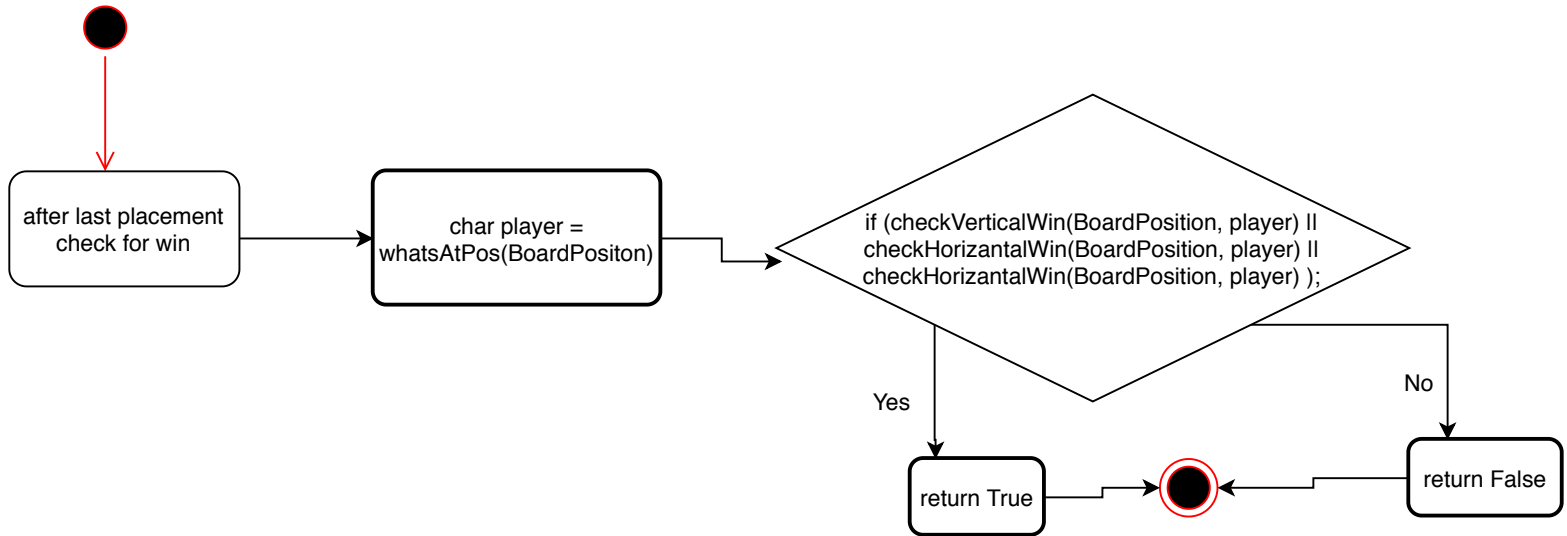
GameScreen



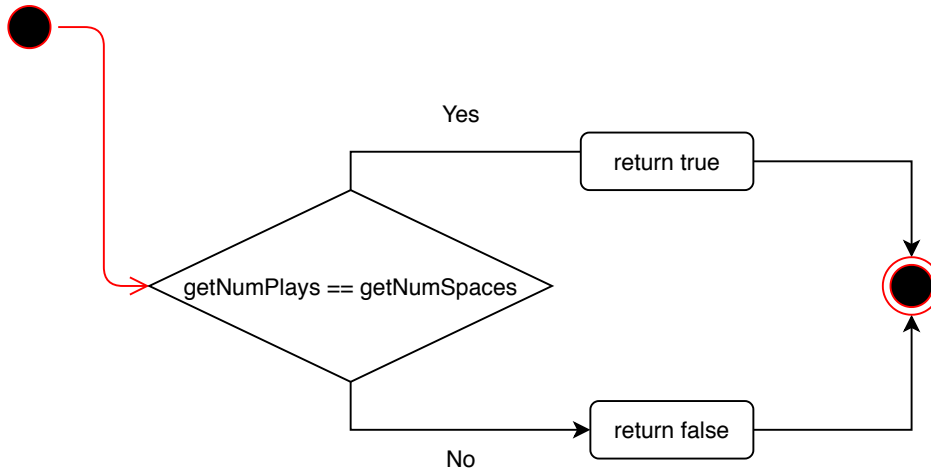
checkSpace(BoardPosition): bool



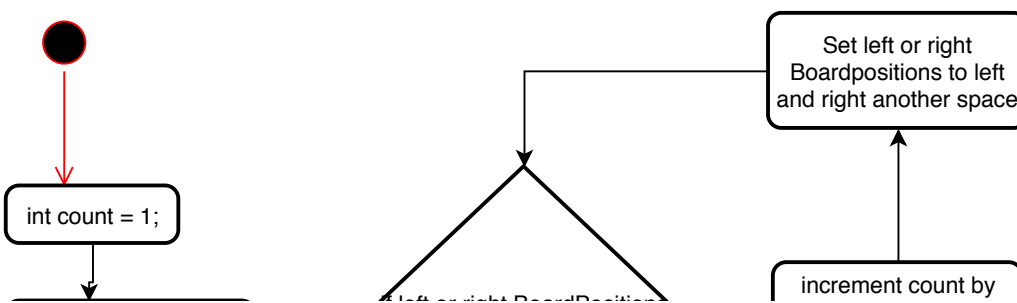
checkForWinner(BoardPosition): bool

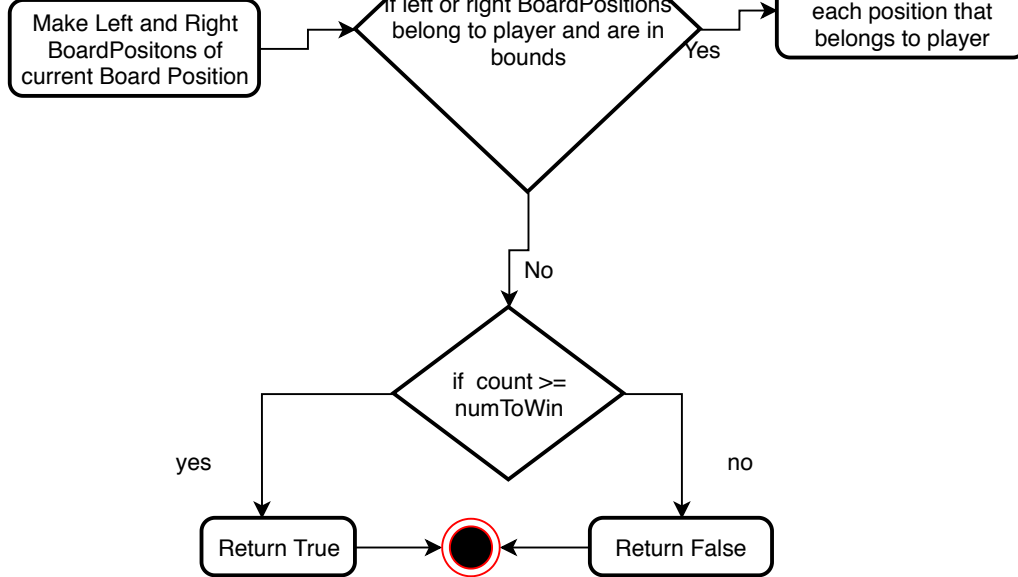


checkForDraw(void): bool

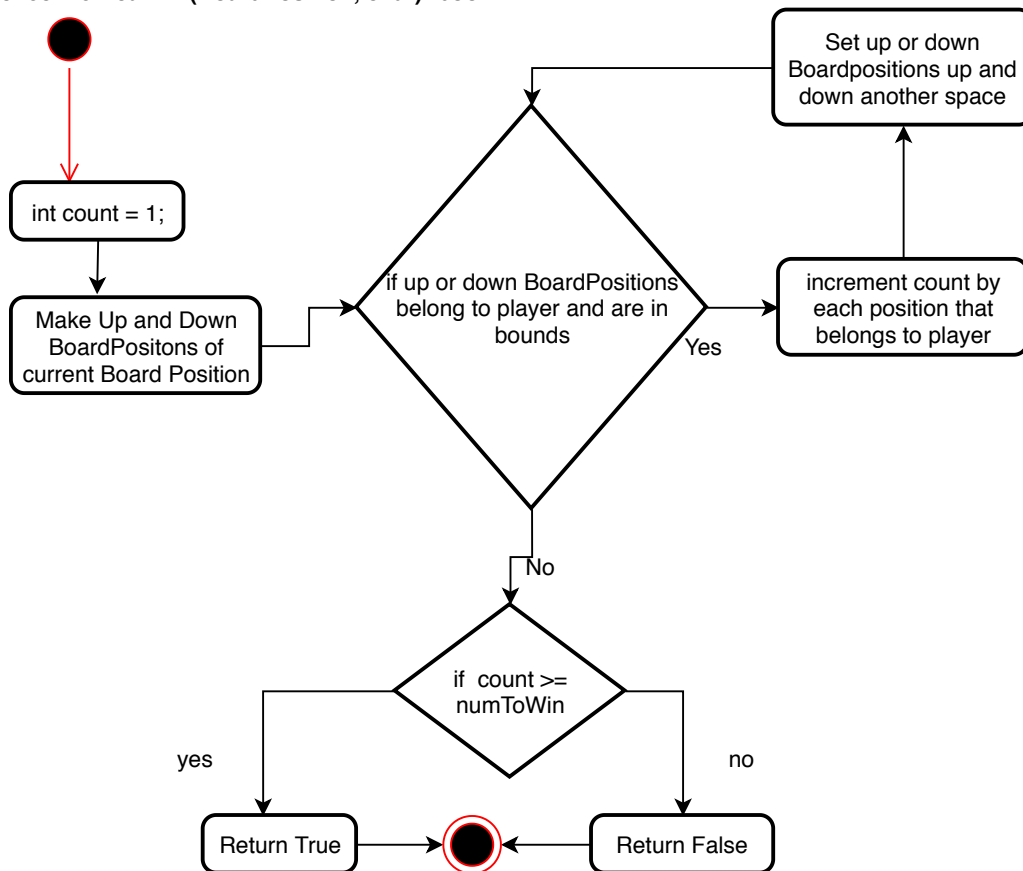


checkHorizontalWin(BoardPosition, char): bool

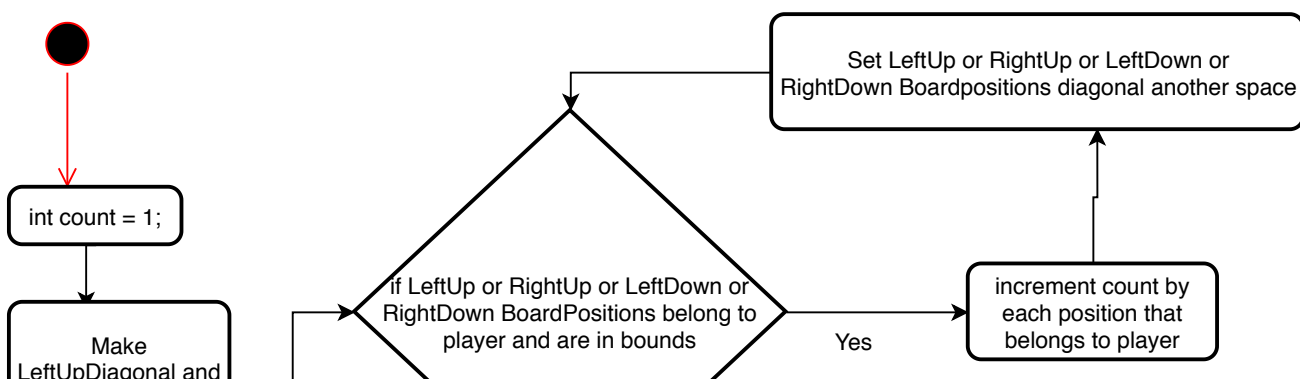


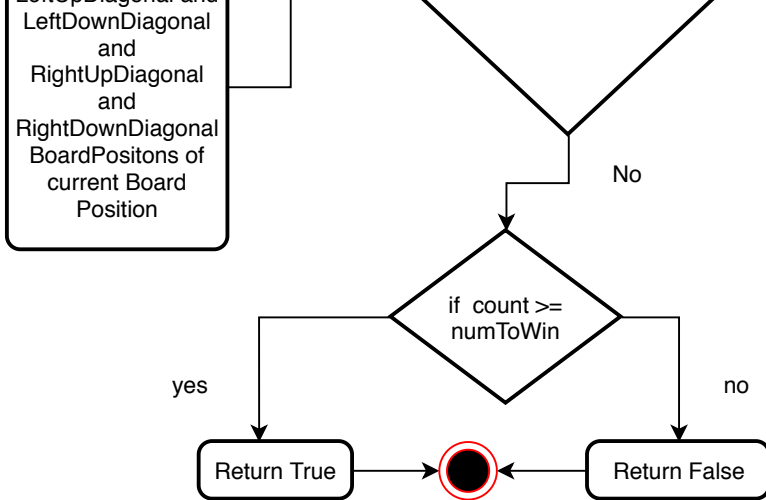


checkVerticalWin(BoardPosition, char): bool

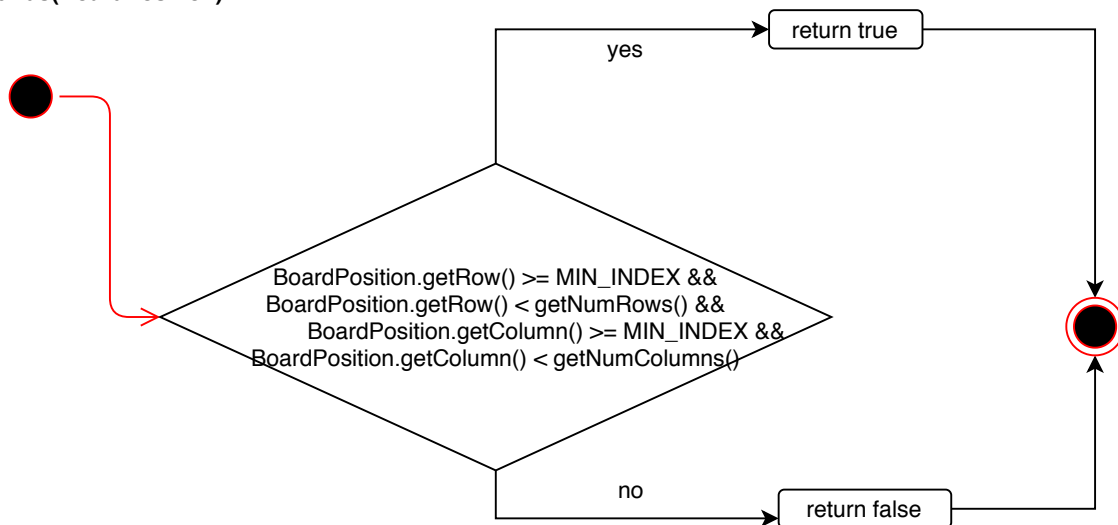


checkDiagonalWin(BoardPosition, char): bool

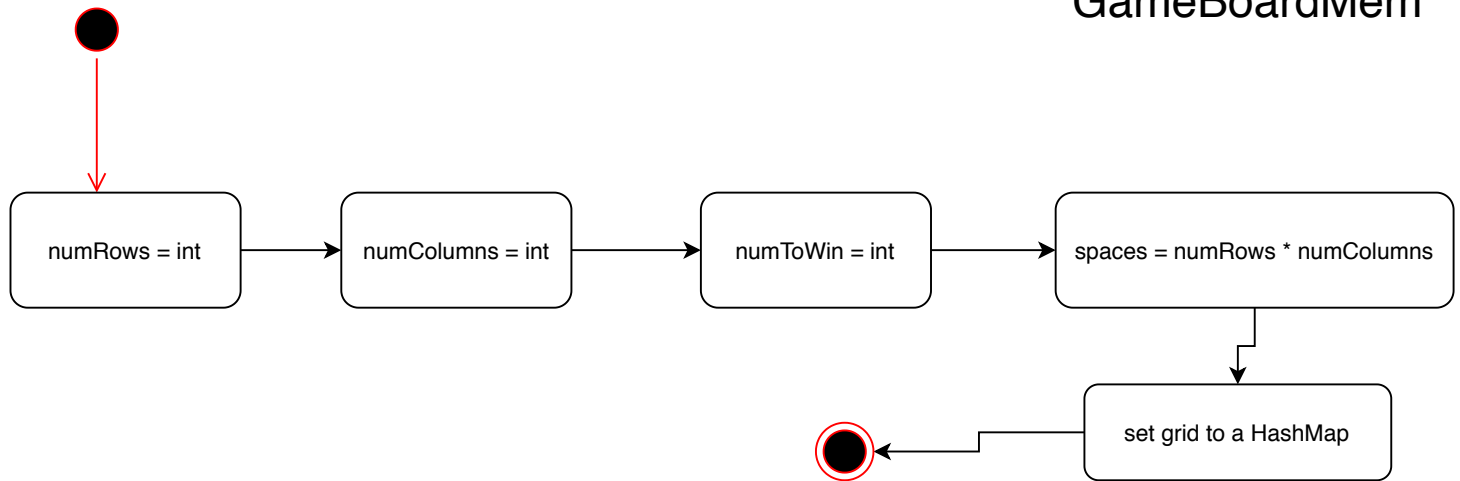




isInBounds(BoardPosition)

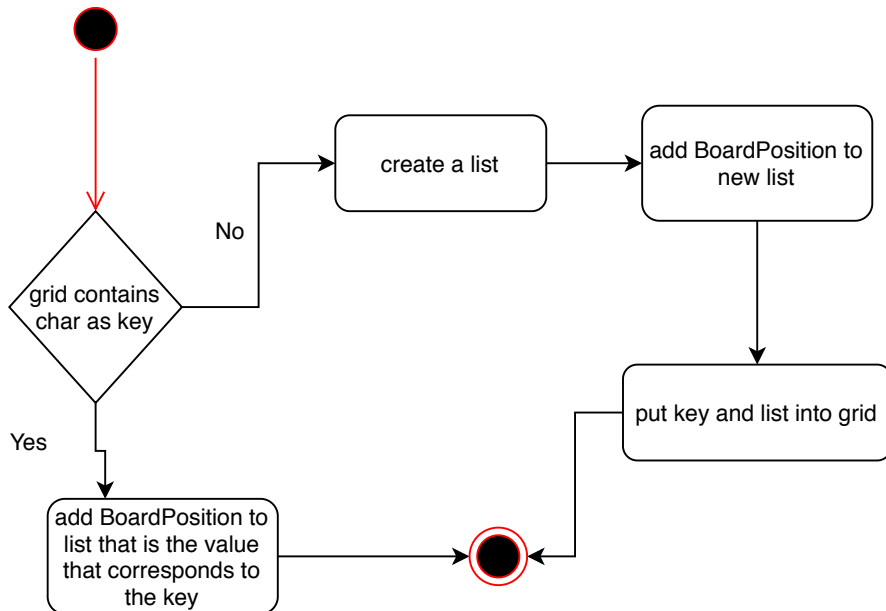


GameBoardMem(int, int, int)

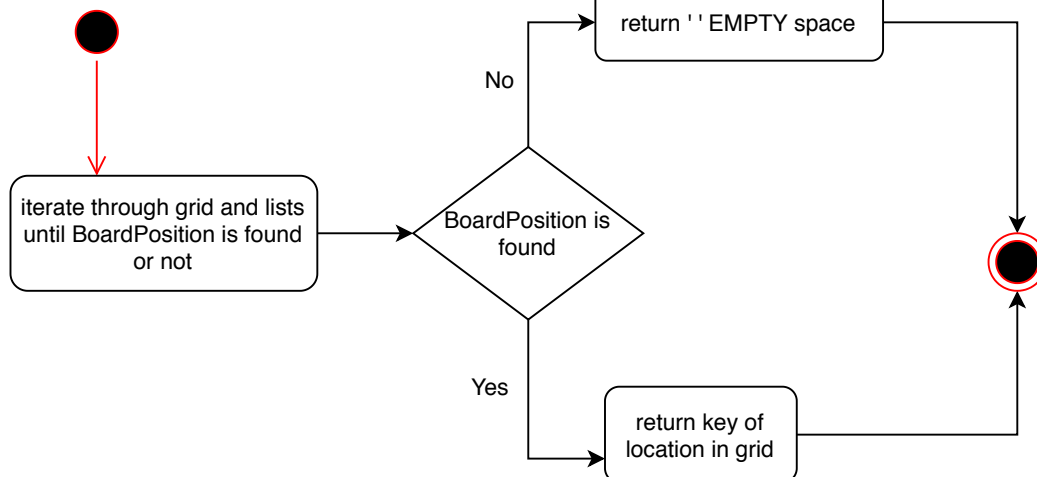


GameBoardMem

placeMarker(BoardPosition, char)

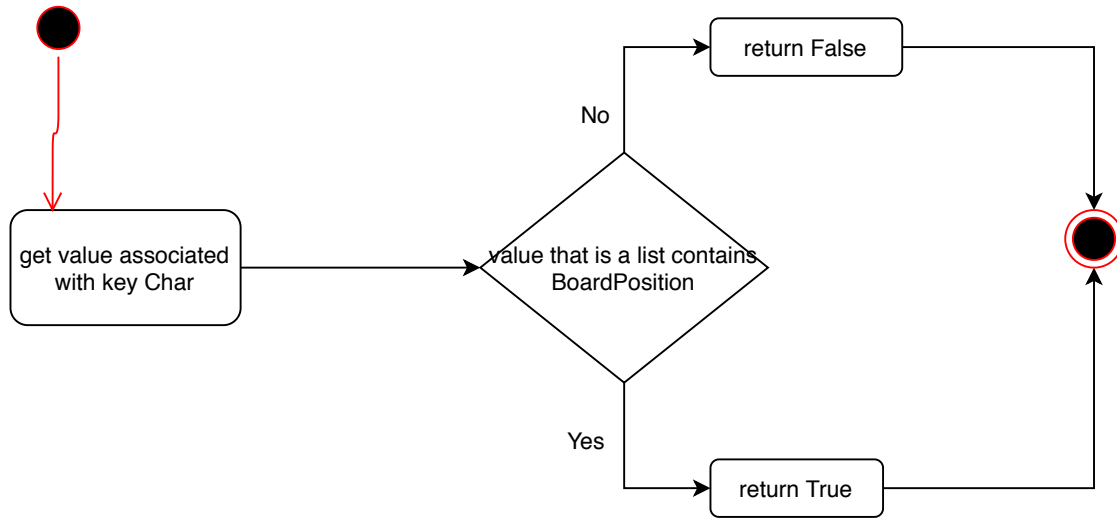


whatsAtPos(BoardPosition)



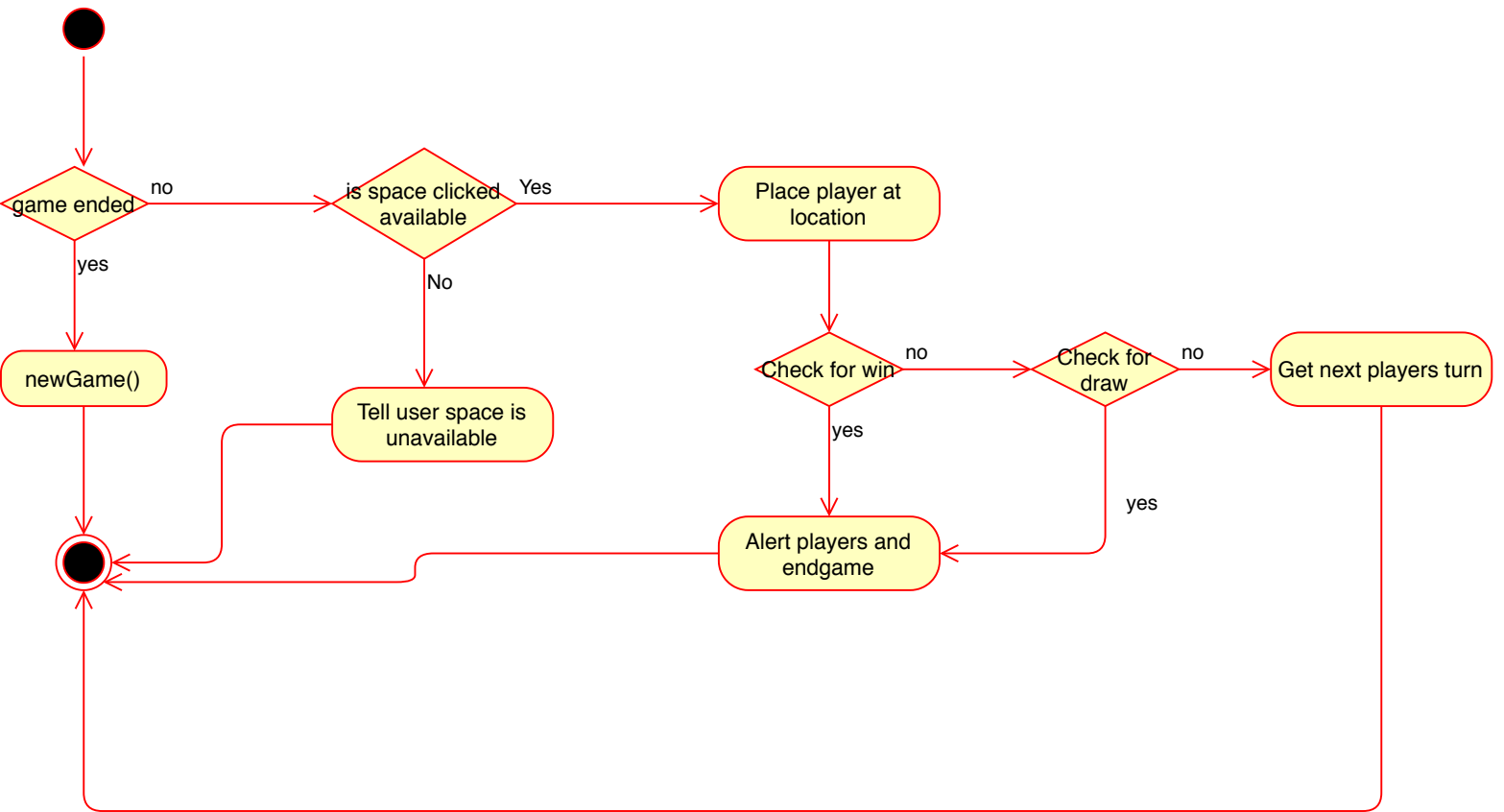
isPlayerAtPos(BoardPosition, Char)

isPlayerAtPos(BoardPosition, Char)

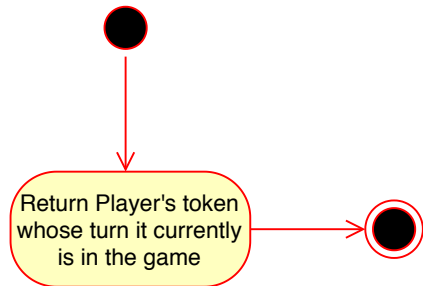


processButtonClick(int, int): void

TicTacToeController



getPlayer(): Character



setPlayer(): void

