

Luis Oliveros

COP2210

Assignment 5

Class Structure

11/27/2018

The main class where we print each iteration of the user input and the randomized input of the computer. We also print the board in every sequence with the for nested loops and we set the condition to have the other methods be called like the won method and the move method.

The move method is where we have the many if and if else statements to where the computers token might be moved. Each if statement has its own condition related to what the current state of the game is and every time the if state is run when the conditions are met it is added to the board and the method won is called to see how the game outcome is so far.

The won method which has more loops that check all the possible win combinations for the player and the computer. If any one of them is true then the boolean variable won returns true and is set to equal the end boolean which is in the while loops that condition the game running. The win also returns a single letter to signify which person won the computer or the user. Inside is also a loop that tests if the game is a draw or not.

The playAgain method simply basicly ask the user if they would like to play again or not and then reiterates all the code from the start over. If not then the code stops running.