

in the tic.h file it starts with the double array board_ that is filled with every spot on the board. Then it goes down to the getBoard method that prints out the board. In the tic.cpp file it starts with the default constructor that sets every spot in the board to its default state, then it prints it out, and lastly it sets the default spaces into board_. Then it goes to the move function that determines where the move is legal or not and then moves that spot into it. Then is the game over method that determines when the game ends because of the winner method. In the getBoard Method all it does is print out the board. Then in the winner method it goes through the 8 cases that will determine the win and then returns if it's a win for x or o or a tie. Then the ostream just prints out the board for myTable.