**GameState**

**<<enum>>**

**Mark**

**<<enum>>**

**Main**

**-board: Board**

**-currentState: GameState**

**-currentPlayer: Mark**

**+Main()**

**-playerTurn()**

**-initGame()**

**-updatGame()**

**Board**

**-rows: int**

**-Cols:int**

**-cells: Cell[][]**

**- currentRow**

**- currentcol**

**+Board()**

**+init()**

**isDraw()**

**+hasWon()**

**Pain()**

**Cell**

**-content: Mark**

**-row:int**

**-col:int**

**+Cell(row:int,col:int)**

**+clear()**

**+paint()**