# Class Design

Class View:

‘’’Is responsible for dealing with everything the user sees (i.e. GUI)’’’

def grid(self):

‘’’Creates Grid’’’

def getClickPoint(self):

‘’’Gets click point and returns it to convertToCell() function for converting’’’

def setMessage(self, message):

‘’’sets message parameter to the specified message’’’

def draw(self, cell, symbol):

‘’’takes the specified cell and symbol passed in as parameters and draws the correct symbol in the cell’’’

def convertToCell(self, click):

‘’’converts the click (passed as a parameter) to the correct cell number’’’

Class Model:

‘’’This is where are the game data and logic is held’’’

def winner(self):

‘’’determines if the game has been won by testing for all winning combinations, and returns True if so’’’

def boardFull(self):

‘’’determines if the board is full – returns True if board is full’’’

def returnGameBoard(self, cell):

‘’’determines if the specified cell is in the game board’’’

def clearBoard(self):

‘’’clears the gameBoard list’’’

def populateBoard(self, cell, symbol):

‘’’populates both the gameBoard list and calls view to draw the correct symbol in the board’’’

Class Controller:

‘’’Responsible for controlling everything behind the scenes and interpreting user input’’’

def play(self):

‘’’contains basic logic to begin gameplay and resume or end depending on the user input’’’

def playAGame(self):

‘’’contains all loops and logic for controlling game play’’’