

Game
-int size -str[][] board -str current_player -bool game_over
+start_game(size: int) : -> None +make_move(column: int) : -> bool +is_winner() : -> bool +is_board_full() : -> bool +switch_player() : -> None +display_board() : -> None

UI
-Game game
+start() : -> None +display_welcome_message() : -> None +display_board() : -> None +prompt_move() : -> int +display_game_status() : -> None +display_winner() : -> None +display_draw() : -> None +display_goodbye_message() : -> None