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//----- TIC_TAC_TOE -----
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//
// Program Name: tBoard Class Header
//
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// Date       : May, 2016
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```

- **System Manual:**

- The system uses the tBoard class (see tic.h and tic.cpp files)
- The current system uses the following methods and attribute from the tBoard class:

- Private [*Attribute*]:

- ◆ vector<symbol> gameboard
 - ✓ suitable data structure for flawless programming operation

- Default [*Constructor*]:

- ◆ **tBoard()**: it makes a game board with all blank spaces

- Other methods: gets & sets the values of specific attributes

- ◆ **bool move(symbol m, int x, int y) :**

- ✓ makes a move on the board
- ✓ x is the row and y is the column
- ✓ m is the symbol to place (either X or O)
- ✓ it returns true if the move was made
- ✓ if the move is illegal, returns false and doesn't change the table

- ◆ **bool game_over():**

- ✓ returns true if the game is over
- ✓ this could be because of a winner or because of a tie

- ◆ **symbol winner():**

- ✓ returns who won X or O
- ✓ if the game was a tie, returns BLANK

- ◆ **void toBoard(ostream& os) const:**

- ✓ formats the Tic-Toc-Toe Board as describes in the given instruction

- ◆ **ostream& operator<<(ostream& os, const tBoard& myTable):**

- ✓ overloads the output operator