

<div> <div></div> <div>Player</div> </div>
<div>+ name: str</div> <div>+ symbol: str</div>

<div> <div></div> <div>Board</div> </div>
<div>+ size: int</div>
<div>+ board(type): type</div> <div>+ is_valid_move(type): type</div> <div>+ place_move(type) : type</div> <div>+ check_winner(type) : type</div> <div>+ is_full(type) : type</div>

<div> <div></div> <div>Game</div> </div>
<div>+ size: int</div> <div>+ players: List[Player]</div> <div>+ current_player_index: int</div>
<div>+ switch_player(type): type</div> <div>+ play(type): type</div> <div>+ place_move(type) : type</div> <div>+ check_winner(type) : type</div> <div>+ is_full(type) : type</div>