TicTacToe
#gameState : char [3][3]
#winner: Player
#turn : Player
#player : Player[2]
#squaresLeft : int
+create(Player, Player)
+update( )
+move(char, char, char)
+winner( ) : Player
+notOver( ) : boolean
+squaresLeft( ) : int
#set(char, char, char)
#get(char, char) : char
#swapTurn( )
#checkWinner( )
#inRange(char col, char row) : boolean