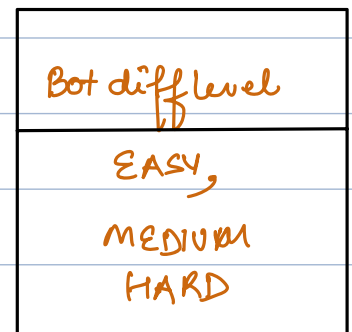
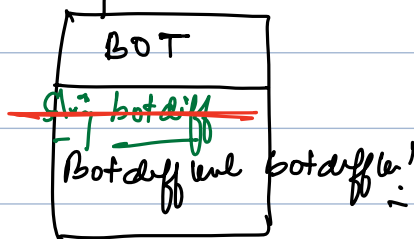
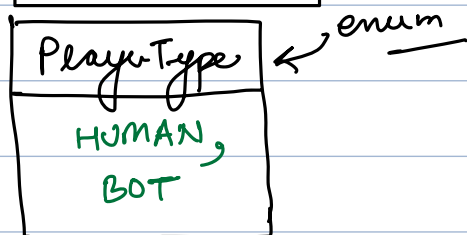
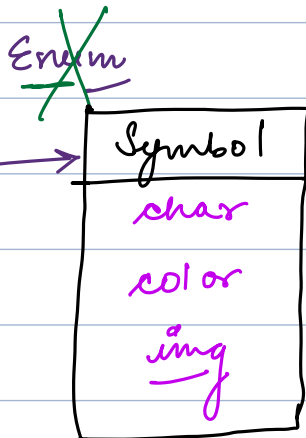
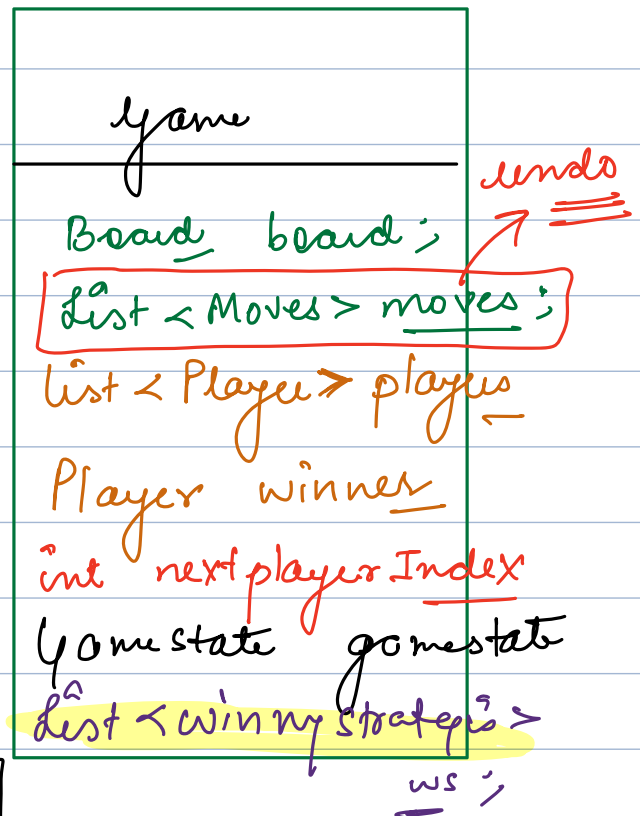
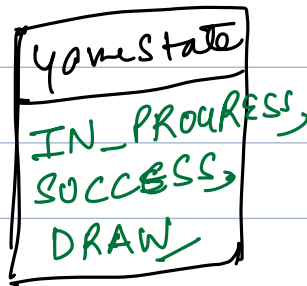
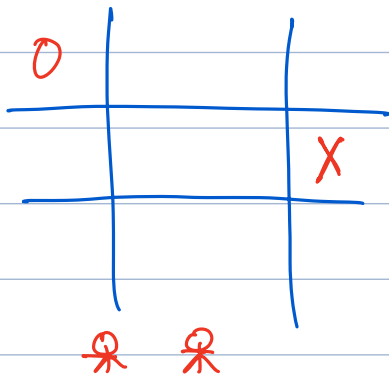


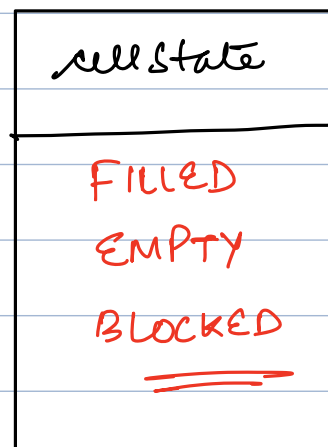
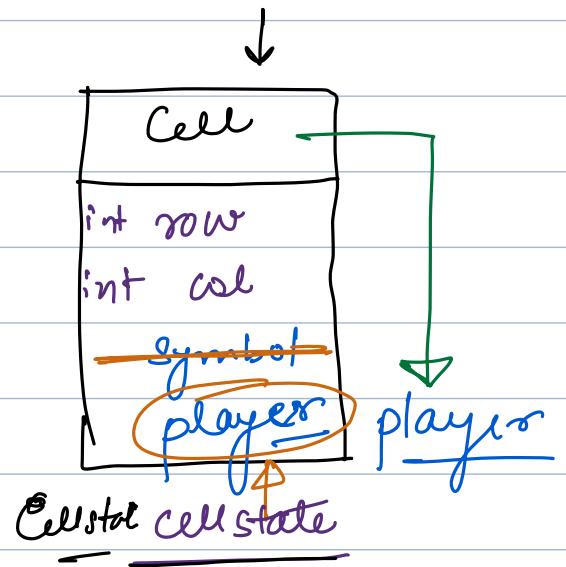
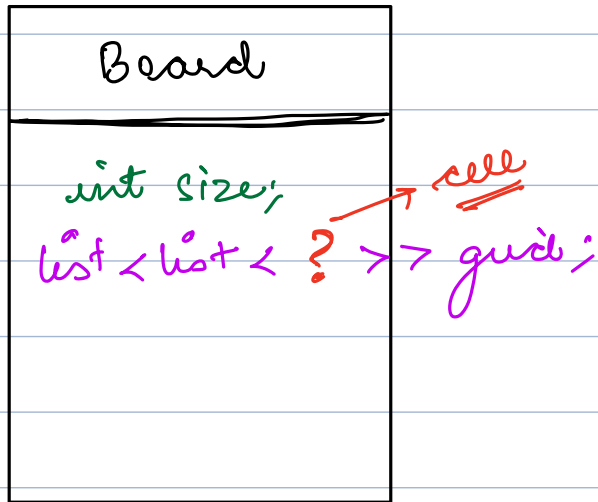
Agenda

- { ① class diagram
② Find winner in $O(1)$ } code

class diagram } visualization
 } nouns.



X O



move { 0, 0, X }

Game
 Player
 Board
 Cell
 Bot
 Move
 Symbol
 Player Type
 Game state
 Cell state