

⇒ size of the board

⇒ 5

⇒ bot

⇒ 4 ⇒ difficulty level

⇒ Name Player 1

⇒

⇒ Symbol Player 1

⇒

1
.
:
:
:
:
:

Player 2

Player 3

⇒

	0	1	2	3	4
0	X				
1					
2			B		
3				O	
4					

⇒ [P1 B P3 P2]

⇒ P1 make your move ⇒ ?

⇒ P1 do you want to undo ⇒ N

⇒ B plays a move

⇒ P3 make your move

3.2

$\Rightarrow p_2$

```

public Board(int dimension) { ③
    → this.dimension = dimension;
    → matrix = new ArrayList<>(); // outside list
    → for(int i=0; i<dimension; i++){ i=0 1 2 ←
        → matrix.add(new ArrayList<>()); // add
        → for(int j=0; j<dimension; j++){ j=0 1 2 ←
            matrix.get(i).add(new Cell(i,j));
        }
    }
}

```

matrix = $\begin{bmatrix} [0,0], [0,1], [0,2], [---], [] \end{bmatrix}$

↓

0

[cell object
 ↓
 [0, -, -]
 [-, -, -]
 [-, -, -]
]