

# Tic-Tac-Toe.

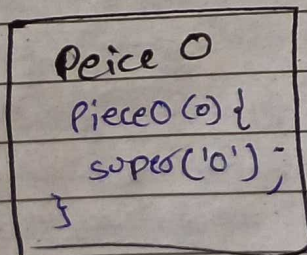
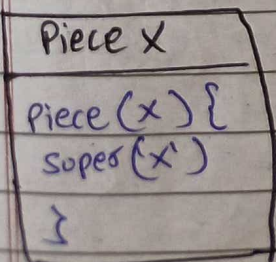
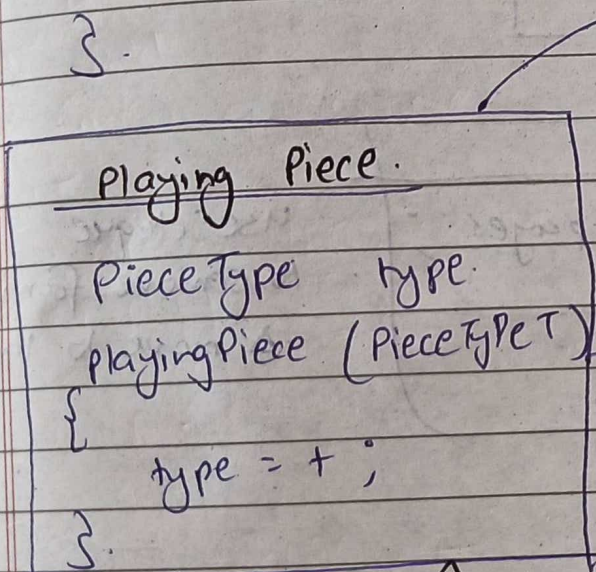
## Objects.

Piece : x, O, Δ, \$  
Board : n x M.  
Player :

Enum Piece Type: {

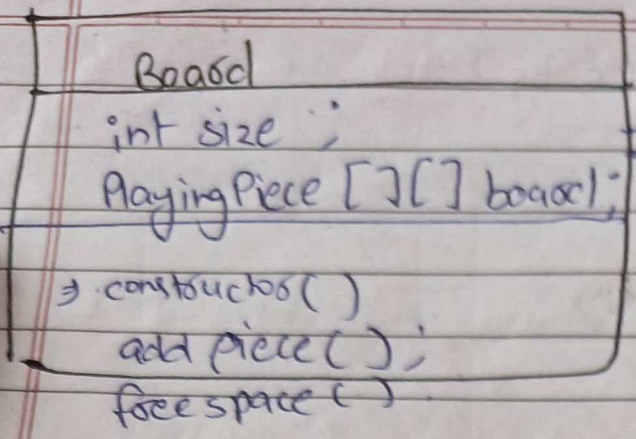
x,  
O

}



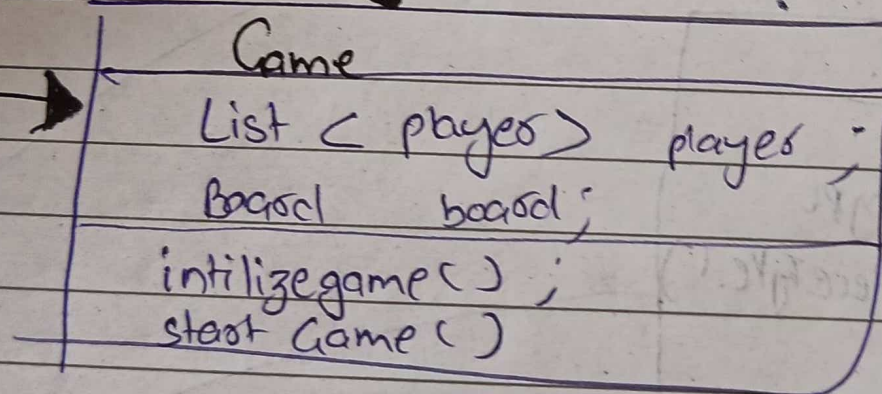
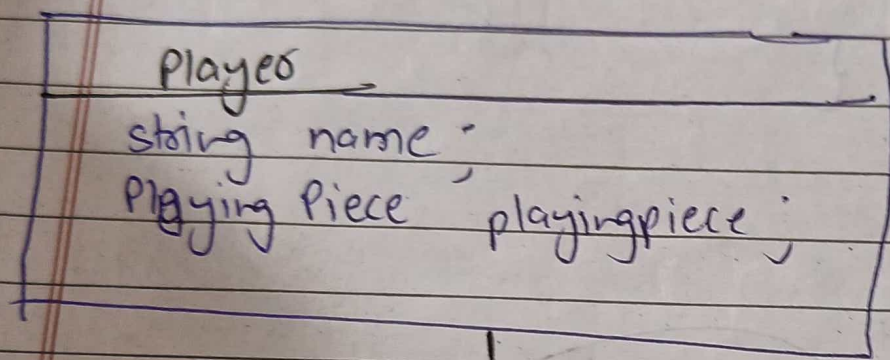


playing piece



has A

playing piece



use deque  
to remove from sk  
Δ move to last