Class Diagrams

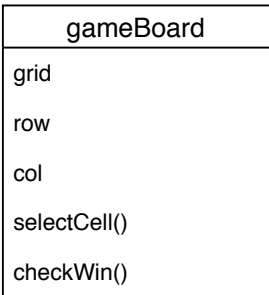| gameBoard |
| --- |
| grid |
| row |
| col |
| selectCell() |
| checkWin() |

player
playerTurn
Winner
col

Wasn't sure how in depth this needed to be, if I needed to show key relations or not so I tried to keep it simple and to the point.