Grid
displayGrid()	void
getSquaresFilled()	Map<Integer, String>
getEvaluateWin()	EvaluateWin
getEndInTieStrategy()	EndInTieStrategy

TicTacToeGrid
winPossibilities	Map<Integer, Map<Integer, Integer>>
squaresFilled	Map<Integer, String>
evaluateWin	EvaluateWin
endInTieStrategy	EndInTieStrategy
getSquaresFilled()	Map<Integer, String>
getEvaluateWin()	EvaluateWin
getEndInTieStrategy()	EndInTieStrategy
displayGrid()	void

Player
name	String
token	String
playerId	long
markers	Set<Integer>
selectSquare	SelectSquare
getName()	String
setName(String)	void
getToken()	String
setToken(String)	void
getPlayerId()	long
setPlayerId(long)	void
getMarkers()	Set<Integer>
getSelectSquare()	SelectSquare
setSelectSquare(SelectSquare)	void

Game
MIN_TURN_COUNT	int
MAX_TURN_COUNT	int
players	Map<Integer, Player>
grid	Grid
turnCount	int
initiateGame	InitiateGame
nextTurn	NextTurn
getPlayers()	Map<Integer, Player>
getGrid()	Grid
getTurnCount()	int
setTurnCount(int)	void
getInitiateGame()	InitiateGame
getNextTurn()	NextTurn

SelectSquare
selectSquare(Map<Integer, String>)	int

EvaluateWin
evaluateWin(Player, int)	boolean

TicTacToeComputerSelectSquare
possibleMoves	Set<Integer>
userMoves	Set<Integer>
computerMoves	Set<Integer>
selectSquare(Map<Integer, String>)	int
winOrBlockMove()	int
bestPossibleMove()	int

TicTacToeEvaluateWin
evaluateWin(Player, int)	boolean

TicTacToeUserSelectSquare
selectSquare(Map<Integer, String>)	int

NextTurn
nextTurn(int, Game)	TurnResult

TicTacToeNextTurn
nextTurn(int, Game)	TurnResult

InitiateGame
initiateGame(Game, String)	int

TicTacToeInitiateGame
initiateGame(Game, String)	int

EndInTieStrategy
endInTie(Grid)	boolean

TicTacToeEndInTie
endInTie(Grid)	boolean

Client
game	Game
main(String[])	void
gameIteration(String)	void

TurnCountAssignmentException