Tic Tac Toe - Class Diagram

C TicTacToeGame

- □ Deque<Player> players
- □ Board gameBoard

- ● initializeGame() : void
- ● startGame() : String
- ● isThereWinner(row:int, col:int, pieceType:PieceType) : boolean

C Main

- ● main(String[]) : void

C Player

- □ String name
- □ PlayingPiece playingPiece

- ● getName() : String
- ● setName(String) : void
- ● getPlayingPiece() : PlayingPiece
- ● setPlayingPiece(PlayingPiece) : void

C Board

- □ int size
- □ PlayingPiece[][] board

- ● Board(int)
- ● addPiece(row:int, col:int, piece:PlayingPiece) : boolean
- ● getFreeCells() : List<Pair<Integer,Integer>>
- ● printBoard() : void

C PlayingPiece

- ○ PieceType pieceType

- ● PlayingPiece(PieceType)

C PlayingPieceX

- ● PlayingPieceX()

C PlayingPieceO

- ● PlayingPieceO()

E PieceType

X
O