**Known defects:**

*When a user wins, the game would need to go through one more turn before declaring who won.*

Fix – Changed the location of checkWin() to within the playerX() and playerO() class

*Game prints out the board twice after the initial turn.*

Fix – Changed the location of draw() from the top of the playerX() and playerO() classes to within the if statements that check the input of the user.

*When starting a new game after the previous game ended, users could not enter in numbers on the board that were entered previously.*

Fix – Changed the HashSet to a LinkedList and cleared the LinkedList after the game ends.

*Some win scenarios incorrectly chose a winner*

Fix – Some elseIf statements were incorrectly comparing cells. Corrected the cells to be accurate.