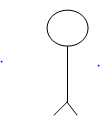
UML DIAGRAMS



THE SECOEND PLAYER WILL TAKE THE NEXT TURN

A WINNER IS DECLARED

THE FIRST PLAYER WILL TAKE THE FIRST TURN

USERS

# 

SECOEND PLAYER

MESSAGE: O

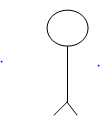
DISPLAY

DISPLAY X AND 0

FIRST PLAYER

OPERATOR

MESSAGE: X



THE WINNER IS DECLARED

X AND O MUST NOT BE ENTERED IN THE SAME PLACE

SECOEND 0 IS ENTERED

FIRST X IS ENTERED

SYSYTEM

DISPLAY

MESSAGE:WINNER

PLAYER

MESSAGE:X OR 0