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Project 2

TicTacToe class UML

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| **TicTacToe** |
| -player\_1: Player  -player\_2: Player  -tieGame: Player  -currentWinner: int  -board[][]: char |
| +TicTacToe()  +TicTacToe(Player, Player, Player)  +SetWinner(int): void  +GetWinner(): int  +ResetMatch(Player, Player, Player): void  +ResetGame(): void  +DisplayBoard(): void  +ChoosePosition(Player, int): void  +DisplayScore(Player, Player, Player): void  +CreatePlayer(Player, Player): void  +CheckforWinner(bool, Player, Player, Player): int |