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**11 May 2017**

**CS-172-C, Lab Section 063**

## **Homework 3 System Manual**

### **System Manual**

- `tBoard();`
  - constructor called when a class object created and makes a board with all blank spaces
- `bool move(symbol m, int x, int y);`
  - function helps to make a move on the board, x is the row and y is the column
  - m is the symbol to place (either X or O)
  - it returns true if the move was made
  - if the move is illegal, return false and do not change the table
- `bool game_over();`
  - function returns true if the game is over
  - this could be because of a winner or because of a tie
- `symbol winner();`
  - function returns who won X or O
  - if the game was a tie, return BLANK
- `void table(ostream& o) const;`
  - function is used to output table and overload the output operator
- `ostream & operator<<(ostream& os, const tBoard& myTable);`
  - overload the output operator