Taha Talha

Github: https://github.com/tahatal7a/seg3503 playground

Tests:

```
void testEqual() {
   Tic board = new Tic(row:3, col:3);
    board.move(row:0, col:1);
    Tic board2 = new Tic(row:3,col:3);
    board2.move(row:0, col:1);
    assertEquals(board.equals(board2), true);
@Test
void testEmpty() {
    Tic board = new Tic(row:3, col:3);
    assertEquals(board.isEmpty(), true);
void testWinner() {
    board.move(0, 0); board.move(1, 0); board.move(2, 0);
    board.move(0, 1); board.move(1, 1); board.move(2, 1);
    board.move(0, 2); board.move(1, 2); board.move(2, 2);
    board.move(0, 1);
    assertEquals(board.isWin(), true);
@Test
void testMoveLegal() {
    Tic board = new Tic(row:3, col:3);
    board.move(row:0, col:2);
    boolean move = board.move(row:0, col:1);
    assertEquals(move, true);
@Test
void testBoardFull() [{
    board.move(0, 0); board.move(1, 0); board.move(2, 0);
    board.move(0, 1); board.move(1, 1); board.move(2, 1);
    board.move(0, 2); board.move(1, 2); board.move(2, 2);
    Tic board = new Tic(row:3, col:3);
    assertEquals(board.isFull(), true);
```

Commits:

