Tic-Tac-Toe Game class relationships

Board

- size: int
- board: PlayingPiece[][]

+ addPiece(row:int,column:int,playningPiece:PlayningPiece): boolean
+ getFreeCells() : List<Pair<Integer,Integer>>
+ printBoard() : void

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PlayingPiece

- pieceType : PieceType

+ PlayingPiece(pieceType : PieceType){
  this.pieceType = pieceType
}

**<<enumeration>>
PieceType**

X
O

Extends

Extends

PiececX

PieceX(){
    super(PieceType.X);
}

PiececO

PieceX(){
    super(PieceType.O);
}

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TicTacToeGame

- players: Deque<Player>
- gameBoard : Board

+ initializeGame(): void
+ startGame : String
+ isThereWinner: boolean

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Player

- name: String
- playingPiece : PlayingPiece

+ getNmae(): String
+ setName(name:String) : void
+ getPlayingPiece() : PlayingPiece
+ setPlayingPiece(playingPiece:PlayingPiece) : void