**348. Design Tic-Tac-Toe (Medium)**

Design a Tic-tac-toe game that is played between two players on a n \* n grid.

You may assume the following rules:

1. A move is guaranteed to be valid and is placed on an empty block

2. Once a winning condition is reached, no more moves is allowed.

3. A player who succeeds in placing n of their marks in a horizontal, vertical, or diagonal row wins the game.

Follow up:

Could you do better than o(n^2) per move() operation?

1. Could you trade extra space such that move() operation can be done in O(1)?

2. You need two arrays: int rows[n], int cols[n], plus two variables: diagonal, anti\_diagonal.