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| --- |
| TicTacToe |
| -player1: Player  -player2: Player  -CurrentWinner (): int  -board[3][3]: char  -totalgames: int  -player1smove: bool  -moves: int |
| +TicTacToe()  +SetPlayer(): void  +ResetMatch(): void  +ResetGame():void  +DisplayBoard(): void  +ChoosePosition(): void  +SetPosition(char, char): bool  +CheckforWinner(): int  +displayScore(): void  +AddGames(): void  +SetScore(int): void  +SetMoves(): void |