CaroBoard

-board: int[][]
-xTurn: boolean
-cellSize: int
-rows: int
-cols: int
-winner: int
-logic: class

+CaroBoard()
+paintComponent: void
+mouseClicked: void
-checkWin: boolean
-resetBoard(): void

GameLogic

-board: int[][]
-size: int
-winCondition: int

+GameLogic()
+checkWin(): boolean
-countDirection: int
+isValidMove(): boolean

CaroFrame

-boardPanel: class
-menuBar: class

+CaroFrame()
-initMenu(): void
-setupUI(): void

Main

+String[] args(): void

Player

-name: String
-symbol: int
-score: int

+Player()
+getName(): String
+getSymbol(): int
+addScore(): void