Diagram

CaroGame

- -size: int
- -buttons: int[][]
- -board: int[][]
- -currentPlayer: int
- -gameOver: boolean
- -playerX: String
- -playerO: String
- -moves: Stack<>
- +handleMove(): void
- +isFull(): boolean
- +checkWin():boolean
- +count(): int
- +inBoard():boolean
- +undo(): void