Ultimate
- int[][] board - int[][] wonBoards - String O - String X - int nextBoard - int marker
+ Ultimate() + String translate(int) + String translate(int, int) + String toString() + boolean playTurn(int i) + void setNextBoard(int i) + String getMarker() + void localWinCheck(int i) + boolean gameWon() + boolean isFilledLocal(int i) + boolean isFilled()

Woo				
- InputStreamReader isr - BufferedReader in				
+ void main(String[] args) int nextPlay Ultimate balloons				