

Vltimate

[- board : int[][]]

[- nextBoard : int]

[- wonBoards : int[]]

[- marker : int]

[- final sp. : string]

[- final x : string]

+ Vltimate()

↳ constructor

+ board is filled()

↳ checks if a local board is fully filled

+ String translate (int i)

↳ turns -1, +2 into Xs & Os

+ String translate (int i, int j)

↳ color control for terminal.

+ String toString()

↳ prints the board's current state

+ boolean playTurn (int i)

↳ game mechanics for 1 turn.

returns T/F depending on outcome of turn

+ void set next Board()

↳ helper, sets nextBoard

+ String get marker()

↳ helper method.

+ void local Win Check (int i)

↳ checks the win status of

local board, sets to ^{won} _{over}.

+ boolean gameOver()

↳ checks if the game has been won!