TicTac

Game

-board: GameBoard

-player1: player

-player2: player

-playerCurrent: player

+playGame():void

+getPlayerMove():int

+initializePlayers(): void

+restGame():void

+switchPlayer():void

Player

-name:String

- marker: char

+getName(): String

+getMarker(): char

GameBoard

-board: char[ ] [ ]

- currentMarker: char

+initializeBoard()

+displayBoard()

+markMove(int , char)

+checkIfWin(char): bool

+isFull(): boll