ТісТасТое		
allowedSymbols : char[]		
- board : char[][		
<ul> <li>TicTacToe()</li> </ul>		
<ul> <li>TicTacToe(size : int, symbols : char[])</li> <li>get(row : int, col : int) : char</li> </ul>		Game
• getSymbols() : char[]	<ul> <li>board : TicTacToe</li> <li>players : Player[]</li> <li>Game(boardSize : int, playerNames : String[], symbols : char[])</li> </ul>	
print() : void		
set(row : int, col : int, c : char) : boolean		
+ toString() : String	• <u>main() : void</u>	
Player		
- board : TicTacToe		
– name : String		
- symbol : char		
<ul> <li>Player(name : String, symbol : char, board : TicTacToe)</li> </ul>		
* move() : boolean		

Classes in a Tic Tac Toe game