

I do not expect you to work on this outside of class! Do not take time away from your Bank to work on this.

Your group needs to design a console based Tic Tac Toe game!

The output of this lab is a UML diagram using UMLet. This UML diagram should fully specify your design.

Your game must:

- 0) Allow for any combination of computer and human players.
- 1) Allow any player to set his or her name
- 2) Allow any player to set his or her one character symbol that shows up on the board.
- 3) Allow the selection of, at least, an easy or hard computer player.
- 4) Offer the user the ability to play again after a game is over. When playing multiple games in a session, you must alternate which player goes first.
- 5) Keep a running tally of each users' (including the computer players!) wins, losses, and draws over the lifetime of the game (or until you erase the data file). Display this lifetime total and session total after each game. Update the data file after each game. Read this data in from a file when starting a new gaming session.
- 6) Draw a simple board on the screen and ask the user for input. An *example* is shown.

```

      1   2   3   x
1  . | . | .
-----
2  . | . | .
-----
3  . | . | .
y

X? 1
Y? 

```