CMSC 10200: Homework 5

assigned: Fri, July 1, 2005; due: Wed, July 6, 10:00 AM

Implement the interface `TicTacToeBoard.java`. The interface is available on the course website. You will submit two files: your class implementing the given interface, and a tester class demonstrating the correctness of your implementation.

Here are a few key points:

- You may choose whatever internal data representation you like for your tic-tac-toe board. In my implementation, I use an array of nine characters. Other choices might include a `String`, or nine separate character variables.

- The method `marshal()` should return a String representation of the board, as discussed at the end of class. What precisely the output of `marshal` looks like is up to you.

- Provide two constructors. One should take no arguments and create a new, empty board. The other should take a `String` which is in the same format as that returned by `marshal()` and generate the board that corresponds to that `String`.

Start working on this assignment as soon as you can. It's challenging.

Remember the strategy we discussed in class. Put together an implementation that returns meaningless values, as well as some tests, first. Then start chipping away at individual functions.

Save your work in a folder called `hw5` and submit in the usual way.