This is an exercise in creating a variation on the game of tic-tac-toe. Assume that your symbol is “X”. You win if a row, column or diagonal contains two X’s and one O. The opposite is true if your symbol is “O”. For example, a possible game is shown below:

```
X | X
---+---
X | O
---+---
  | O
```

You should have the following methods:

1. a method that will choose the best move based on the current state of the board and the side that is playing; and,

2. a method for displaying a string representation of the current board so that you can see a game play-by-play.

Please prepare TWO possible solutions, one using recursion, and one without.

As usual, give a diagram of your classes and methods, and document your code using abstract classes and interfaces.

You may choose to continue the extreme programming (XP) experiment or work solo on this assignment.

E.C. 26 Sep 2003