

- # int inBackwards
- # int calcMoveRound
- + tank(int row, int col, orientation orient, objectType oType)
- + ~tank() override
- + void setOrientation(orientation newOrient)
- + bool canShoot() const
- + void updateTurn()
- + void useShot()
- + int getInBack() const
- + void setInBackwards(int inBack)
- + virtual objMove play(const vector< vector< array< matrixObject \*, 3 > > &gameBoard, const int otherLoc[2], int numOfCols, int numOfRows)=0
- + bool isSafe(int x, int y, const vector< vector< array< matrixObject \*, 3 > > &gameBoard, int numOfCols, int numOfRows, int movesAhead) const
- + vector< objMove > getRotations(orientation start, orientation desired) const
- + bool canSeeOtherTank(const int otherLoc[2], const vector< vector< array< matrixObject \*, 3 > > &gameBoard, int numOfRows, int numOfCols) const
- + bool hasBullets() const
- + int getNumOfShotsLeft() const

## p2Tank

- + p2Tank(int x, int y, orientation orient)
- + objMove play(const vector< vector< array< matrixObject \*, 3 > > &gameBoard, const int otherLoc[2], int numOfCols, int numOfRows) override
- + pair< int, int > getNeighborPointGivenOrient(int orient, int numOfROws, int numOfCols)
- + pair< objMove, int > determineNextMove(int currentOrientation, int targetOrientation)
- + array< int, 4 > searchForBullets(const vector< vector< array< matrixObject \*, 3 > > > &gameBoard, int inRows, int inCols)