```cpp
// File Name: ClassOfStrings.h
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//
// This header file contains the definitions required to prove a
String class.
// Header files contain definitions required to provide String
capabilities
// such as StringBuilder in Java, to port to C++ programming language.

#ifndef CLASS_OF_STRINGS_H
#define CLASS_OF_STRINGS_H

enum displayMe_t
{
        emptyBox = 1 << 0,
        gridMe = 1 << 1,
        gridBox = 1 << 2
};

typedef struct
{
        int firstPos;
        int secondPos;
} placement_t;

typedef struct
{
        int gridBoxDesign;
        int colorMyGridRed;
        int colorMyGridGreen;
        int colorMyGridBlue;
        int gridRed;
        int gridGreen;
        int gridBlue;
        gridset_t Grid;
} boxDisplay_t;

#endif
```