```cpp
// File Name: GridPattern.h
// Written By: Christian Gruss
// Date Written: 02/14/2019
//
// This header file is responsible for placing a grid with pattern
movements
// based on Artificial Intelligence onto the mobile app screen.
// Header files contain the definitions required to place the grid and
movements
// of the piece on the screen.

#ifndef GRID_PATTERN_H
#define GRID_PATTERN_H

//#include relevant header file(s)

#include <string>

using namespace std;

class GridPattern
{
        public:
                GridPattern();
                ~GridPattern();
                void createGrid();
                void displayPiece(int n);
                void removePiece();
                void displayGrid();
                void removeGrid();

        private:
                displayPiece *displayGrid;
                string displayPiece;
                int gridSize;
                int currPos;
                int gridMetrics;
                displayRectangle rectanglePos;
                displayRectangle gridPos[10];
                displayPiece grid;
                displayPiece n_back_swap;

};

#endif
```