Class: Board

Private

int board[4][4] – 4x4 array to hold board pattern, 0 denotes unfilled, 1 denotes filled

Public

Board()

-default constructor, initializes a blank board (all zeros)

Board(int \*newPattern)

-overwritten constructor, initializes a board with pattern

-parameter is an integer array pointer

void PrintBoard()

-prints current board state

bool Compare(Board \*otherBoard)

-compares this board pattern with otherBoard pattern, returns true if 100% match, returns false if otherwise