

## GameField

- size\_of\_field
- field
- pattern\_of\_winners\_set
- points\_of\_empty
- counter\_of\_move

- + operator[]()
- + CreateField()
- + PlayProcess()
- + ShowField()
- + CheckCellOnRepetition()
- + CheckInputNumber()
- + CheckInputChar()
- + DeleteField()
- + CheckWinnerSet()
- + CheckUnpossibleWin()