

generaltools
<div> <div> - lower(char*):void - stingcomparegreater(const char* ,const char*):bool - swapcstring(char* ,char*):void - repeatelement(const filenamehandler* ,unsigned int):int </div> <div> + numberoflinesinfile():unsigned int + stringfinder(const filenamehandler [],const int): int + linearsearch(const filenamehandler [],const int ,const char*):int + selectsort(filenamehandler* ,const unsigned int):void + deleterepeatedelement(filenamehandler* ,unsigned int):unsigned int + remeovelement(filenamehandler*,const unsigned int ,const unsigned int):void + instancefinder(gameinstance*): unsigned int </div> </div>

initialize
<div> <div> -initializethewc(gameinstance* , char,const bool): bool -resettheboard(gameinstance*): bool -writedata(gameinstance* array,unsigned int row,unsigned int coulmn,const char* player1name, const char* player2name , bool playwithcomputer, char dificultylevel, bool whooseturn): bool -loadwithdefault(gameinstance* ,const bool): bool -loadfromsavedfile(gameinstance* , const bool): bool -loadwithcustom(gameinstance* ,const bool): bool -openthefile(gameinstance*,char*): bool </div> <div> +initializethesame(gameinstance*): bool +initializethesamewithoutarray(gameinstance*): bool </div> </div>

savegame
<div> <div> - savinggame(const char [],gameinstance*): bool - writeactualgame(const char* , gameinstance*): bool - entrytotextfile(const char* file,filenamehandler* , unsigned int): bool - finalstep(const char [],filenamehandler*,unsigned int ,gameinstance*): bool </div> <div> + savegame(now(gameinstance*): bool </div> </div>

gameplay
<div> <div> - readandprocesscommand(gameinstance*,unsigned int &): bool - processtheboard(gameinstance * ,const unsigned int ,unsigned int&): bool - boardcopy(gameinstance& ,const gameinstance &instance2): void </div> <div> + playthegame():bool </div> </div>

winanddrawconditions
<div> <div> - rowcheck(const gameinstance &): int - coulmncheck(const gameinstance &): int - leftdiagonalcheck(const gameinstance &): int - rightdiagonalcheck(const gameinstance &): int </div> <div> + windraw(const gameinstance &): int </div> </div>

display
<div> <div> - linesaperatorline(const unsigned int,const gameinstance &): void </div> <div> + diplayinstance(const gameinstance &): void </div> </div>