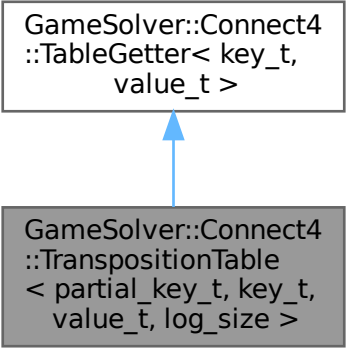


```
GameSolver::Connect4  
::TableGetter< key_t,  
               value_t >
```



```
GameSolver::Connect4  
::TranspositionTable  
< partial_key_t, key_t,  
  value_t, log_size >
```