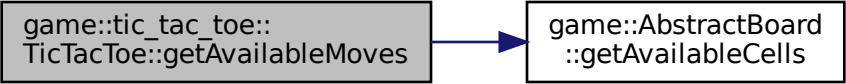


game::tic_tac_toe::
TicTacToe::getAvailableMoves



```
graph LR; A["game::tic_tac_toe::  
TicTacToe::getAvailableMoves"] --> B["game::AbstractBoard  
::getAvailableCells"]
```

game::AbstractBoard
::getAvailableCells