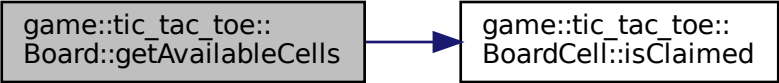


game::tic_tac_toe::
Board::getAvailableCells



```
graph LR; A["game::tic_tac_toe::  
Board::getAvailableCells"] --> B["game::tic_tac_toe::  
BoardCell::isClaimed"]
```

game::tic_tac_toe::
BoardCell::isClaimed