```
game::AbstractBoard
< CellT, PlayerT, PawnT >

+ AbstractBoard()
+ AbstractBoard()
+ ~AbstractBoard()
+ performMove()
+ revertMove()
+ checkStatus()
+ getAvailableCells()
+ getBoardCells()
+ getCell()
+ getPawnsOnBoard()
+ getPawnById()
+ getPlayerById()
+ size()
+ clone()
```

< BoardCell, Player,
Player >

```
game::AbstractBoard
< BoardCell, Player,
Player >

+ AbstractBoard()
+ AbstractBoard()
+ ~AbstractBoard()
+ performMove()
+ revertMove()
+ checkStatus()
+ getAvailableCells()
+ getBoardCells()
+ getCell()
+ getPawnsOnBoard()
+ getPawnById()
+ getPlayerById()
+ size()
+ clone()
```

```
array< board_line_t,
BOARD_SIZE >
```

#boardValues

```
game::tic_tac_toe::
Board

+ Board()
+ ~Board()
+ performMove()
+ revertMove()
+ checkStatus()
+ getAvailableCells()
+ getBoardCells()
+ size()
+ getCell()
+ getPawnsOnBoard()
+ getPawnById()
+ getPlayerById()
+ clone()
# checkForWin()
# checkForCorrectness()
```