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