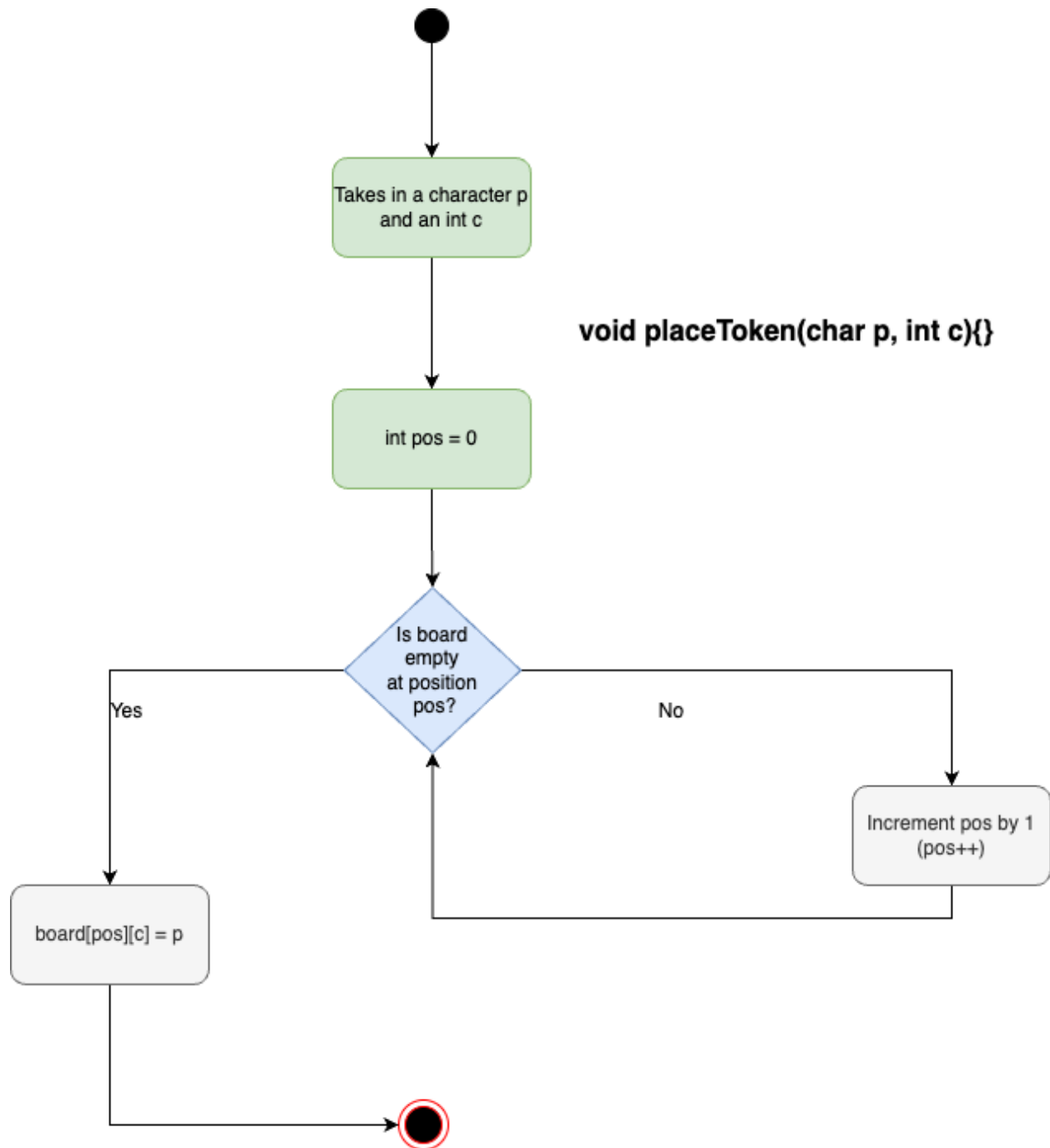
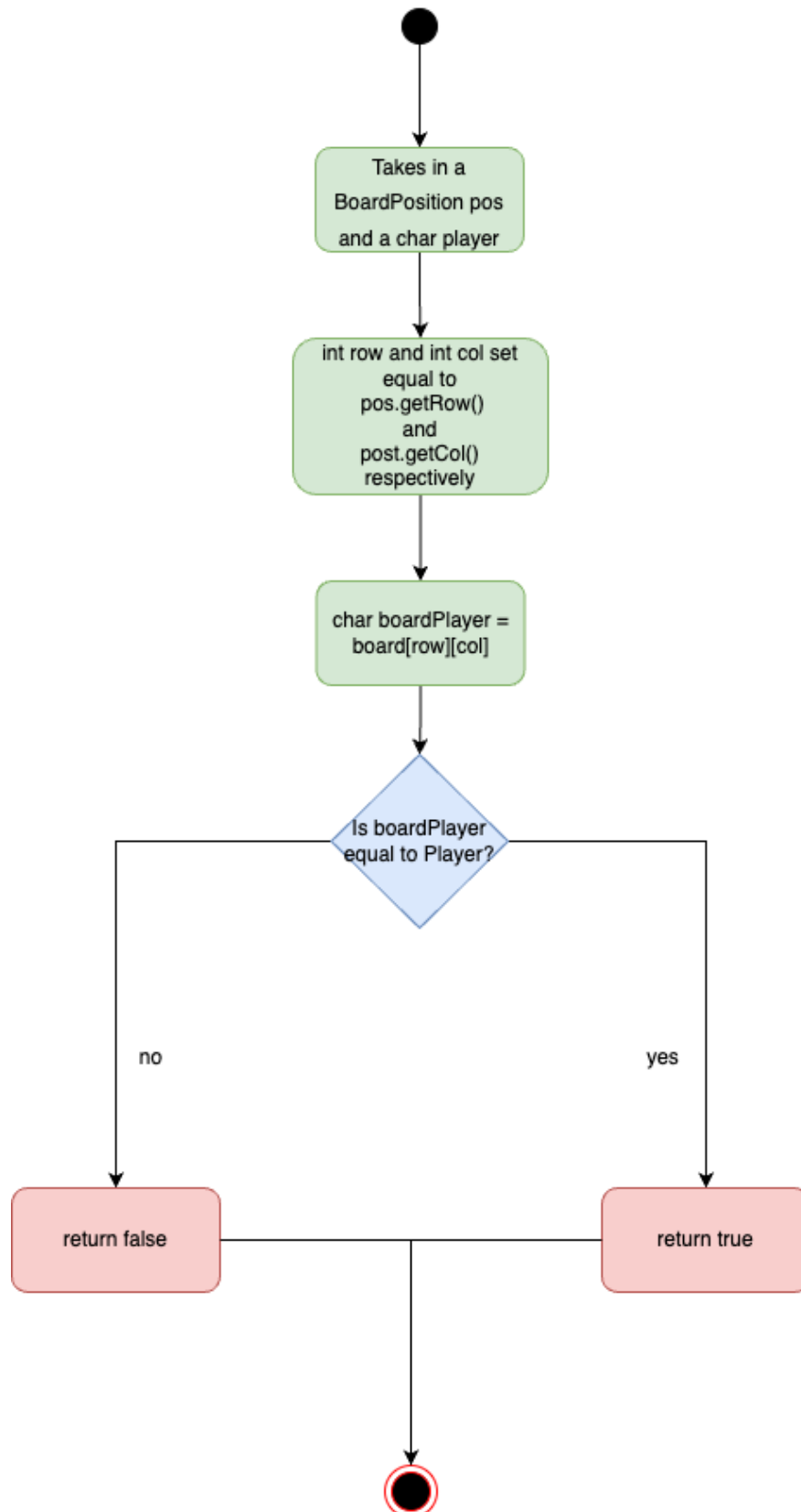


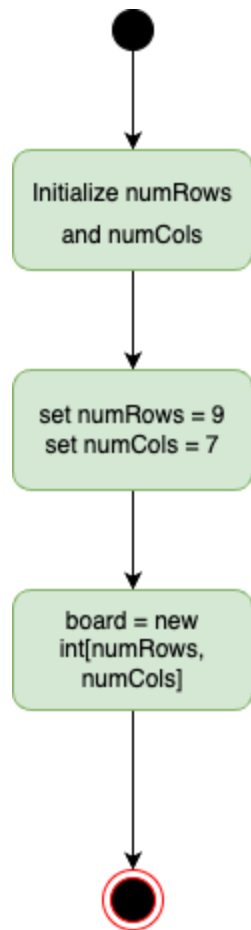
This is the document that has all of the GameBoard method diagrams for IGameBoard, AbsGameBoard, and GameBoard.

Near the end of the document there will be another page break and following that will be the GameScreen activity diagram

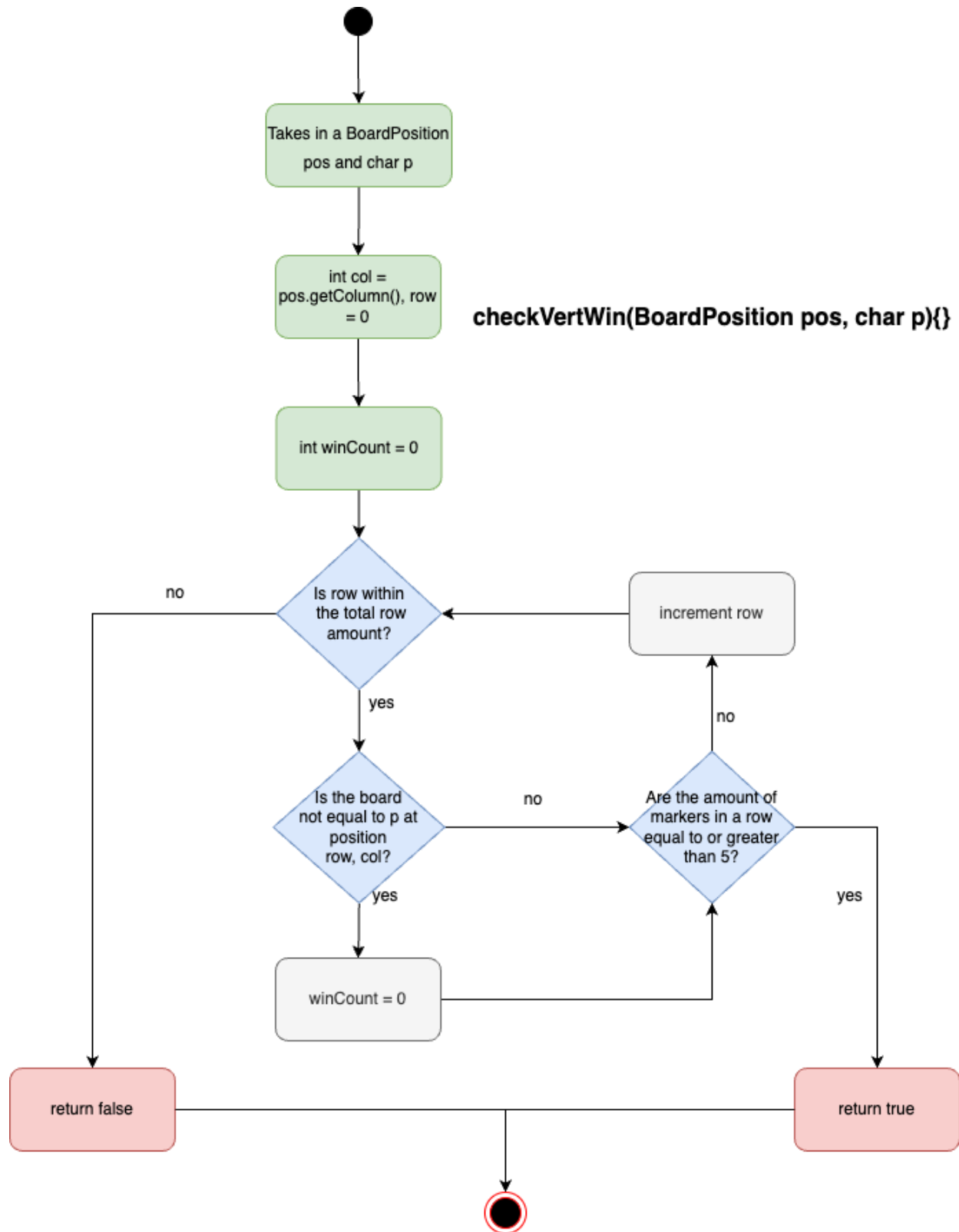


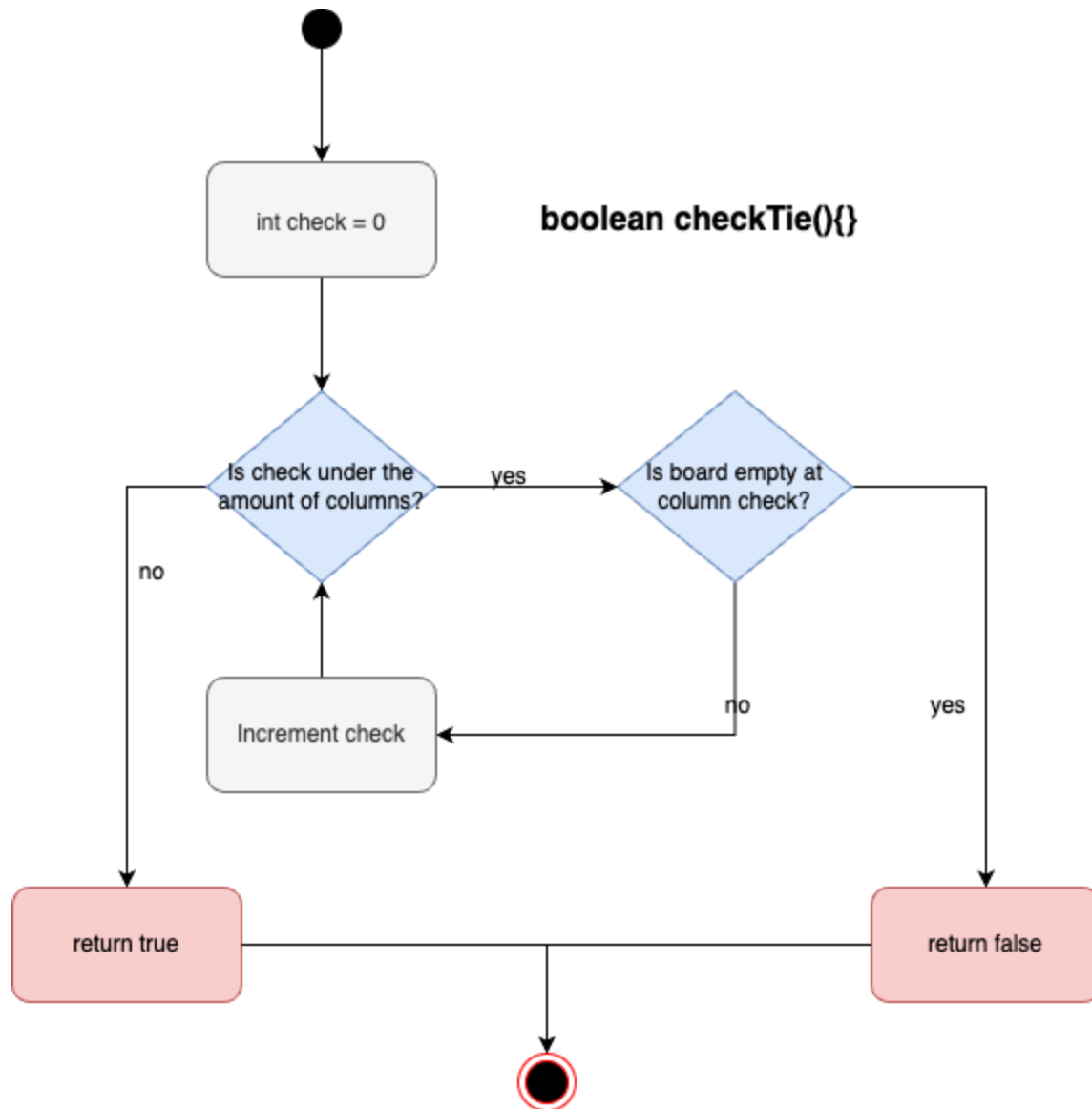
char isPlayerAtPos(BoardPosition pos, char player)



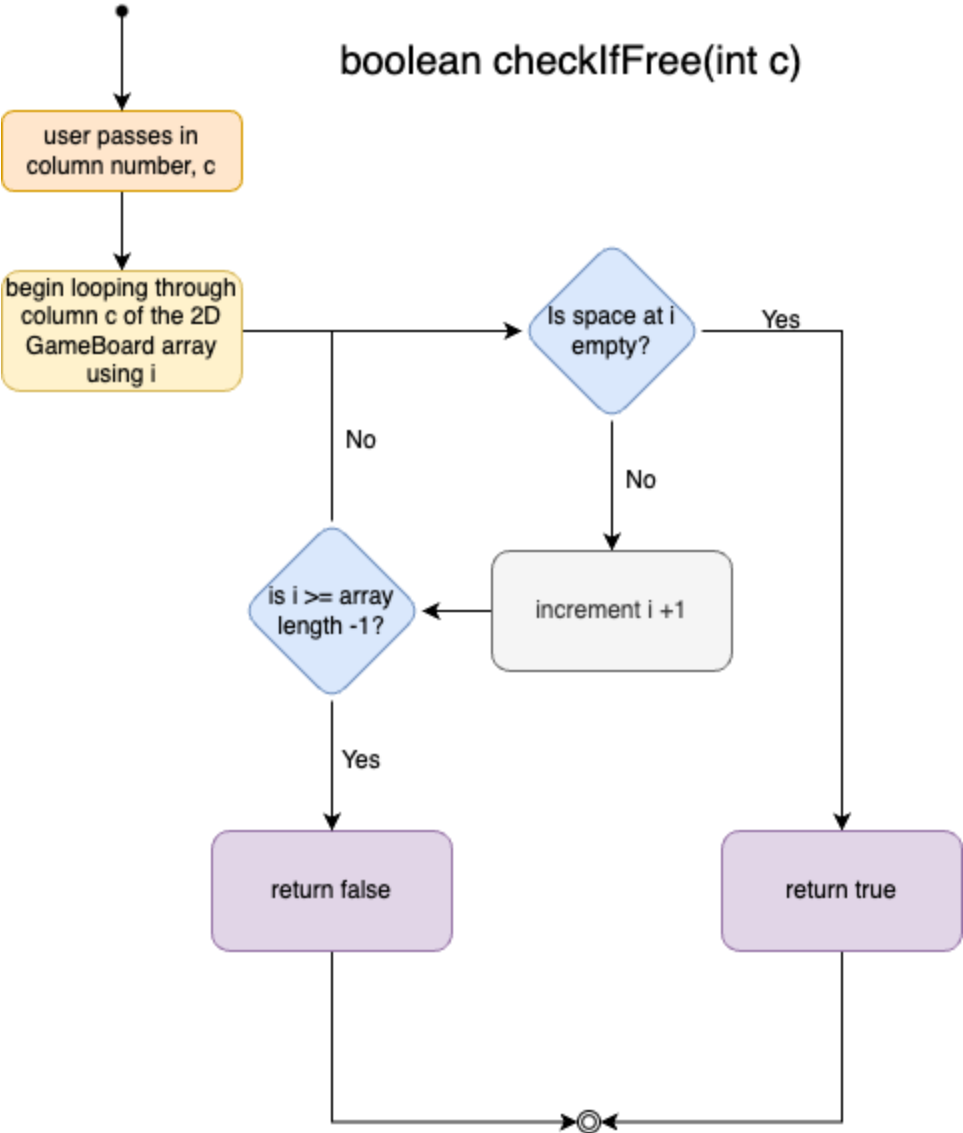


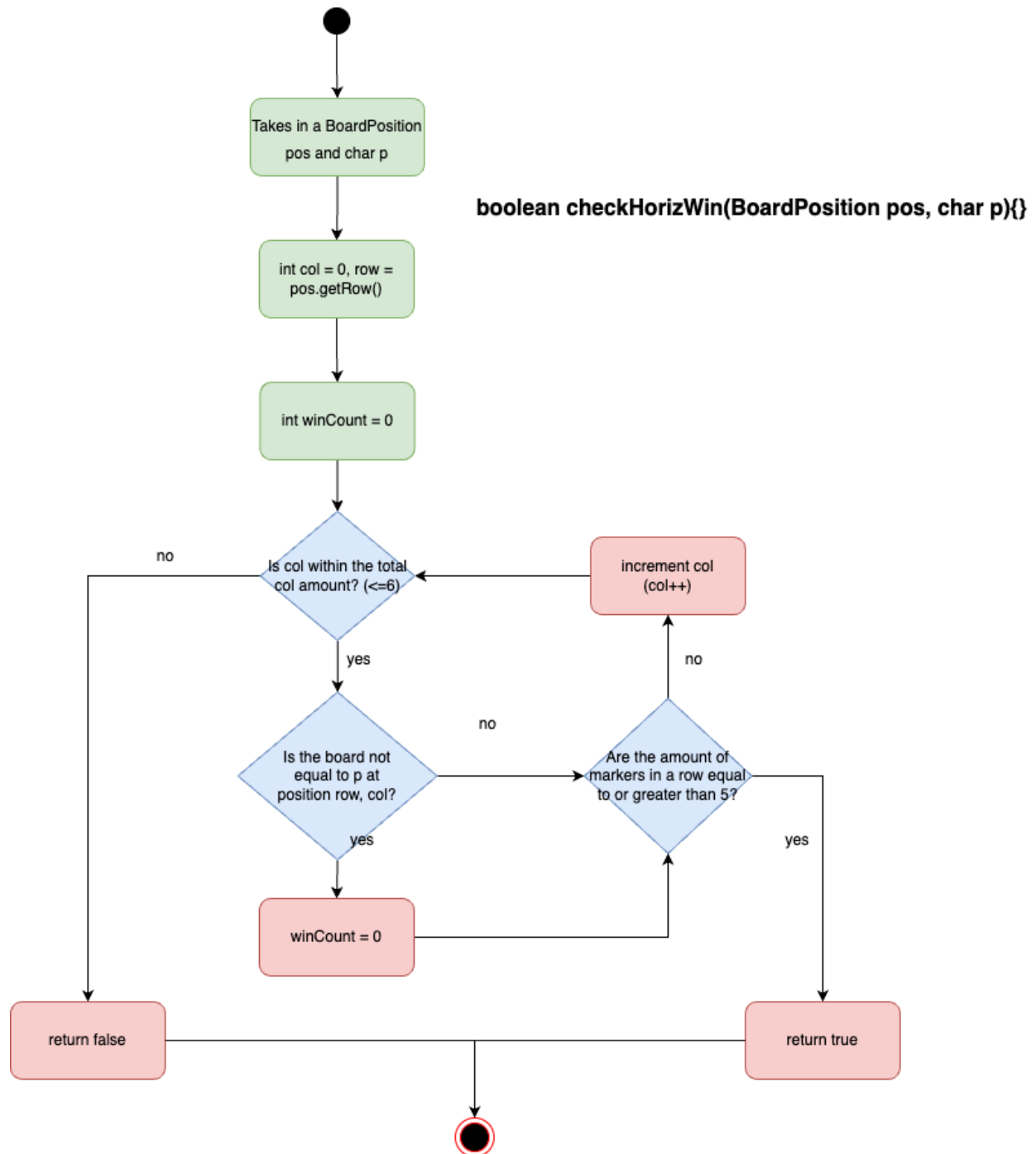
**public GameBoard(){
the constructor**

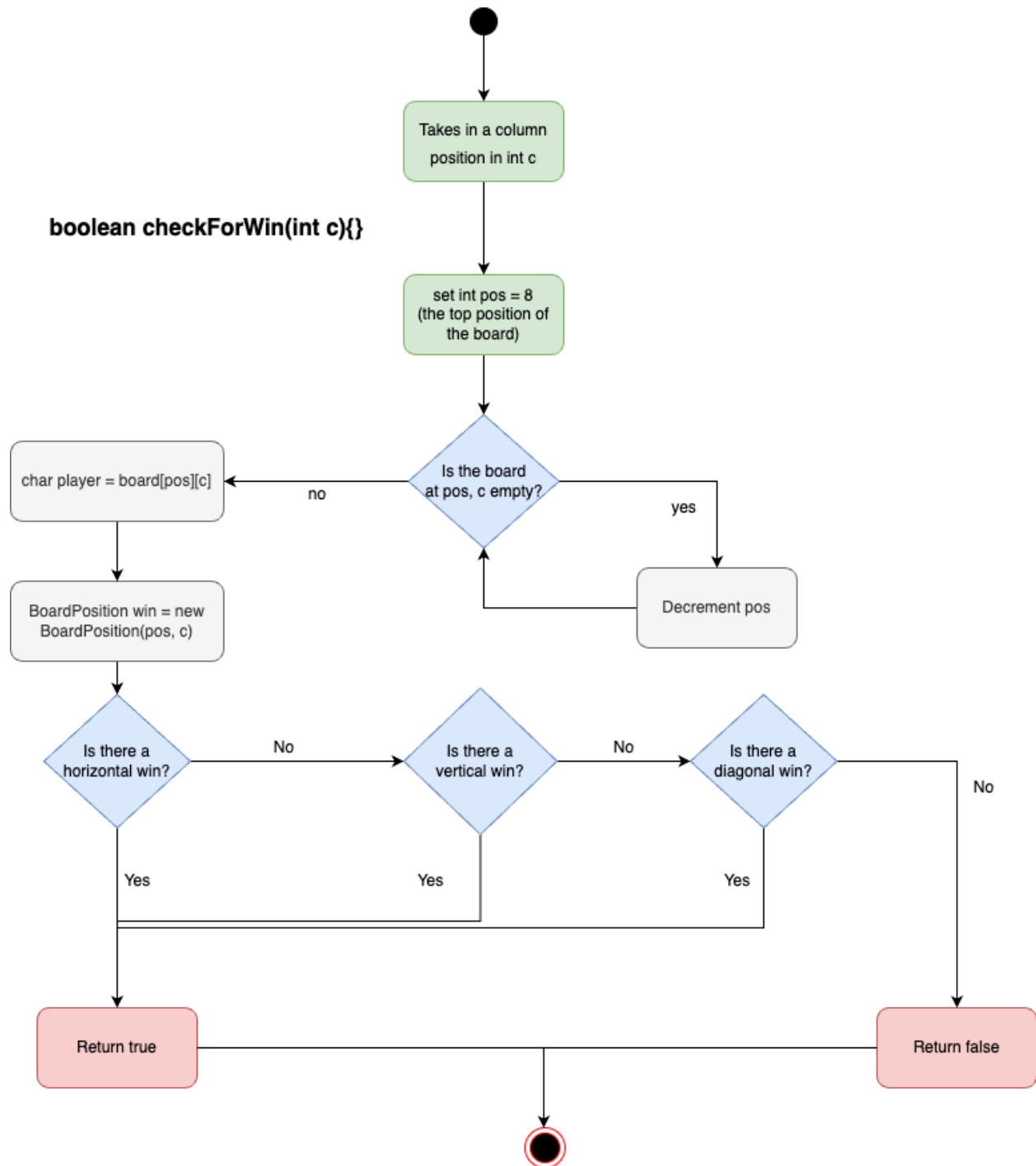




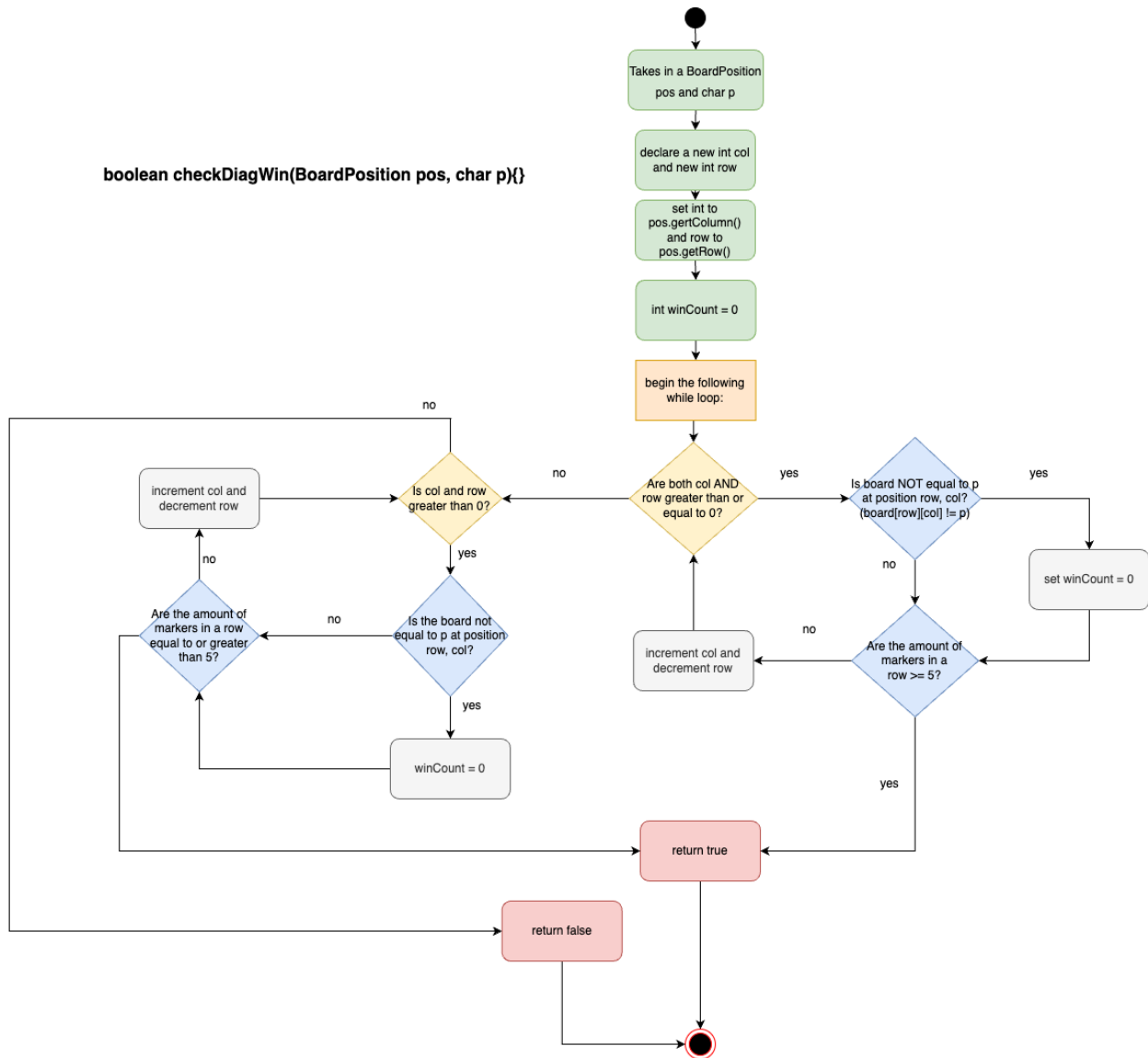
boolean checkIfFree(int c)



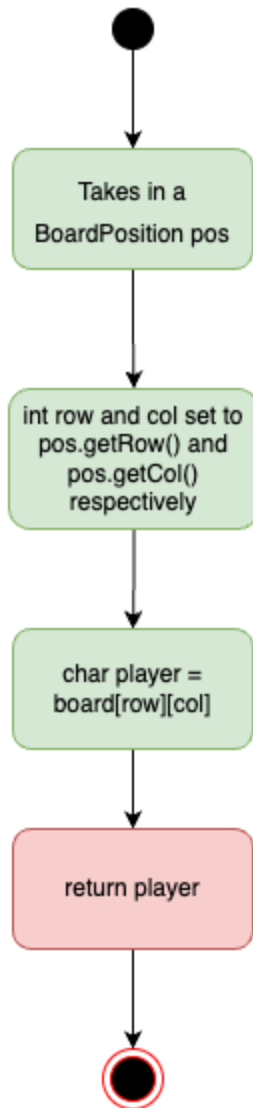




```
boolean checkDiagWin(BoardPosition pos, char p){}
```



char whatsAtPos(BoardPosition pos)



GameScreen Activity Diagram on next page

GameScreen

