```cpp
 1  #ifndef BOARD_H
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 3
 4  #include <string>
 5  using namespace std;
 6  class Slot;
 7  class Player;
 8
 9  class Board {
10  public:
11      enum action { END_GAME, PLAY, PRINT_BOARD };
12
13  private:
14      int m_size;
15      Slot **m_arr;
16      string m_board_image[6][5];
17      int m_slot_width;
18      void increase_board();
19      void init_board_image();
20      void print_help();
21      Board::action get_command() const;
22
23  public:
24
25      Board();
26      int size() const;
27      Slot* operator[](int idx) const;
28      void play(Player* players);
29      void add_asset_slot(const string& city, const string& propertyName);
30      void add_go_slot(const string& text);
31      void add_jail_slot(const string& text);
32      void add_chance_slot(const string& text, float amount);
33      friend ostream& operator<<(ostream& os, const Board& b);
34  };
35
36
37
38  #endif
39
```