

SGO_demanderQuelleCaseJouerPion

```
graph LR; A[SGO_demanderQuelleCaseJouerPion] --> B[canPutPion]; A --> C[vider_buffer];
```

The diagram illustrates a class named SGO_demanderQuelleCaseJouerPion. This class has two attributes: canPutPion and vider_buffer. Arrows point from the class box to each of these attribute boxes.

canPutPion

vider_buffer