

SGO\_demanderQuelleCaseJouerPion

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

The diagram illustrates a class structure. A central box labeled 'SGO\_demanderQuelleCaseJouerPion' has two arrows pointing to the right. The top arrow points to a box labeled 'canPutPion', and the bottom arrow points to a box labeled 'vider\_buffer'.

canPutPion

vider\_buffer