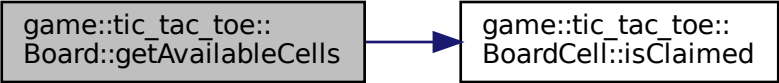


game::tic\_tac\_toe::  
Board::getAvailableCells



```
graph LR; A["game::tic_tac_toe::  
Board::getAvailableCells"] --> B["game::tic_tac_toe::  
BoardCell::isClaimed"]
```

game::tic\_tac\_toe::  
BoardCell::isClaimed