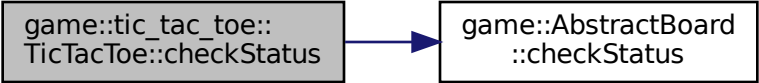


game::tic_tac_toe::
TicTacToe::checkStatus



game::AbstractBoard
::checkStatus