```
game::AbstractBoard
                < CellT, PlayerT, PawnT >
                + AbstractBoard()
                + AbstractBoard()
                + ~AbstractBoard()
                + performMove()
                + revertMove()
                + checkStatus()
                + getAvailableCells()
                + getBoardCells()
                + getCell()
                + getPawnsOnBoard()
                + getPawnById()
                + getPlayerById()
                + size()
                + clone()
              < BoardCell, HumanPlayer,
                                           < BoardCell, Player,
                    PenguinPawn >
                                                Player >
                                  game::AbstractBoard
game::AbstractBoard
< BoardCell, HumanPlayer,
                                   < BoardCell, Player,
      PenguinPawn >
                                         Player >
+ AbstractBoard()
                                   + AbstractBoard()
+ AbstractBoard()
                                   + AbstractBoard()
+ ~AbstractBoard()
                                   + ~AbstractBoard()
+ performMove()
                                   + performMove()
+ revertMove()
                                   + revertMove()
+ checkStatus()
                                   + checkStatus()
+ getAvailableCells()
                                   + getAvailableCells()
+ getBoardCells()
                                   + getBoardCells()
+ getCell()
                                   + getCell()
                                   + getPawnsOnBoard()
+ getPawnsOnBoard()
+ getPawnById()
                                   + getPawnById()
+ getPlayerById()
                                   + getPlayerById()
+ size()
                                   + size()
+ clone()
                                   + clone()
                                 game::tic tac toe::
  game::penguin::Board
                                          Board
 # boardValues
                                 # boardValues
 + Board()
 + ~Board()
                                 + Board()
 + performMove()
                                 + ~Board()
                                 + performMove()
 + revertMove()
 + checkStatus()
                                 + revertMove()
 + isAbleToMove()
                                 + checkStatus()
                                 + getAvailableCells()
 + getAvailableCells()
 + getBoardCells()
                                 + getBoardCells()
 + size()
                                 + size()
 + getCell()
                                 + getCell()
 + getPawnsOnBoard()
                                 + getPawnsOnBoard()
 + getPawnById()
                                 + getPawnById()
 + getPawnById()
                                 + getPlayerById()
 + getPlayerById()
                                 + clone()
 + clone()
                                 # checkForWin()
 # checkForCorrectness()
                                 # checkForCorrectness()
```