game::AbstractBoardCell

+ AbstractBoardCell()
+ AbstractBoardCell()
+ ~AbstractBoardCell()
+ operator==()
+ operator!=()
# equals_to()

game::penguin::BoardCell

+ BoardCell()
+ BoardCell()
+ getPosition()
+ isGone()
+ setGone()
+ setOwner()
+ clearOwner()
+ getOwner()
+ isOwned()
+ getFish()
+ equals_to()
+ clone()