```
game::AbstractBoard
< CellT, PlayerT, PawnT >

+ AbstractBoard()
+ AbstractBoard()
+ ~AbstractBoard()
+ performMove()
+ revertMove()
+ checkStatus()
+ getAvailableCells()
+ getBoardCells()
+ getCell()
+ getPawnsOnBoard()
+ getPawnById()
+ getPlayerById()
+ size()
+ clone()
```

< BoardCell, HumanPlayer,
PenguinPawn >

```
game::AbstractBoard
< BoardCell, HumanPlayer,
    PenguinPawn >

+ AbstractBoard()
+ AbstractBoard()
+ ~AbstractBoard()
+ performMove()
+ revertMove()
+ checkStatus()
+ getAvailableCells()
+ getBoardCells()
+ getCell()
+ getPawnsOnBoard()
+ getPawnById()
+ getPlayerById()
+ size()
+ clone()
```

```
game::penguin::Board

# boardValues

+ Board()
+ ~Board()
+ performMove()
+ revertMove()
+ checkStatus()
+ isAbleToMove()
+ getAvailableCells()
+ getBoardCells()
+ size()
+ getCell()
+ getPawnsOnBoard()
+ getPawnById()
+ getPawnById()
+ getPlayerById()
+ clone()
# checkForCorrectness()
```