```
Board< char >
```
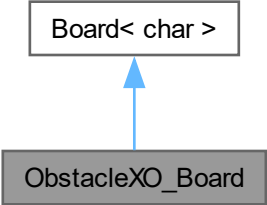
ObstacleXO_Board