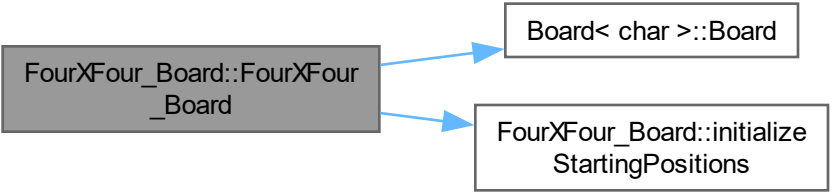


FourXFour\_Board::FourXFour\_Board



```
graph LR; A[FourXFour_Board::FourXFour_Board] --> B[Board< char >::Board]; A --> C[FourXFour_Board::initialize StartingPositions];
```

Board< char >::Board

FourXFour\_Board::initialize  
StartingPositions