```
/**

Implement a 4x4 Tic-Tac-Toe/Connect Four solver. The program
should take in a representation of a 4x4 board, and tell you the
winner if any.

Victory is determined by one of five conditions:

1. Vertical
2. Horizontal
3. Diagonal
4. All Four Corners
5. 2x2 box

Implementing a UI is not necessary: we are only interested in
your implementation of the win condition.

Implement the below functions, and feel free to create any other
types that you need, as well as unit tests (just tell us how to
run them!).

*/

class TicTacToe {
  public checkWinner(/* {{ params, if any }} */): /*{{ return
type }}*/ {
  }

  public anyMovesLeft(/* {{ params, if any }} */): /*{{ return
type }}*/ {
  }

  public isGameOver(/* {{ params, if any }} */): /*{{ return
type }}*/ {
  }
}
```