Board ← singleton pattern

Private:
- int width;
- int height;
- shared_ptr<shared_ptr<shared_ptr<char>[][]> grid
- vector<Figure*> vecOfFigure ; // composition
- vector<shared_ptr<char>> vecOfLoadedPoints ; // usage only during loading
- Board() {}; // principle of singleton

Public:
- void initialize(..)
- void addFigureToTheArray(...)
- void removeLastFigure()
- void listDrawenShapes()
- Get and Setter for height, width, grid, vecofFigure
- void ChangeGridAndAddNewPoints(..) // usage only in loading of files
- void printBoard();
- void clearBoard

Figure: ← parent class of classes: Triangle, Rectangle, Line, Circle

protected:
- vector<shared_ptr<char>> vecOfPoints
- static int counterOfId;
- int id;
- PairCoord coordOrigin; // struct
- int widthOfBoard } was not
- int heightOfBoard } necessary
- bool isOnBoard=0 // indicate if the figure within a Board

Public:
- Figure* addShapeToBoard
- bool checkWithin a Board
- void alteringVectorOfPoints // for undo
- void clearVecOfPoints
- void checkTheSameFigure

Child classes have the same override method, but also define operator==

Class CommandHandler:

- Board& Board
- Figure figure = Figure(0,0) - default
- string userCommand
- vector<string> words
- set<string> validShapes