Ben Jacobs

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| bool operator==(const Position &other) | Allows for operation ‘==’ to be used on class objects for ‘Position’ class |
| Player(const std::string name, const bool is\_human); | Constructor for player object with name and is\_human parameters |
| std::string get\_name() const {return name\_; } | Getter for the private name value |
| int get\_points() const {return points\_; } | Getter for the private points value |
| Position get\_position() const {return pos\_; } | Getter for the private position value |
| bool is\_human() const {return is\_human\_; } | Reports a bool value if identified person is a human |
| std::string SquareTypeStringify(SquareType sq); | Turns square object into string version |
| int get\_rows() const {return 4; } | Returns null value of 4 for row size |
| int get\_cols() const {return 4; } | Returns null value of 4 for col size |
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