// Board.h

// Board class

#ifndef BOARD\_H

#define BOARD\_H

#include <string> // C++ standard string class

#include <array>

#include "Tile.h"

class Board {

public:

Board(std::array<Tile, 37>\* );

~Board() = default; // virtual destructor

void draw() const;

std::string toString() const;

private:

std::array<Tile, 37>\* tilesPtr;

};

#endif // BOARD\_H