Board

int ▯▯ board;
int n; //board size
int m; //number of players
int k; //win sequence count
int cntplayer;

Board(); //construction function
Board(string filename);
void saveGame(string filename);
void play(int row, int column);
int check(); //check if win/tie
//Check if win is possible
int ▯▯ getBoard();
int getCntplayer();

iBoardDisplay

void printBoard(Board board);
int askNumPlayers();
int askNumRows();
int askNumWinseq();
string askFilename();
string askNextStep();
//return two numbers seqarated
by space or "Q"
void printWinTie(int st);

Game

void game();
public static void main(string
args);

Inheritance

BoardDisplay1