```
{PowerUp
ll+ virtual ~PowerUp()
=default
+ virtual void apply
(Board *board)=0
                    }
```

```
{TileMover
l# TileHandler * tileHandler
l+ virtual ~TileMover
()=default
# virtual void swap(TileHandler
 *tileHandler, pair< int,
 int >)=0
# virtual int toGrid
(int pixel) const
# virtual int toPixel
(int grid) const
                    }
```

```
{ColumnSwap
ll+  ~ColumnSwap()=default
+ void apply(Board *board)
 override
                    }
```

```
{RowSwap
ll+  ~RowSwap()=default
+ void apply(Board *board)
                    }
```