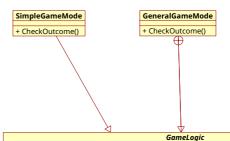


GameBoard

- + cols : int
- + EndOfGame : bool + GameBoardWin : Fl_Double_Window*
- + BoardButton : Fl_Toggle_Button*
- + initwin() + SetBoardDimensions(x:int, y:int):bool
- + DrawButtons(player1data : PlayerLogic*, player2data : PlayerLogic*, gameData : GameLogic*)
- + hide()



- + CurrentTurn : int

- + turn : int + GameMode : int + Last_Player_Scored : int
- + rows : int + cols : int
- + CPUpresent : bool

- + CPUplayernum : int + SpacesPlayed : vector< filledSpace > + FoundSequences : vector< tempFilledSpace >
- + CPUlastXplayed : int
- + CPUlastYplayed : int + RotatePlayerTurn()
- + setGameMode(x : int)

- + addMovetoList(x: int, y: int, Piece: int, Button_Used: Fl_Toggle_Button*)
 + GetWinner(p1score: int, p2score: int): int
 + SequenceFinder(rows: int, cols: int, Player1Data: PlayerLogic*, Player2Data: PlayerLogic*): int
- + CheckOutcome()
- + ~ GameLogic() «destructor» + CPUseek(win : FI_Double_Window*)
- + FindButton(win : Fl_Double_Window*, x : int, y : int) : Fl_Toggle_Button*

- + CheckIfScore(rows : int, cols : int) : bool + printAllSequences() + HandleButtonPlayed(Player1Data : PlayerLogic*, Player2Data : PlayerLogic*, win : Fl_Double_Window*)