| Board | |
|---|---|
| - ROWS | const int |
| - COLS | const int |
| - isP1Turn | bool |
| - round | int |
| - p1GShps | int |
| - p2GShps | int |
| - numShp1 | int |
| - numShp2 | int |
| - count1 | int |
| - count2 | int |
| - board1 | char[ROW][COLS] |
| - board2 | char[ROW][COLS] |
| - plyrName | string[MINPLYRS] |

+ Board()
+ virtual ~Board()
+ fillGameBrd() : void
+ fllGArr() : void
+ fileSum() : void
+ confrmGuesBrd() : void
+ showGuess( p1GueIndx: int, p2GueIndx : int) : void
+ prntBrd(board : char arr[][COLS]) : void
+ plyrOppBrds(currPlyrIndx int, oppontentIndx : int ) : void
+ fillBoard() : void
+ get_isSelected() const : void
+ setFinalSC(board Board &) : void
+ setRound(rnd : int) : void
+ printBoard() const : void
+ printFinalSC(name="Player" : string) : void