**View**

View(){

}

Initialize(){

}

Quit(){

}

displayError(){

}

displayHelpInit(){

}

displayHelpWhenSelected(){

}

displayHelpWhenMoves(){

}

askCommand() : String{

}

displayBoard(vector<vector<Square>>, Player player){

}

displayBoardHint(vector<vector<Square>>, Player player) {

}

displayPieceHint(Square square, String a, String b, String c, Color color, Color color2) {

}

displayPiece(Square square, String a, String b, Color color1, Color color2) {

}

displayOver(vector<Player> winners) {

}

displaySelected(Piece piece) {

}

displayMoves(vector<Move> moves) {

}

displayCurrentPlayer(Player player) {

}