CharBoard

-rowCnt: int
-colCnt: int
-fillChar: char
-board: char[ ][ ]

+CharBoard(rowCnt: int, colCnt: int, fillChar: char)
+clear(): void
+getRowCnt(): int
+getColCnt(): int
+isValidPosition(row: int, col: int): boolean
+getPos(row: int, col: int): char
+setPos(row: int, col: int, c: char): boolean
+toString(): String
+getMapString(): String