LetterGrid temp(3,3);
Call in main: This constructor is called in the section of the code where a Tic-Tac-Toe game board is being initialized.
what the function does: This line creates a LetterGrid object temp with dimensions 3x3. It constructs the game board for a Tic-Tac-Toe game, which is then used to initialize game board.

gameboard = temp;
Call in main: This assignment operator is used right after the LetterGrid temp(3,3); constructor call.
what the function does: This line assigns the temporary LetterGrid object temp to gameboard. If the LetterGrid class has a copy constructor or assignment operator defined, that would be invoked here. Otherwise, the default assignment would handle the copying.

LetterGrid temp(6,7);
Call in main: This constructor is called in the section of the code where a Connect-Four game board is being initialized.
what the function does: This line creates a LetterGrid object temp with dimensions 6x7. It constructs the game board for a Connect-Four game, which is then used to initialize game board.

gameboard = temp;
Call in main: This assignment operator is used right after the LetterGrid temp(6,7); constructor call.
what the function does: Similar to the Tic-Tac-Toe game board case, this line assigns the temporary LetterGrid object temp to gameboard. If there is a copy constructor or assignment operator, it would be called here.

 ~LetterGrid()
Call in main: The destructor for game board and temp would be called automatically at the end of the main function.
what the function does: When the main function finishes executing, all objects created in it are destroyed. The destructor for game board and the temporary LetterGrid objects (temp) is called to release any resources or perform cleanup operations.