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#pragma once
#include <vector>
#include <string>
#include <iostream>
#include <sstream>

#include "boardColumn.h"

using namespace std;

//-----Singular Board (7 columns)-----
class gameBoard {
private:
    char playerOneColor;    //'R' or 'B'
    bool gameFinished;
    vector<boardColumn> board;
    string gameOverMessage;

    bool chekcForWin(int, int); //take indices of last move so as to not recheck entire board
    bool across(int, int);      //take indices true if 4 in a row across
    bool down(int, int);        //take indices true if 4 in a row down
    bool posDiagonal(int, int); //take indices true if 4 in a row diagonal(+)
    bool negDiagonal(int, int); //take indices true if 4 in a row diagonal(-)
    char symbol(int);           // returns the proper symbol to be displayed on the board

public:
    gameBoard();               //constructor
    ~gameBoard();

    bool checkFull();           //change full if all columns full
    void displayBoard();        //print board
    void makeMove(int, int);    //take in player and move
    bool isGameOver();
    string getGOMsg();
    bool checkColumnFull(int col);
    int getPiece(int col, int row);
    void setPiece(int col, int row, int value);
    void incColHeight(int col);
    void zeroColHeight(int col);
    void setPlColor(char color);
};

```