

```
#pragma once

#include <vector>
#include "gamePiece.h"

using namespace std;

#define EMPTY 0
#define USER1 1
#define USER2 2
#define CPU 3

//-----Singular Column (6 pieces)-----
class boardColumn {
    //friend class gameboard;

public:
    bool fullColumn;    //True if the row is full
    int length;         //how many pieces are in column
    vector<gamePiece> column;

    boardColumn();
    ~boardColumn();

    bool checkColumnFull(); //change full if column has 6 members
};
```