

```
#include "headers/boardColumn.h"

boardColumn::boardColumn() {
    fullColumn = false;
    length = 0;
    int i;
    for (i = 0; i < 6; i++) {
        gamePiece current(EMPTY); //create empty game pieces
        column.push_back(current); //push 6 empty pieces to intialize
    }
}

boardColumn::~~boardColumn() {
    //deallocate
}

bool boardColumn::checkColumnFull() {
    if (length == 6)
        return true;
    else
        return false;
}
```