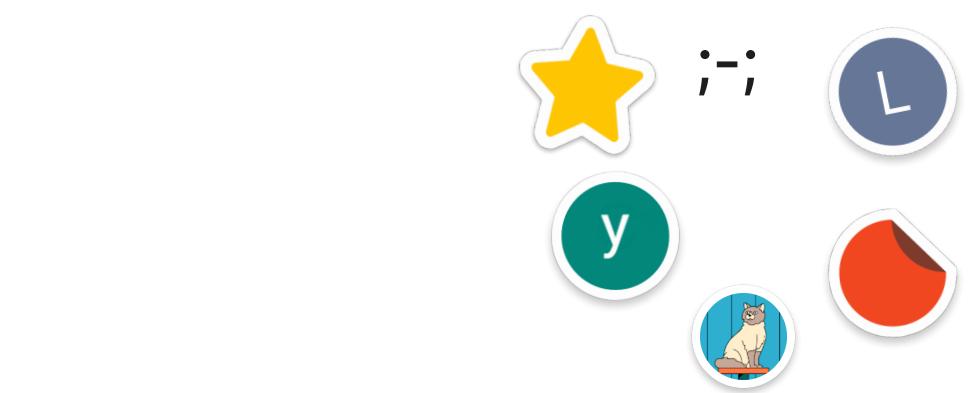


Watani!!



```

Board
+void updateBoard(const std::vector<std::pair<int, Resource>> &tilesInfo);
+void updateBoardGameState(const std::vector<std::pair<int, Resource>> &tilesInfo,
    const std::vector<std::pair<Player *, int>> &verticesInfo, const std::vector<Player *> &edgesInfo);
+void randValuesResources();
+std::vector<int> getTileValues() const;
+std::vector<Resource> getTileResources() const;
+std::vector<Player *> getTileOccupants(int id) const;
+std::vector<std::string> getVertexDisplay() const;
+std::vector<std::string> getEdgeDisplay() const;
+Edge *getEdge(int id) const;
+Vertex *getVertex(int id) const;
+bool isVertexOccupied(int id) const;
+bool isEdgeOccupied(int id) const;
+std::map<Player *, std::map<Resource, int>> allocateResources(int d,
    int geeseLocation, bool edgeAllocates);
+bool hasOwnedNeighbors(Edge *e, Player* p) const;
+bool hasOwnedEdgeNeighbors(Vertex *v, Player* p) const;
+bool hasOwnedVertexNeighbors(Vertex *v) const;

```

```

FileIO
+void saveGame(Board *b, Player *p, std::vector<Player> &players);
+std::vector<std::string> loadPlayersStatus();
+std::vector<std::pair<int, Resource>> loadTiles();
+std::vector<std::pair<Player *, int>> loadVertices();
+std::vector<Player *> loadEdges();
+std::vector<std::string> loadDrawing();
+int loadGeeseLoc();

```

```

Utils
+int resourceToInt(Resource r);
+Resource intToResource(int r);
+std::string resourceToStr(Resource r);
+Resource strToResource(std::string s);
+std::string colorToStr(Color c);
+Color strToColor(std::string c);
+int colorToInt(Color c);
+char colorToChar(Color c);
+std::string toLength(std::string str, size_t totalLength);
+std::string toLengthSpaceInFront(std::string str, size_t totalLength);
+std::string toLower(const std::string& input);

```

