Color

```
color

Color()
──────────
BLACK
WHITE
──────────
values()
valueOf(string)
```

CheckersPiece

```
CheckersPiece
canMove(int, int)         boolean
canCapture(CheckerPiece)
getRow()                  boolean
                          int
getColumn()               int
getColor()                Color
```

AbstractCheckerPiece

```
AbstractCheckerPiece

AbstracCheckerPiece(int, int, Color)

Color        Color
row          int
Column       int
──────────────────────────
isinBoard(int, int)           boolean
getRow()                      int
canCapture(CheckersPiece)     boolean
getColumn()                   int
getColor()                    Color
isOnBlackCell(int, int)       boolean
```

King

```
King
King(int, int, Color)
──────────────────────
canMove(int, int)
              boolean
```

Man

```
Man
Man(int, int, Color)
──────────────────────
CanMove(int, int)  boolean
```