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| Piece |  |
| Move(ChessTile[][] board, int initX, int initY, int finX, int finY) | |
| Returns boolean true if the move being made is valid. | |
| Param ChessTile[][] board the entire 2d array of buttons used as the game board, int initX the X coordinate of the initial selection, int initY the Y coordinate of the initial selection, int finX the X coordinate of the final selection, int finY the Y coordinate of the final selection | |

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| Piece |  |
| Capture() | |
| Returns null | |
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| Piece |  |
| Face () | |
| Returns ImageIcon associated with that piece. | |
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| Piece |  |
| Colour() | |
| Returns String the colour of the piece. | |
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| Piece |  |
| Count() | |
| Returns int the number of moves made (only for Rook and King) | |
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| Piece |  |
| toString() | |
| Returns String the name of the piece | |
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| ChessTile |  |
| getPiece() | |
| Returns Piece the specific object on the button | |
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| ChessTile |  |
| setPiece(Piece chessP) | |
| Returns Void sets the piece on that button | |
| Param Piece chessP is the Piece that is to be put on the button | |