/isual Paradigm Standard(nealware 6 a refrestly of Toronto))

-chessList : Chess[][]

<u>-board : Board</u>

+Board()

+checkMate() : boolean +getChessList() : Chess[][]

+setChessAt(chess : Chess, location : Location) : void

+getChessAt(location : Location) : Chess +removeChessAt(location : Location) : void

+getInstance(): Board