group 105
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ChessBoard

wKLoc : int [1..*] «...»
bKLoc : int [1..*] «...»

ChessBoard() : ChessBoard
movePiece(orig : int [1..*], dest : int [1..*])
clear(loc : int [1..*])
initializeChessBoard()
printChessBoard()
checkDetection(color : String) : boolean
checkmateCheck() : boolean
validityCheck(loc : String) : boolean
getPieceFromloc(loc : String) : ChessPiece
movePiece(orig : String, dest : String, promotion : char) : boolean
enPassant(orig : String, dest : String, toRemove : String) : ChessPiece[1..*]
getKings()
canMoveKing(color : String) : boolean
clearPath(chessPiece : ChessPiece, dest : String) : boolean

JavaPrimitiveTypes::char

ChessPiece

currPos : String
color : String

posStringToArray(pos : String) : int [1..*] «...»
pathValid(dest : String) : boolean
setCurrentPosition(pos : String)
setColor(color : String)
validCoordinateCheck(orderedPair : int [1..*]) : boolean

1..*
chessBoard

1

Knight

Knight(pos : String, pieceColor : String) : Knight
toString() : String
pathValid(dest : String) : boolean

Bishop

Bishop(pos : String, pieceColor : String) : Bishop
toString() : String
pathValid(dest : String) : boolean

Queen

Queen(pos : String, pieceColor : String) : Queen
toString() : String
pathValid(dest : String) : boolean

King

move1 : boolean

King(pos : String, pieceColor : String) : King
toString() : String
pathValid(dest : String) : boolean
setMove1Boolean(move1Value : boolean)

Rook

move1 : boolean

Rook(pos : String, pieceColor : String) : Rook
toString() : String
pathValid(dest : String) : boolean
setMove1Boolean(move1Value : boolean)

Pawn

move1 : boolean
movedTwo : boolean

Pawn(pos : String, pieceColor : String) : Pawn
toString() : String
pathValid(dest : String) : boolean
setMove1Boolean(move1Value : boolean)

Chess

intToChar(i : int) : char
main(args : String [1..*])