# Checkers UML Diagram

**Checkers**

+ getInputOld () :Position
+ getInputNew () :Position
main (args :String[])

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**Exception**

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**MyException**

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**Move**

- piece :Piece
- newP :Piece
- player :Player

+ getPieceToMove () :Piece
+ getPlaceToMove () :Piece
+ getPlayer () :Player
+ isValid () {throws MyException}

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**Board**

- board :Piece[][]

+ getPiece (pos :Position) :Piece
+ print ()
+ setPiece (p :Piece)
+ makeMove (m :Move)

+has

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**Player**

- id :int

+ getID () :int
+ setID (id :int)

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**Piece**

- coord :Position
- player :Player

+ setCoord (pos :Position)
+ setPlayer (pl :Player)
+ getPosition () :Position
+ getPlayer () :Player

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**Position**

- col :int
- row :int

+ getRow () :int
+ getCol () :int
+ setPosition (col :int, row :int)
+ areValid (col :int {throws MyException}, row :int)