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**Changes to UML Class Diagram**

* Model Package
  + Board Class
    - Added a field for 2D array of squares.
    - Added a field for board width.
    - Added a field for board height.
    - Added a field for the type of BoardStrategy.
    - Implied implementation of the BoardIF.
    - Added constructor for Board.
    - Added overloaded constructor for Board.
    - Added a method for setPieces which sets the pieces to a specific square on the board
  + Position Class
    - Added constructor for Position.
    - Added overloaded constructor for Position.
    - Added a getter method for Rank.
    - Added a getter method for Files.
    - Added a setter method for Rank.
    - Added a setter method for Files.
  + Square Class
    - Added a field for the position of the square.
    - Added a field for the piece at the square.
    - Added a constructor for Square.
    - Implied implementation of the PositionIF.
    - Added a getter method for the Position.
    - Added a setter method for the Position.
  + BlackAndWhite Class
    - Added a constructor for BlackAndWhite.
    - Removed the getColor, isBlack, and isWhite methods because they are implied in the interface that it inherits
  + Piece Class
    - Added a field for the type of the piece in Piece.
* Interfaces Package
  + Piece Interface
    - Added a method for getValidMoves, it gets all the possible valid moves for the variable in PieceIF.