

user_commands

model_access

model

*
ETF_COMMAND

+
MOVE_AND_CAPTURE

+
SETUP_CHESS

+
MOVES

+
START_GAME

+
RESET_GAME

+
UNDO

+
REDO

model

+
ETF_MODEL

+
ETF_MODEL_ACCESS

+
ROW

start_game

setup_chess

move_and_capture

model_access

*
COMMANDS

+
MOVE_AND_CAPTURE

+
SETIUP_CHESS

+
START_GAME

