



ProjetTut1

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1. Class Diagrams

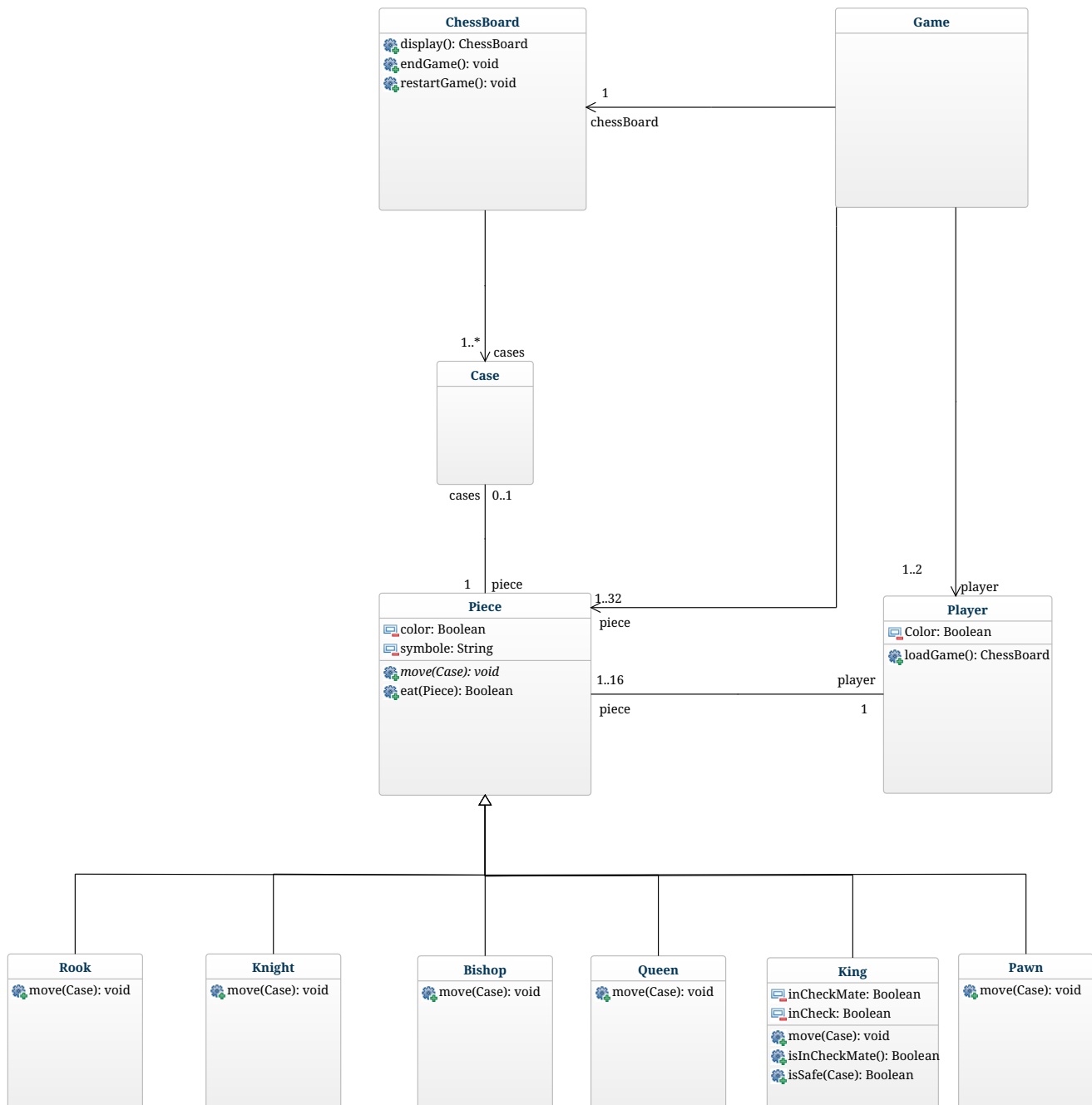


Figure 1. class-diagram Diagram

Referenced Elements

- Class Piece — [see "Piece" definition](#)
- Class Rook — [see "Rook" definition](#)
- Class Queen — [see "Queen" definition](#)
- Class King — [see "King" definition](#)

- Class Pawn — [see "Pawn" definition](#)
- Class Bishop — [see "Bishop" definition](#)
- Class Knight — [see "Knight" definition](#)
- Class ChessBoard — [see "ChessBoard" definition](#)
- Class Case — [see "Case" definition](#)
- Class Player — [see "Player" definition](#)
- Class Game — [see "Game" definition](#)

1.1. Model ProjetTut1

No description.

1.1.1. Class Piece

No description.

Attributes

- name : String[1]
- color : Boolean[1]
- attribute : Undefined[1]
- symbole : String[1]

Direct sub-classes

- King — [see "King" definition](#)
- Rook — [see "Rook" definition](#)
- Queen — [see "Queen" definition](#)
- Knight — [see "Knight" definition](#)
- Pawn — [see "Pawn" definition](#)
- Bishop — [see "Bishop" definition](#)

Operations

- move(parameter : Case [1]) : void
- canMove() : Boolean
- eat(parameter : Piece [1]) : Boolean

Associations

- cases : Case [0..1] — [see "Case" definition](#)
- player : Player [1] — [see "Player" definition](#)

1.1.2. Class Rook

No description.

Super classes

- Piece — [see "Piece" definition](#)

Operations

- move(parameter : Case [1]) : void
- canMove() : Boolean

1.1.3. Class Queen

No description.

Super classes

- Piece — [see "Piece" definition](#)

Operations

- move(parameter : Case [1]) : void
- canMove() : Boolean

1.1.4. Class King

No description.

Attributes

- inCheckMate : Boolean[1]
- inCheck : Boolean[1]

Super classes

- Piece — [see "Piece" definition](#)

Operations

- move(parameter : Case [1]) : void
- canMove() : Boolean
- isInCheckMate() : Boolean
- isSafe(parameter : Case [1]) : Boolean

1.1.5. Class Pawn

No description.

Super classes

- Piece — [see "Piece" definition](#)

Operations

- move(parameter : Case [1]) : void
- canMove() : Boolean

1.1.6. Class Bishop

No description.

Super classes

- Piece — [see "Piece" definition](#)

Operations

- move(parameter : Case [1]) : void
- canMove() : Boolean

1.1.7. Class Knight

No description.

Super classes

- Piece — [see "Piece" definition](#)

Operations

- move(parameter : Case [1]) : void
- canMove() : Boolean

1.1.8. Class ChessBoard

No description.

Operations

- display() : ChessBoard
- endGame() : void
- restartGame() : void

Associations

- cases : Case [1..*] — [see "Case" definition](#)

1.1.9. Class Case

No description.

Associations

- piece : Piece [1] — [see "Piece" definition](#)

1.1.10. Class Player

No description.

Attributes

- Color : Boolean[1]

Operations

- loadGame() : ChessBoard

Associations

- piece : Piece [1..*] — [see "Piece" definition](#)

1.1.11. Class Game

No description.

Associations

- piece : Piece [1..*] — [see "Piece" definition](#)
- chessBoard : ChessBoard [1] — [see "ChessBoard" definition](#)
- player : Player [1..*] — [see "Player" definition](#)