Memento

-mementoBoard:ChessBoard
-player:Player
-mementoStatus: GameStatus
-lastMove:Move

+Memento(ChessBoard , Player , GameStatus , Move)
+getMementoBoard():ChessBoard
+getPlayer():Player
+getMementoStatus():GameStatus
+getLastMove():Move

ChessGame

-board:ChessBoard
- gameStatus:GameStatus
- whoseTurn:Player
-lastMove:Move
-canWhiteCastleKingSide:boolean
-canWhiteCastleQueenSide:boolean
-canBlackCastleKingSide:boolean
-canBlackCastleQueenSide:boolean
-stackOfMoves:Stack<Memento>

+undoMove():void
+restore():void

ChessBoard

-chessBoardPanel:JPanel
-chessPieceButtons:JButton[][]
-classicChessGame:ClassicChessGame
-originalColors:Color[][]

+buttonAction(JButton):void
+updateBoard():void