Piece

createChessPiece deriveAllMoves addMove addStraightTranslations addDiagonalTranslations	Colour Position

Bishop

deriveAllMoves	Piece Colour Position

King

deriveAllMoves	Piece Colour Position

Knight

deriveAllMoves getKnightAttackPositions	Piece Colour Position

Pawn

deriveAllMoves adjacentToEnPassant Position finalPositionAfterEnPassant	Piece Colour Position

Queen

| deriveAllMoves | Piece
Colour
Position |

Rook

deriveAllMoves	Piece Colour Position

Position

createPosition	Comparable Pieces

Colour

adding color for pieces	Piece

Board

getColourOfSquareAtPosition resetAllBoardSquareColours initialiseBoard	Piece GameController

CastlingOpportunities

isWhiteKingCanCastleLeft
isWhiteKingCanCastleRight
IsBlackKingCanCastleLeft
IsBlackKingCanCastleRight
resetStaticVariables

CastlingPiecesMovementTracker

tracking the movement of shapes

Checker

isStalemate addChessBoardMoment tooFewPiecesForCheckmate threeFoldRepetition fiftyMoveRepetition resetToFiftyMoves decrementRemaining MoveNumber	StalemateOption GameContoller ChessBoardMoment ChessBoardMoment StalemateOption

UndoMove

undo
changeBoard
updateVisualBoard
getCurrentMoment
getRequiredMomentFo
rUndo
getHighestMoveNumb
er

Board
Position
Piece
Change

NewGameChoice

show	Board

EndGame

isgameOver declareWinnerByCheckmate declareMandatoryStalemate informThatPlayerMayDeclareStalemate()	Piece.Colour StalemateOption

PawnReplacementChoice

replace generateActionListener implementPawnReplacementChoice	Board Pieces Movement

GameController

That's the way the game's played.	Board Pieces Position CastlingOppourtunities CastelingPiecesMovementTracker

GameController

That's the way the game's played.

Board
Pieces
Movement

Menu

displaying the menu