ChessBoard

board: ChessPiece[][]

- + ChessBoard()
- + display()
- + isCheck(player: Player): boolean
- + isCheckmate(player: Player): boolean
- + movePiece(pieceMove: PieceMove)



ConsoleChessBoard

- + ConsoleChessBoard()
- + display()

GUIChessBoard

- pieceProvider: BiFunction<Integer, Integer, ChessPiece>
- moveExecutor: Function<int[], Boolean>
- frame: JFrame
- boardPanel: JPanel
- selectedRow: int
- selectedCol: int
- currentTurn: PieceColor
- + GUIChessBoard(pieceProvider: BiFunction<Integer, Integer,

ChessPiece>, moveExecutor: Function<int[], Boolean>)

- initializeGUI()
- createColumnLabels(): JPanel
- createRowLabelsAndBoard(): JPanel
- createRowLabels(): JPanel
- + displayBoard()
- handleSquareClick(row: int, col: int)
- isPathBlocked(currentPosition: PiecePosition, targetPosition: PiecePosition, pieceProvider: BiFunction<Integer, Integer,

ChessPiece>): boolean

- switchTurn()
- + updateDisplay()
- + showWinner(winner: String)





