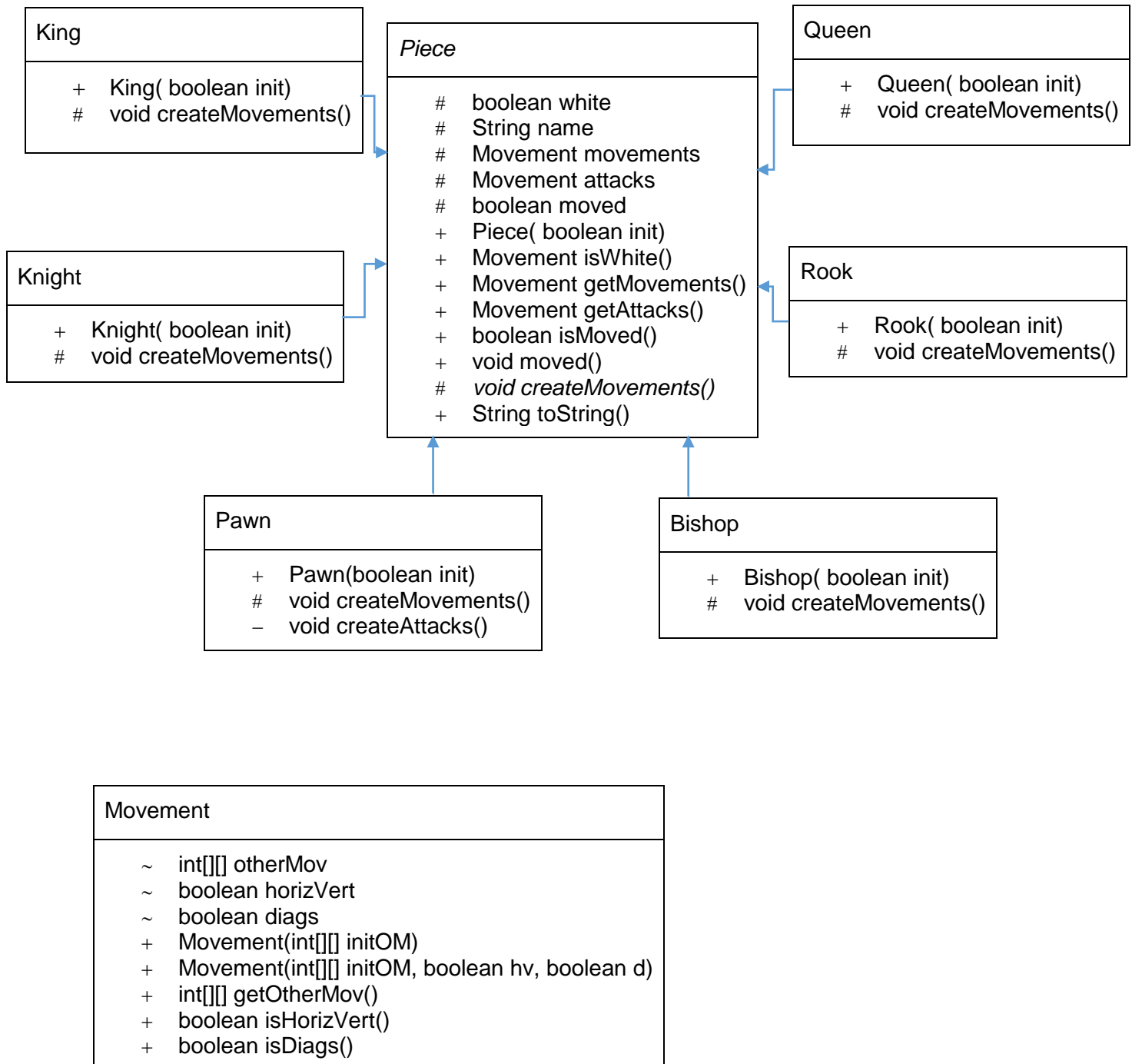


Chess UML Diagram



Chess

- Piece[][] board
- int[][] lastMove
- String history
- List<Piece> blackPiecesTaken
- List<Piece> whitePiecesTaken
- boolean continuePlaying
- + Chess()
- void populateBoard()
- void setBoardPiece(int x, int y)
- + void play()
- + void turn(boolean color)
- boolean turnMove(int[] from, int[] to, Piece pFrom)
- + boolean isPosMove(int[] from, int[] to)
- + boolean isLegalMove(int[] from, int[] to)
- boolean simulateLegalMove(int[] from, int[] to)
- + void move(int[] from, int[] to)
- + boolean isSpecialMove(int[] from, int[] to)
- + boolean isLegalSpecialMove(int[] from, int[] to)
- + boolean doSpecialMove(int[] from, int[] to)
- boolean promotePawn(int[] coord)
- + boolean inCheck(boolean color)
- + boolean noLegalMoves(boolean color)
- + List<int[]> legalMoves(int xCoord, int yCoord)
- + List<int[]> selectLegalMoves(int xCoord, int yCoord, List<int[]> posMoves)
- + List<int[]> posMoves(int xCoord, yCoord)
- + List<int[]> posMoves(int xCoord, yCoord, boolean attack)
- + List<int[]> posMoves(int xCoord, yCoord, List<int[]> posMoves, int dx, int dy, boolean attack)
- + boolean checkAddPosMoves(int xCoord, int yCoord, List<int[]> posMoves, int x, int y, boolean attack)
- + void addSpecialMoves(int xCoord, int yCoord, List<int[]> posMoves, boolean attack)
- void addCastling(int xCoord, int yCoord, List<int[]> posMoves, boolean attack)
- void addCastling(int xCoord, int yCoord, List<int[]> posMoves, Piece p, int kingEnd)
- boolean isEmptyBetween(int xStart, int yCoord, int xEnd)
- + void updateLastMove(int[] from, int[] to)
- + void addHistory(int[] from, int[] to)
- + String historyString(int[] from, int[] to)
- String restrictiveName(Piece p)
- + void checkAddPiecesTaken(int[] coord)
- + boolean doCommand(String command)
- + void printBoard()

Utils

- String letters
- String numbers
- String[] commands
- + boolean validCoordinate(String coord)
- + int[] coordToInts(String coord)
- + int[] stringToNum(String s)
- + String coordToString(int[] coord)
- + boolean validCommand(String command)
- + String colorToString(boolean color)
- + void printPieces(List<Piece> blackPiecesTaken, List<Piece> whitePiecesTaken)
- + boolean confirmResign()
- + boolean confirmDraw()
- + boolean confirmQuit()
- + boolean queryYesNo()
- + void printHelp()
- + void printInstructions()
- + boolean contains(List<int[]> list, int[] el)
- + boolean equals(int[] a, int[] b)
- + void printBoard(Piece[][] board, int length, int width)

Woo

- + void main(String[] args)