chessInheritance Class Diagram

class Interface
- void initialize(const char* title)
- static bool initialized
- static double timePeriod
- static unsigned long nextTick
- static int nextTick
- static int posHover
- static int posSelect
- static int posSelectPrevious
- static int widthScreen
- static int heightScreen
+ Interface()
+ Interface(const char* title)
+ void run(void (*callBack)(Interface*, void*), void* p)
+ bool isTimeToDraw()
+ void setNextDrawTime()
+ unsigned long getNextTick()
+ void setFramesPerSecond(double value)
+ double frameRate() const
+ double getSquareWidth() const
+ void setScreen(int width, int height)
+ int positionFromXY(int x, int y) const
+ int getSelectPosition() const
+ int getHoverPosition() const
+ int getPreviousPosition() const
+ void setSelectPosition(int pos)
+ void clearSelectPosition()
+ void clearPreviousPosition()
+ void setHoverPosition(int pos)
+ static void* p
+ static void (*callBack)(Interface*, void*)

<<external>> std::ostringstream
...

class ogstream
- struct Rect
- void drawPiece(int x, int y, bool black, Rect rectangle[], int num) const
- void drawText(int x, int y, const char* text) const
int x
int y
+ ogstream() : x(0), y(0
+ ogstream(int position): x(0), y(0)
+ ~ogstream()
+ virtual void flush()
+ void setPosition(int x, int y)
+ virtual void drawKing(int position, bool black)
+ virtual void drawQueen(int position, bool black)
+ virtual void drawRook(int position, bool black)
+ virtual void drawPawn(int position, bool black)
+ virtual void drawBishop(int position, bool black)
+ virtual void drawKnight(int position, bool black)
+ virtual void drawBoard()
+ virtual void drawSelected(int position)
+ virtual void drawHover(int position)
+ virtual void drawPossible(int osition)