Diagramme UML : Move

Move
+ board : Board + notation : String + piece : Piece + affectedPiece : Piece + transformedPieceId : int + startingTile : Tile + destinationTile : Tile + affectedStartingTile : Tile + affectedDestinationTile : Tile + type : int
+ Move(Piece piece, Tile startingTile , Tile destinationTile) + Move() + Move(Piece piece, Piece affectedPiece, Tile startingTile, Tile destinationTile, Tile affectedStaringTile, Tile affectedDestinationTile) + Move(Piece piece, int transformedPieceId, Tile startingTile, Tile destinationTile) + equals(Move move) : boolean + toString() : String