

Chess

ChessCore

PieceFactory

+ createPiece(String, Player): Piece

ClassicBoardInitializer

- INSTANCE: BoardInitializer
- pf: PieceFactory

-ClassicBoardInitializer()
+ getInstance(): BoardInitializer
+ initialize(): Piece[][]

ChessBoard

- BOARD: Piece[][]

+ ChessBoard(Piece[][])
+ ChessBoard(ChessBoard)
+ getPieceAtSquare(Square): Piece
+ setPieceAtSquare(Square, Piece)
+ isTherePieceInBetween(Move): boolean

Memento

- board: ChessBoard

+ Memento(ChessBoard)
+ getBoard(): ChessBoard

frontend

<<interface>>

ClickObserver

+ firstClick(List<Square>, JButton)
+ secondClick(Square, Square, int, int, JButton)
+ invalidMove()
+ handleGameStatus(GameStatus)

Board