BoardPanel (C)

f 🔒	serialVersionUID	long
f 🔒	squares	ISquare[][]
f 🔒	pawns	List<IPawn>
f 🔒	dimension	Dimension
f 🔒	noImage	BufferedImage
m	BoardPanel()	
m 🔒	paintComponent(Graphics)	void
m 🔒	update(Observable, Object)	void
m 🔒	addSquare(ISquare, int, int)	void
m 🔒	addPawn(IPawn)	void
m 🔒	getImageXY(int, int, int, int)	Image
m 🔒	calculateRealX(int)	int
m 🔒	calculateRealY(int)	int
m 🔒	getPawns()	List<IPawn>
m 🔒	isWidthLooped()	Boolean
m 🔒	isHeightLooped()	Boolean
m 🔒	createMapPawn()	Map<String, ArrayList<IPawn>>
m 🔒	createMapPawnKey(int, int)	String
m 🔒	drawSquareXY(Graphics, int, int)	void
m 🔒	drawPawnsXY(Graphics, Map<String, ArrayList<IPawn>>, int, int)	void
m 🔒	getWidthLimit()	int
m 🔒	getHeightLimit()	int
m 🔒	getCornerMinX()	int
m 🔒	getCornerMaxX()	int
m 🔒	getCornerMinY()	int
m 🔒	getCornerMaxY()	int
m 🔒	getSquareSizeWidth()	int
m 🔒	getSquareSizeHeight()	int
p	heightLooped	Boolean
p	widthLooped	Boolean
p	dimension	Dimension
p	displayFrame	Rectangle

IBoard (I)

m 🔒	addSquare(ISquare, int, int)	void
m 🔒	addPawn(IPawn)	void
p	observer	Observer
p	dimension	Dimension
p	displayFrame	Rectangle

BoardFrame (C)

f 🔒	serialVersionUID	long
f 🔒	defaultFrameSize	int
f 🔒	boardPanel	BoardPanel
m 🔒	BoardFrame(String, Boolean)	
m 🔒	BoardFrame(String)	
m 🔒	BoardFrame()	
m 🔒	BoardFrame(Boolean)	
m 🔒	addSquare(ISquare, int, int)	void
m 🔒	addPawn(IPawn)	void
m 🔒	getBoardPanel()	BoardPanel
m 🔒	isWidthLooped()	Boolean
m 🔒	isHeightLooped()	Boolean
p	observer	Observer
p	heightLooped	Boolean
p	widthLooped	Boolean
p	dimension	Dimension
p	displayFrame	Rectangle

ISquare (I)

p	image	Image

IPawn (I)

p	x	int
p	y	int
p	position	Point