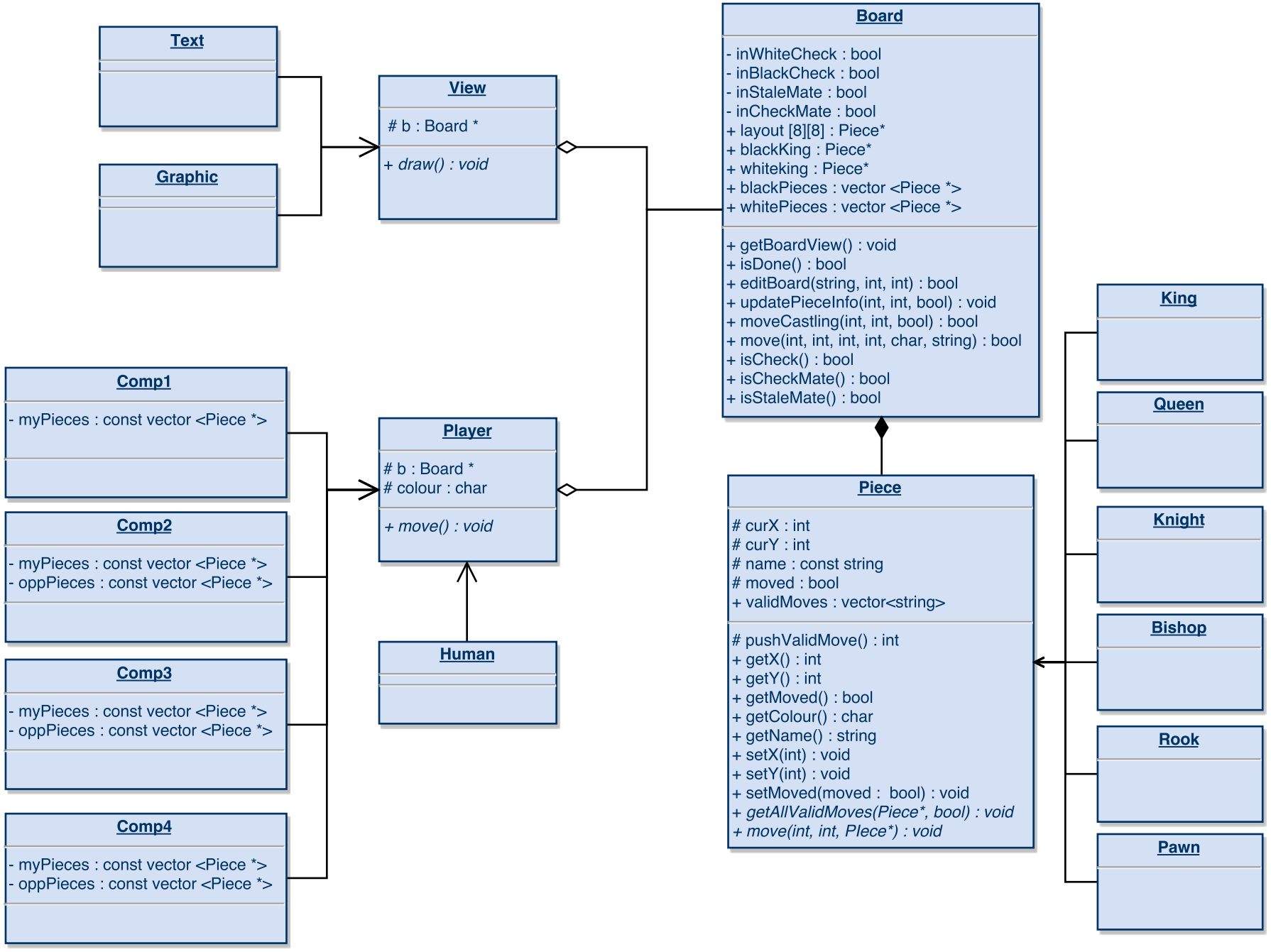
UML Diagram


Text
Graphic
View
b : Board *
+ draw() : void
Board
- inWhiteCheck : bool
- inBlackCheck : bool
- inStaleMate : bool
- inCheckMate : bool
+ layout [8][8] : Piece*
+ blackKing : Piece*
+ whiteking : Piece*
+ blackPieces : vector <Piece *>
+ whitePieces : vector <Piece *>
+ getBoardView() : void
+ isDone() : bool
+ editBoard(string, int, int) : bool
+ updatePieceInfo(int, int, bool) : void
+ moveCastling(int, int, bool) : bool
+ move(int, int, int, int, char, string) : bool
+ isCheck() : bool
+ isCheckMate() : bool
+ isStaleMate() : bool
Comp1
- myPieces : const vector <Piece *>
Comp2
- myPieces : const vector <Piece *>
- oppPieces : const vector <Piece *>
Comp3
- myPieces : const vector <Piece *>
- oppPieces : const vector <Piece *>
Comp4
- myPieces : const vector <Piece *>
- oppPieces : const vector <Piece *>
Player
b : Board *
colour : char
+ move() : void
Human
Piece
curX : int
curY : int
name : const string
moved : bool
+ validMoves : vector<string>
# pushValidMove() : int
+ getX() : int
+ getY() : int
+ getMoved() : bool
+ getColour() : char
+ getName() : string
+ setX(int) : void
+ setY(int) : void
+ setMoved(moved : bool) : void
+ getAllValidMoves(Piece*, bool) : void
+ move(int, int, PIece*) : void
King
Queen
Knight
Bishop
Rook
Pawn