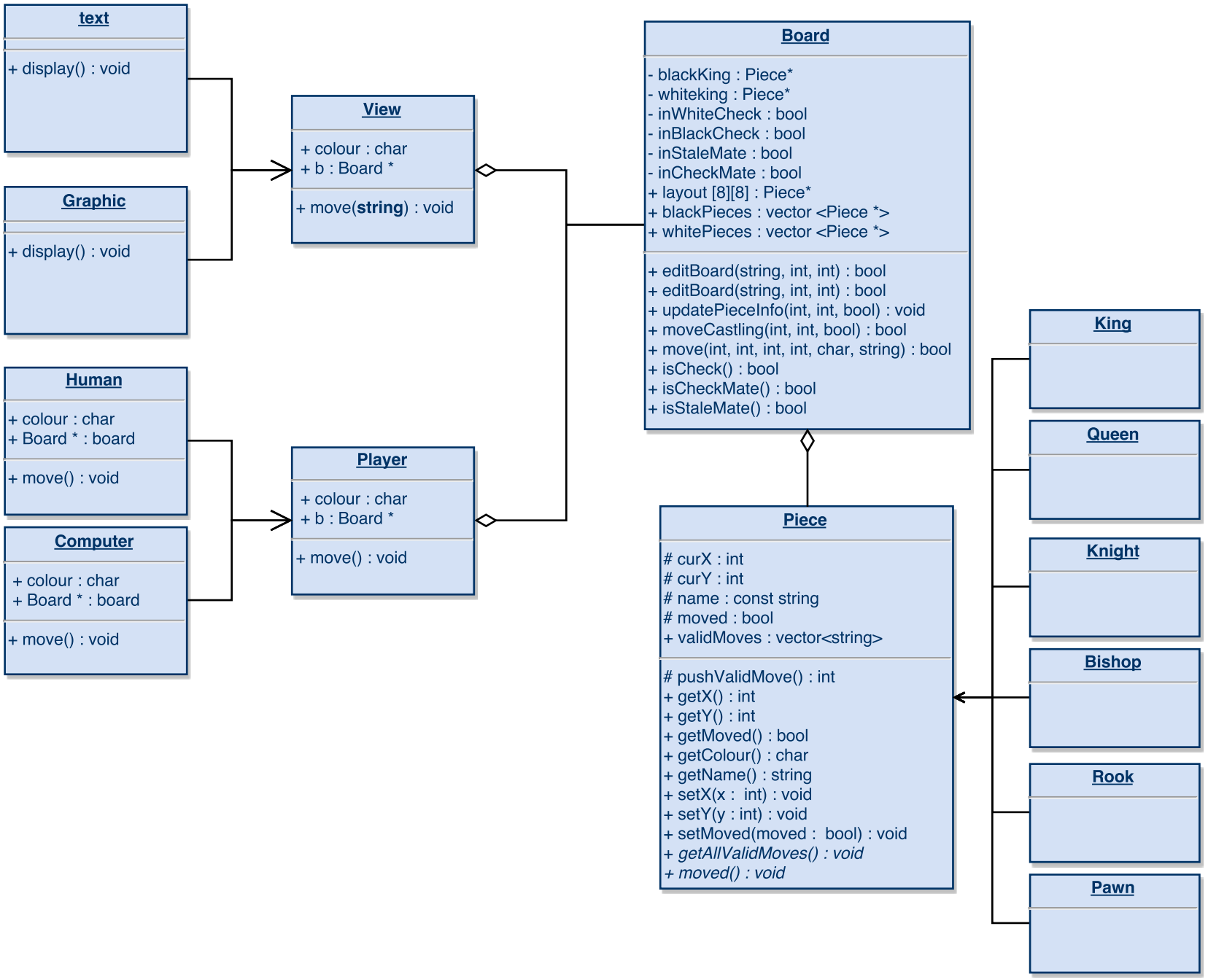
UML Diagram


text
+ display() : void
Graphic
+ display() : void
View
+ colour : char
+ b : Board *
+ move(string) : void
Board
- blackKing : Piece*
- whiteking : Piece*
- inWhiteCheck : bool
- inBlackCheck : bool
- inStaleMate : bool
- inCheckMate : bool
+ layout [8][8] : Piece*
+ blackPieces : vector <Piece *>
+ whitePieces : vector <Piece *>
+ editBoard(string, int, int) : 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
Human
+ colour : char
+ Board * : board
+ move() : void
Computer
+ colour : char
+ Board * : board
+ move() : void
Player
+ colour : char
+ b : Board *
+ move() : void
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(x : int) : void
+ setY(y : int) : void
+ setMoved(moved : bool) : void
+ getAllValidMoves() : void
+ moved() : void
King
Queen
Knight
Bishop
Rook
Pawn