Checkers UML Diagram

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<<interface>>
Rules

+legalMove(Board, row, column, nrow, ncolumn, Player): bool
+ legalPick(Board, row, column, Player): bool
+moveOnBoard(Board, nrow, ncolumn): bool
+correctWay(column, ncolumn, Player): bool

Board

- board: int [ ] [ ]

+ print()
+ getNumber(row, column): int
+ removePiece(row, column)
+ placePiece(row, column, playerNumber)
+ rows(): int
+ columns(): int

Game

+ legal_move: bool

+ legalMove, legalPick, moveOnBoard, correctWay: bool

Player

- playerNumber, row, column, nrow, ncolumn: int

+ Player(playerNumber)
+ getNumber(): int
+ opponentsPiece(): int
+ pickPiece(Board, Game)
+ movePiece(Board, Game)

CheckersFull

+ game: Game object
+ board: Board object
+ p1: Player object
+ p2: Player object

main()