Unsaved diagram

```
                            <<interface>>
                               Rules
        ┌─────────────────────────────────────────────────────┐
        │ LegalMove (Board, row, column, nrow, ncolumn, Player) │
        │ LegalPick (Board, row, column, nrow, ncolumn, Player) │
        │ moveOnBoard (Board, nrow, ncolumn)                   │
        └─────────────────────────────────────────────────────┘
```

Rules (interface)
- LegalMove (Board, row, column, nrow, ncolumn, Player)
- LegalPick (Board, row, column, nrow, ncolumn, Player)
- moveOnBoard (Board, nrow, ncolumn)

Board

Game

Players

Checkers