

- castleLeft: boolean castleRight: boolean gameState: int isWhiteTurn: boolean isBlackTurn: boolean + GameState() + GameState(gs: GameState) + changeTurn(): void + isWhiteTurn(): boolean + isBlackTurn(): boolean + getGameState(): int + updateGameState(c: ChessBoard, color: String): void + isCheckmate(c: ChesBoard, checkersLocation: int[], color: String): boolean + isCheck(c: ChessBoard, color String): boolean + kinglsSafe(c: ChessBoard, start: String, end: String, playersColor: String): boolean + isStaleMate(c: ChessBoard): boolean + canKingMove(c: ChessBoard, color: String): boolean + findKing(c: ChessBoard, color: String): int[] + canKingBeBlocked(c: ChessBoard, checkersLocation: int[], color: String): boolean + canTileBeFilled(c: ChessBoard, coordinate: int[], color: String): boolean + canCheckerBeTaken(c: ChessBoard, checkersLocation: int[], color: String): boolean + doubleCheck(c: ChessBoard): boolean + isLeftCastleLegal(c: ChessBoard): boolean + isRightCastleLegal(c: ChessBoard): boolean