Assignment3 UML

Player

+ player :boolean
+ name :String
+ player (in p : boolean) :void + isvalidmove (m : String[][], x :int, y : int, x_1 :int, y_1 : int) :boolean

board

+ board (bo : String[][]) + printboard () :void + move (p1 :Player, x :int, y :int, x_1 : int, y_1 :int) :void

Input

+ x :int + y :int
+ Input () :void

Position

+ x :int + y :int
+ Position (x1 :int, y1 :int)