

```

1  package Game;
2
3  import java.util.ArrayList;
4
5  /**
6   * This class is used to keep track of all moves (done by any piece) on the
7   * board
8   *
9   * @author Ethan Palser, Param Jansari
10  */
11  public class Log {
12
13      public final boolean isMaster; // check if this is the master log file
14      private ArrayList<Move> moves; // list of moves
15
16      public Log(boolean master) {
17          isMaster = master; // master tracks actions (master only) and moves
18          moves = new ArrayList<>(10);
19      }
20
21      public Log() {
22          this(false);
23      }
24
25      /**
26       * This method adds a move to the list of moves to be logged
27       *
28       * @param validMove
29       */
30      public void addMove(Move validMove) {
31          moves.add(validMove);
32      }
33
34      /**
35       * This method removes the last from added to the list of moves to be logged
36       *
37       * @return
38       */
39      public Move undoMove() {
40          if (moves.size() < 1) {
41              return null;
42          }
43          Move removed = moves.remove(moves.size() - 1);
44          return removed;
45      }
46  }
47

```