

```
1
2 package Game;
3
4 /**
5  * This is used to differentiate the different actions that a piece can perform.
6  *
7  * @author Ep16fb
8  */
9 public enum Action {
10     Move,
11     Capture,
12     Promotion,
13     Check,
14     Checkmate,
15     Stalemate,
16     CastleKingSide,
17     CastleQueenSide,
18     EnPassant
19 }
20
```