

```

1
2 package Game;
3
4 import Pieces.Piece;
5 import java.util.ArrayList;
6
7 /**
8  * This class stores the information related to performing an action on the
9  * board that can be used in place of managing the individual start and next
10  * positions a piece moves on the board.<nbsp>This class is also used to
11  * store the full action as a log string in chess notation, and it stores the
12  * piece it captured for undoing actions.
13  *
14  * @author Ep16fb
15  */
16 public class Move {
17
18     public final int startR, startC, nextR, nextC;
19     private String logMove;
20     private String logMoveWithActions;
21     private Piece captured;
22
23     // Constructor
24     public Move(Piece captured, String logWithActions, String log,
25                 int startRow, int startColumn, int nextRow, int nextColumn){
26         this(captured, log, startRow, startColumn, nextRow, nextColumn);
27         logMoveWithActions = logWithActions;
28     }
29
30     // Constructor
31     public Move(Piece captured, String log,
32                 int startRow, int startColumn, int nextRow, int nextColumn){
33         this(startRow, startColumn, nextRow, nextColumn);
34         logMove = log;
35     }
36
37     // Constructor
38     public Move(Piece captured,
39                 int startRow, int startColumn, int nextRow, int nextColumn){
40         this(startRow, startColumn, nextRow, nextColumn);
41         this.captured = captured;
42     }
43
44     // Constructor
45     public Move(int startRow, int startColumn, int nextRow, int nextColumn){
46         startR = startRow;
47         startC = startColumn;
48         nextR = nextRow;
49         nextC = nextColumn;
50         captured = null;
51     }
52
53     public String getMove(){
54         String move = logMove;
55         if(move == null || move.equals("")){
56             move = startR + " " + startC + " " + nextR + " " + nextC;
57         }
58         return move;
59     }
60
61     public String getLog(){
62         String log = logMoveWithActions;
63         if(log == null || log.equals("")){
64             // could be adjusted to include capture
65             log = this.getMove();
66         }
67         return log;
68     }
69

```

```
70     public Piece getCaptured(){
71         return captured;
72     }
73 }
74
```