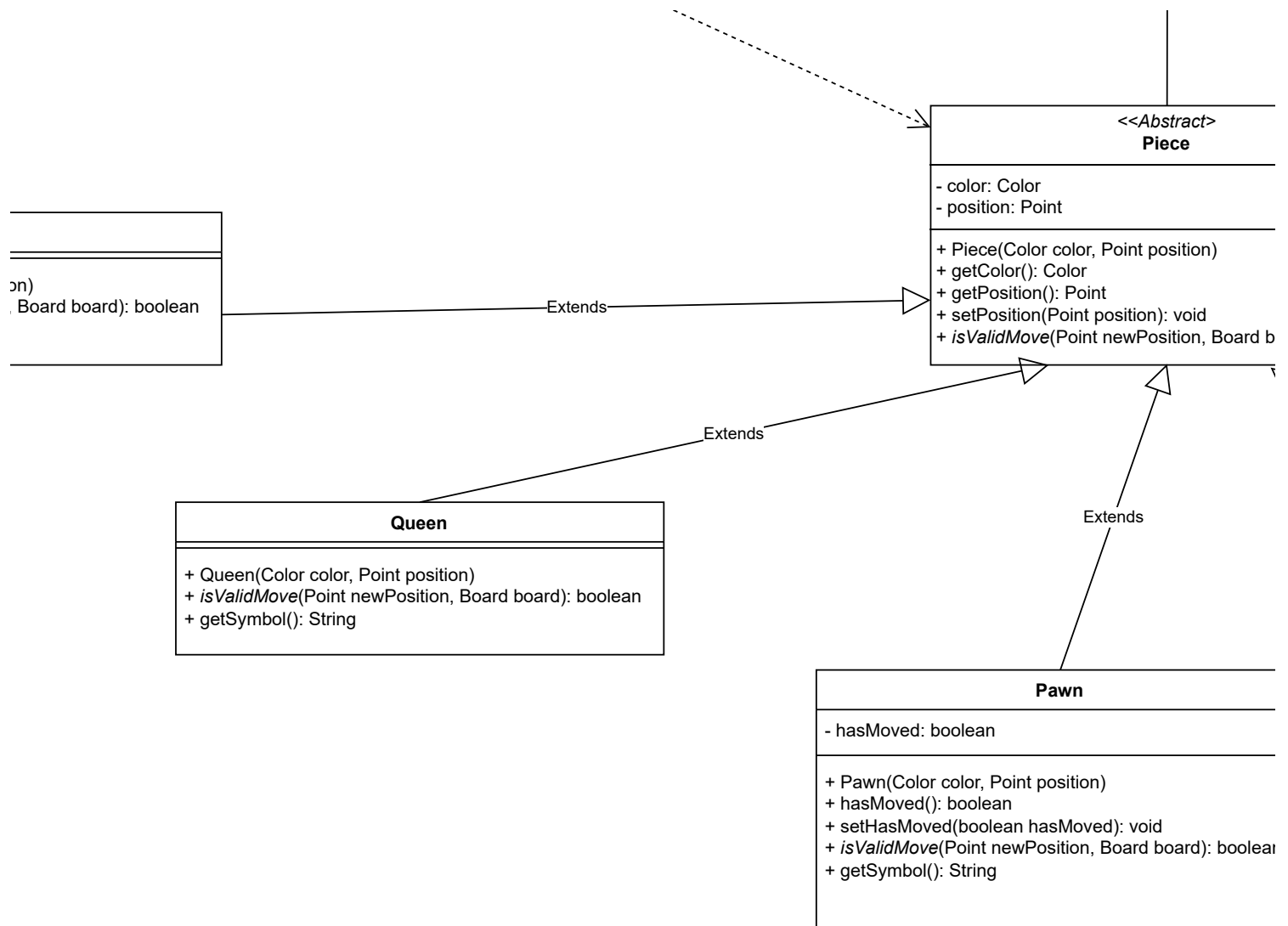
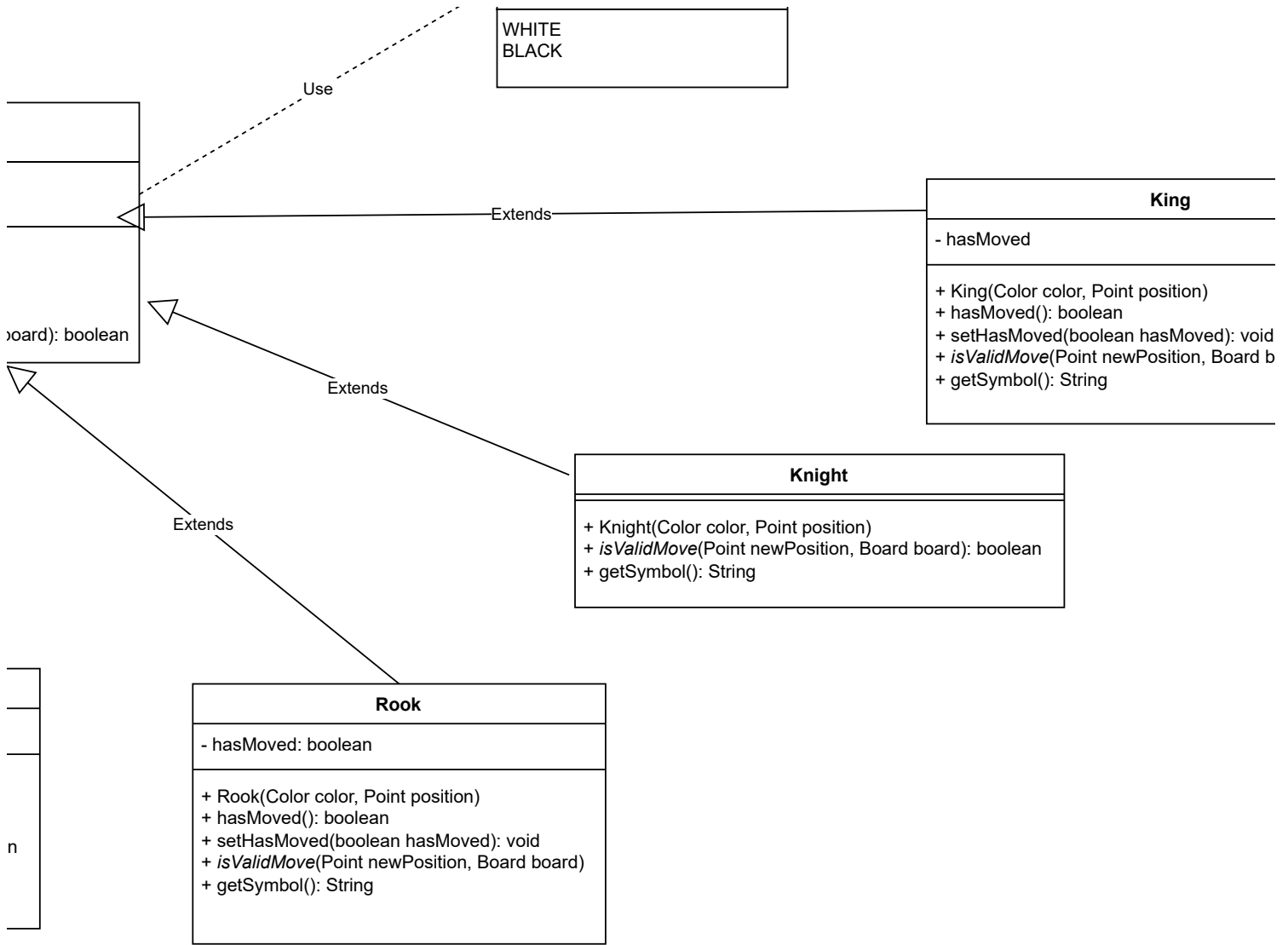


ChessGUI
<div>whiteScoreLabel: JLabel</div> <div>blackScoreLabel: JLabel</div> <div>PIECE_VALUES: Map<Class<?>, Integer> {static, final}</div> <div>game: Game</div> <div>boardPanel: JPanel</div> <div>statusLabel: JLabel</div> <div>selectedSquare: Point = null</div> <div>possibleMovesToHighlight: List<Point></div> <div>pieceImages: Map<String, ImageIcon></div> <div>FILE_SIZE: int = 80</div> <div>whiteTimerLabel: JLabel</div> <div>blackTimerLabel: JLabel</div> <div>moveList: JList<String></div> <div>moveListModel: DefaultListModel<String></div> <div>swingTimer: Timer</div>
<div>ChessGUI(Game game)</div> <div>calculateScore(Piece.Color color): int</div> <div>updateScoreLabels(): void</div> <div>updateMoveHistory(): void</div> <div>loadPieceImages(): void</div> <div>setupBoardUI(): void</div> <div>applyHighlights(): void</div> <div>getSquarePanel(Point p): JPanel</div> <div>addMouseListenerToBoard(): void</div> <div>updateBoardAndUI(): void</div> <div>showPromotionDialog(Piece.Color pawnColor): Piece</div> <div>clearHighlights(): void</div> <div>clearSelection(): void</div> <div>updateStatus(): void</div> <div>startSwingTimer(): void</div> <div>updateTimerLabel(): void</div> <div>formatTime(long millis, String player): String</div> <div>findKingPosition(Board board, Piece.Color kingColor): Point</div> <div>showEndGameDialog(String message): void</div>

Main
+ main (args String[]): void

Bishop
+ Bishop(Color color, Point position) + <i>isValidMove</i> (Point newPosition, Color color): boolean + getSymbol(): String





l oard): boolean