-allMoves: ArrayList <String> +printMoves(): void +getMoves(): ArrayList <String> +setMoves(type: ChessPieceType, rowCur: int, colCur: int, rowDes: int, colDes: int, beatsPiece: boolean): void +getPieceNotation(row: int, col: int): String +saveMoves(fileName: String): void +saveGame(fileName: String): void +pieceNotationToInt(n: char): int +loadGameByMoves(getMoves: ArrayList<String>): Game +loadGame(fileName: String): Game +loadGame(fileName: String): Game +main(argv: String[])

Board +board: ChessPiece[][] +Board() +getBoard(): ChessPiece[][] +getPosition(piece: ChessPiece): int[] +move(rowCur: int, colCur:int, rowDes: int, colDes: int): void +beatsPiece(board: ChessPiece[][], rowDes: int, colDes:int): boolean +toString(): String

«enumeration» Color BLACK WHITE

