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| --- |
| User |
| - userName: string  - password: string  - wins: int  - draws: int  - loses: int  - users: vector<User> |
| + User(username : string , password : string)  + User()  + setUserName(userName: string): void  + getUserName (): string  + setPassword(password: string): void  + getPassword (): string  + operator==(other: User): bool  + toString(): string  + isValid(): bool  + registerUser(username : string , password : string): void  + login(userName: string, password: string): User |

|  |
| --- |
| <<abstract>>  Piece |
| - name: char  - x: int  - y: int |
| + Piece(name : char , color :char, x : int , y: int )  + ~Piece(): virtual  + move(newX : int , newY : int): |

|  |
| --- |
| Chess |
| - limit: int  - whiteUser: User  - blackUser: User  - whiteTurn: bool  - board: Piece\*[8][8]  - selectedPiece: Piece\* |
| + Chess()  + ~Chess()  + initialize(): void  + printBoard(): void  + setWhiteUser(user: User): void  + setBlackUser(user: User): void  + getWhiteUser(): const User&  + getBlackUser(): const User&  + isWhiteTurn(): bool  + setWhiteTurn(turn: bool): void  + getSelectedPiece(): Piece\*  + setSelectedPiece(piece: Piece\*): void  + getLimit(): int |  + setLimit(limit: int): void |