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| --- |
| Piece |
| # hasMoved Boolean |
| # isTaken boolean |
| # isWhite boolean |
| # typePiece enum |
| + hasMoved () :Boolean |
| + isTaken () :boolean |
| + isWhite () :boolean |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| King | Queen | Pawn | Rook | Knight | Bishop |
| -isChecked Boolean |  |  |  |  |  |
| -isMated boolean |  |  |  |  |  |
| + isChecked() :boolean |  |  |  |  |  |
| + isMated () :boolean |  |  |  |  |  |
| + setChecked (boolean) : |  |  |  |  |  |
| + setMated (boolean) :p |  |  |  |  |  |

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| --- |
| Square |
| - piece Piece |
| - occupied boolean |
| + getPiece () :Piece |
| + setPiece (Piece) :void |
| + isOccupied () :boolean |

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| --- |
| Board |
| - board Square [] [] |
| - moveNumber int |
| - whiteMove boolean |
| - gameInProgress boolean |
| + newGame () :void |
| + getMoveNumber () :int |
| + isWhiteMove () :boolean |
| + isGameInProgress () :boolean |
| + move (int indexX1; int indexY1; int indexX2; int indexY2) :void |