chess Game: ISerializable ~ moves: ArrayLoist<String> ~ board: Board ~ whiteKing: ChessPiece ~ blackKing: ChessPiece + end: boolean ~ round: int ~ currentColor: Color ~ winner: String ~ command: String ~ coordinates: char[] ~ row: int ~ col: int ~ rowDest: int ~ colDest: int ~ invalidInput: boolean ~ invalidMove: boolean ~ possDest: boolean[][] + scanner: java.util.ScannerType ~ fw: FileWriter + main(argv: String[]) + Game() - getMoves(): ArrayList<String> + saveMoves(filename: String) + saveGame(fileName: String) + loadGame(fileName: String): Game + loadGameByMoves(fileName: String): Game - loadGameByMoves(moves: ArrayList<String>): Game - translateColumn(positition: int): char - translateColumn(position: char): int **Board**: ISerializable

+ Board()

+ getBoard(): ChessPiece[][]

+ getPosition(piece: ChessPiece): int[]

+ move(rowCur: int, colCur: int, rowDes: int, colDes:

+ toString(): String

<<enumeration>> Color WHITE **BLACK**



