Checkers +main(string∏) Data + blank:final int, + player1:final int. + playerKing1:final int, + player2:final int. + playerKing2:final int; - board:int∏∏ + Data(): + setUpBoard(): void + pieceAt(int ,int): int + makeMove(movesMade): void + makeMove(int, int, int, int): void + getLegalMoves(int): movesMade[] + getLegalJumpsFrom(int ,int): movesMade[] - canJump(int, int, int, int, int, int, int): boolean - canMove(int, int, int, int, int): boolean movesMade + fromRow:int + fromCol:int + toRow:int + toCol:int

+ movesMade(int, int, int, int): + isJump():boolean

Board

+ board: Data

+ gameInProgress: boolean

+ intcurrentPlayer: int

+ selectedRow: int

+ selectedCol: int

+ legalMoves: movesMade[]

+ title: JLabel

+ newGame: JButton

+ howToPlay: JButton

+ credits: JButton

+ message: JLabel

+ Player1: String

+ Player2: String

+ Board():

+ actionPerformed(): ActionEvent

+ NewGame(): void

+ getPlayersName(): void

+ instructions(): void

+ showCredits(): void

+ gameOver(string): void

+ mousePressed(MouseEvent): void

+ ClickedSquare(int, int): void

+ MakeMove(movesMade): void

+ ClickedSquare(int, int): void

+ paintComponent(Graphics): void

+ mouseEntered(MouseEvent): void

+ mouseClicked(MouseEvent): void

+ mouseReleased(MouseEvent): void

+ mouseExited(MouseEvent): void