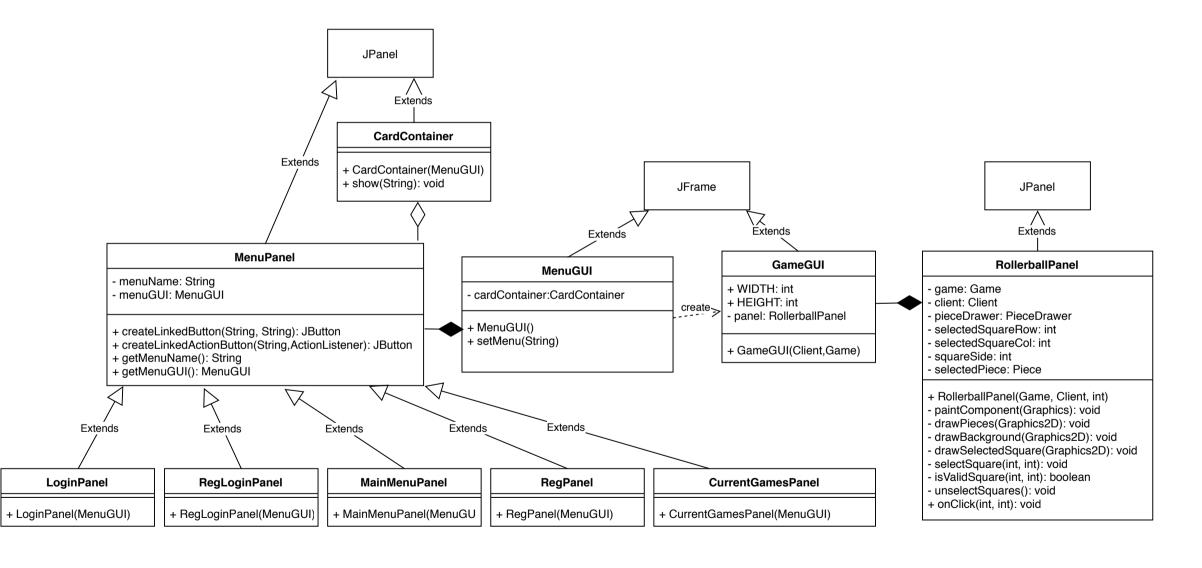
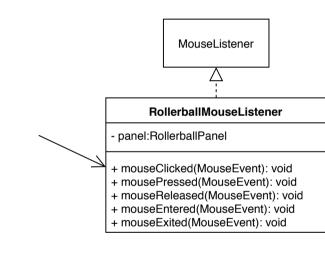
**JFrame** 





## **PieceDrawer**

- · bishopB: BufferedImage
- · bishopW: BufferedImage
- kingB: BufferedImage
- kingW: BufferedImage
- pawnB: BufferedImage
- pawnW: BufferedImage
- rookB: BufferedImage
- rookW: BufferedImage
- draw(Graphics2D, Piece): void