UML – Class Diagram – It 4

<<Java Class>>
ⓒ Chess
(default package)

- currentLoc: String
- newLoc: String
- thirdArgument: String
- whiteTurn: boolean
- Chess()
- main(String[]):void
- initializeGame():void
- resignGame():void
- gameDraw():void
- drawBoard():void
- fileToCoordinate(String):int
- rankToCoordinate(String):int
- legalInput(int,int,int,int):boolean
- parseInput(String):void
- pawnPromotion(int,int):void
- executeMove():void

+gameboard
0..1

<<Java Class>>
ⓒ Board
(default package)

- Board()
- initializeBoard():void
- isPathClear(int,int,int,int):boolean
- detectCheck(boolean):boolean

~board
0..*

<<Java Class>>
ⓒ Piece
(default package)

- white: boolean
- firstMove: boolean
- Piece()
- setWhite(boolean):void
- isWhite():boolean
- canMove(int,int,int,int,boolean):boolean
- movePiece():void
- drawPiece():String

<<Java Class>>
ⓒ Pawn
(default package)

- name: String
- Pawn(boolean)
- canMove(int,int,int,int,boolean)...

<<Java Class>>
ⓒ Rook
(default package)

- name: String
- Rook(boolean)
- canMove(int,int,int,int,boolean):b...
- drawPiece():String
- movePiece():void

<<Java Class>>
ⓒ King
(default package)

- name: String
- King(boolean)
- canMove(int,int,int,int,boolean):boolean
- drawPiece():String
- movePiece():void

<<Java Class>>
ⓒ Queen
(default package)

- name: String
- Queen(boolean)
- canMove(int,int,int,int,boolean):boolean
- drawPiece():String
- movePiece():void

<<Java Class>>
ⓒ Knight
(default package)

- name: String
- Knight(boolean)
- canMove(int,int,int,int,boolean):bo...
- drawPiece():String
- movePiece():void

<<Java Class>>
ⓒ Bishop
(default package)

- name: String
- Bishop(boolean)
- canMove(int,int,int,int,boolean):boolean
- drawPiece():String
- movePiece():void

<<Java Class>>
ⓒ ChessGUI
(default package)

- frame: JFrame
- main(String[]):void
- ChessGUI()
- initialize():void