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Class ChessAI

Stores state of single Piece used by CV version on chess Board

Namespace: BoardWatcherClient

Assembly: BoardWatcherClient.dll

Syntax

```
public class ChessAI
```

Properties

gameId

Declaration

```
public string gameId { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

gameType

Declaration

```
public string gameType { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

fetchBoard()

Fetches gameBoard data from the server

Declaration

```
public Task fetchBoard()
```

Returns

TYPE	DESCRIPTION
Task	

generateFen()

Generates gameState in FEN notation

Declaration

```
public string generateFen()
```

Returns

TYPE	DESCRIPTION
System.String	

GetPiece(PieceAI)

Returns coresponding symbol for given piece ID

Declaration

```
public string GetPiece(PieceAI piece)
```

Parameters

TYPE	NAME	DESCRIPTION
PieceAI	piece	

Returns

TYPE	DESCRIPTION
System.String	

OnInitializedAsync()

Fetches route parameter and gameBoard data from the server

Declaration

```
protected override Task OnInitializedAsync()
```

Returns

TYPE	DESCRIPTION
Task	

Class ChessCV

Stores state of single Piece used by CV version on chess Board

System.Object

ChessCV

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: **BoardWatcherClient**

Assembly: BoardWatcherClient.dll

Syntax

```
public class ChessCV
```

Properties

gameId

Declaration

```
public string gameId { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

gameType

Declaration

```
public string gameType { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

AddMove(Move)

Adds new move

Declaration

```
public void AddMove(Move move)
```

Parameters

TYPE	NAME	DESCRIPTION
Move	move	

Dispose()

Disposes connection token and closes connection with the server

Declaration

```
public void Dispose()
```

DownloadFile()

Downloads file containing game in PGN notation

Declaration

```
public void DownloadFile()
```

getClearField()

Returns blank field

Declaration

```
public PieceCV getClearField()
```

Returns

TYPE	DESCRIPTION
PieceCV	

getMoveInNotation(Move, Boolean)

Returns move in PGN notation

Declaration

```
public string getMoveInNotation(Move move, bool castle = false)
```

Parameters

TYPE	NAME	DESCRIPTION
Move	move	
System.Boolean	castle	

Returns

TYPE	DESCRIPTION
System.String	

GetPiece(PieceCV)

Returns corresponding symbol for given piece id

Declaration

```
public string GetPiece(PieceCV piece)
```

Parameters

TYPE	NAME	DESCRIPTION
PieceCV	piece	

Returns

TYPE	DESCRIPTION
System.String	

getPieceName(Int32)

Returns corresponding first character of a piece name for given piece id

Declaration

```
public string getPieceName(int pieceId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	pieceId	

Returns

TYPE	DESCRIPTION
System.String	

moveBackwards()

Moves gameState one time backwards

Declaration

```
public void moveBackwards()
```

moveForward()

Moves gameState one time forward

Declaration

```
public void moveForward()
```

OnInitializedAsync()

Runs all needed methods on component initialize

Declaration

```
protected override Task OnInitializedAsync()
```

Returns

TYPE	DESCRIPTION
Task	

RevertLastMove()

Revert last move

Declaration

```
public void RevertLastMove()
```

skipBackwards()

Skips gameState to the initial state

Declaration

```
public void skipBackwards()
```

skipForward()

Skips gameState to the latest state

Declaration

```
public void skipForward()
```

updateMovesInNotatioin()

Update moves in PGN notation

Declaration

```
public void updateMovesInNotatioin()
```

Class ChessGameState

Stores state of CV version on chess Board

Syntax

```
public class ChessGameState
```

Properties

Board

Declaration

```
public List<PieceCV> Board { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<PieceCV>	

Class ChessGameStateService

Helps generate new CV version of chess Board

Inheritance

System.Object

ChessGameStateService

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: BoardWatcherClient

Assembly: BoardWatcherClient.dll

Syntax

```
public class ChessGameStateService
```

Fields

gameState

Stores current CV version of chess Board

Declaration

```
public ChessGameState gameState
```

Field Value

TYPE	DESCRIPTION
ChessGameState	

Methods

generateNewBoard()

Generates new CV version of chess Board

Declaration

```
public List<PieceCV> generateNewBoard()
```

Returns

TYPE	DESCRIPTION
System.Collections.Generic.List<PieceCV>	

GetPieceData()

Returns CV version of chess Board

Declaration

```
public Task<List<PieceCV>> GetPieceData()
```

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.Task<System.Collections.Generic.List<PieceCV>>	

getPieceDataFromJson()

Deserializes test JSON file containing chess Board

Declaration

```
public PieceCV[] getPieceDataFromJson()
```

Returns

TYPE	DESCRIPTION
PieceCV[]	

Class ClipboardService

Inheritance

System.Object

ClipboardService

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: **BoardWatcherClient**

Assembly: BoardWatcherClient.dll

Syntax

```
public class ClipboardService
```

Constructors

ClipboardService(IJSRuntime)

Initializes JavaScript Runtime

Declaration

```
public ClipboardService(IJSRuntime jsRuntime)
```

Parameters

TYPE	NAME	DESCRIPTION
IJSRuntime	jsRuntime	

Methods

ReadTextAsync()

Reads data from users clipboard

Declaration

```
public ValueTask<string> ReadTextAsync()
```

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.ValueTask<System.String>	

WriteTextAsync(String)

Writes data to users clipboard

Declaration

```
public ValueTask WriteTextAsync(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.ValueTask	

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.ValueTask	

Class Move

Stores information about single piece move

Syntax

```
public class Move
```

Constructors

Move(Int32, Int32, Int32, Boolean)

Declaration

```
public Move(int pieceId, int from, int to, bool color)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	pieceId	
System.Int32	from	
System.Int32	to	
System.Boolean	color	

Properties

color

Declaration

```
public bool color { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

from

Declaration

```
public int from { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

piece

Declaration

```
public int piece { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

to

Declaration

```
public int to { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Class PieceCV

Stores state of single Piece used by CV version on chess Board

Inheritance

System.Object

PieceCV

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: BoardWatcherClient

Assembly: BoardWatcherClient.dll

Syntax

```
public class PieceCV
```

Constructors

PieceCV(Int32, Boolean)

Declaration

```
public PieceCV(int id, bool colour)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	id	
System.Boolean	colour	

Properties

Color

Declaration

```
public bool Color { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Class Program

Initializes application and creates all needed Services and Configurations

Inheritance

System.Object

Program

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: BoardWatcherClient

Assembly: BoardWatcherClient.dll

Syntax

```
public class Program
```

Methods

Main(String[])

Declaration

```
public static Task Main(string[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	args	

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.Task	

Class RoutingService

Routing Service distributes game ID across components thay need it

Inheritance

System.Object

RoutingService

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Namespace: BoardWatcherClient

Assembly: BoardWatcherClient.dll

Syntax

```
public class RoutingService
```

Constructors

RoutingService()

Constructor initializes gameID

Declaration

```
public RoutingService()
```

Methods

getGameId()

Declaration

```
public string getGameId()
```

Returns

TYPE	DESCRIPTION
System.String	

setGameId(String)

Declaration

```
public void setGameId(string id)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	