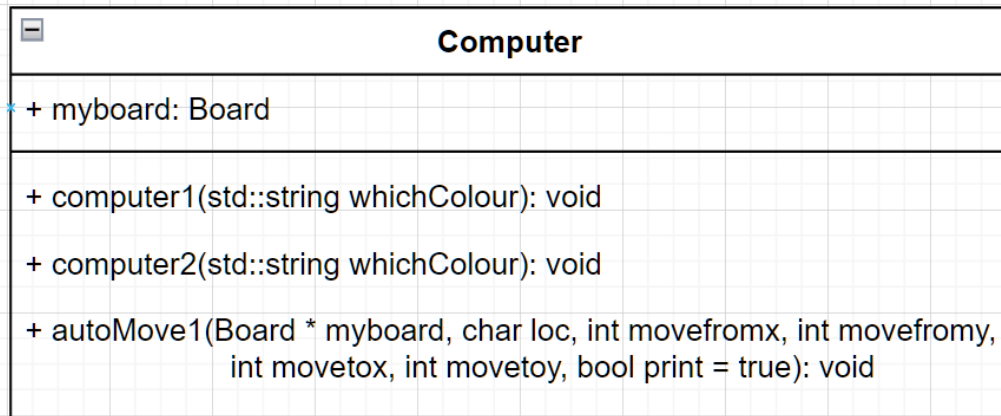


The Pieces decorator


Chesshelpers
+ validPiece(char p): bool + whitePiece(char p): bool + blackPiece(char p): bool + switchturn(std::string &whichColour, std::string &whoseturn, std::string blackPlayer, std::string whitePlayer): void + checkBounds(int x, int y): bool + canGo(char loc, char dest, bool print = true): bool + moved(Board * myboard, char loc, char dest, int movefromx, int movefromy, int movetox, int movetoy, bool move = true, bool print = true): bool + checkExitSetup(Board * myboard): bool + checkcapture(Board * myboard, int kingx, int kingy, char dest): bool

Coordinates
+ arrayx: int + arrayy: int + exist: bool
+ setxy(int x, int y): void + setexist(bool e): void + getx(): int + gety(): int + getexist(): int

chesshelper.h



computer.h

 Board
+ myboard[10][10]: char
+ setPiece(char piece, int x, int y): void
+ setEmpty(int x, int y): void
+ getPiece(int x, int y): char
+ emptyBoard(): void
+ initialBoard(): void
+ printBoard(): void

board.h