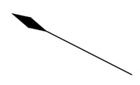
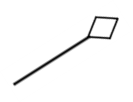
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| --- |
| Game |
| Board \_board-  bool \_turn - |
| + Game (Board board);  + ~Game ();  + getTurn () const: bool  + setTurn (const bool turn)  + static toColor (bool turn): string  + static toBool (string color): string  + move (Squere src, Squere dest, char\* result): Piece\*  + cancel (Squere src, Squere dest, Piece\* piece)  + engine (string msgFromGraphics, char\* result)  + checkmate (Squere kingLocation): bool  + chess (string playerColor, Squere kingLocation): vector<Squere> |

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| Board |
| - Piece\* \_pieces[RIB][RIB];  - Squere \_kingLocation[KINGS];  - bool \_pawnsFirstSteps[PAWNS]; |
| + Board ()  + Board (Piece\* Pieces [] [RIB])  + ~Board ()  + getBoard (): Board\*  + getPawnFirstStep (int pawn): bool  + getPiece (Squere location) const: Piece\*  + getKingLoacation (bool color) const: Squere  + setPawnFirstStep (const int pawn, const bool first)  + setPawnFirstSteps (const bool pawnsfirstSteps[PAWNS])  + setKingLoacation (const bool color, const Squere location)  + itsMe (Board\* board, Squere location, string color): bool  + operator= (const Board& other): Board&  + swap (Squere src, Squere dest)  + eat (Squere src, Squere dest): Piece\*  cancel (Squere src, Squere dest, Piece\* p+ |

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| --- |
| Squere |
| # int \_row  # int \_column |
| + Squere ()  + Squere (int row, int column)  + Squere (const string location)  + ~Squere ()  getRow () const: int  getColumn () const: int  setRow (const int row)  setColumn (const int column)  itsValid (): bool  operator= (const Squere& other): Squere&  friend operator== (const Squere& me, const Squere& other): bool |



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| --- |
| Piece |
| # string \_color  # string \_location  # bool \_itsPawn |
| + Piece (string color, Squere location)  + Piece (string color, Squere location, bool itsPawn)  + virtual ~Piece ();  + itsPawn (): bool  + itsEmpty (): bool  + virtual move (Board\* board, Squere src, Squere dest, char\* result) = 0  + getColor () const: string  + getLocation () const: Squere  + setLocation (const Squere location) |

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| King |
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| + King (string color, string location)  + ~King ()  + move (Board\* board, Squere src, Squere dest, char\* result) |

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| Bishop |
|  |
| + Bishop (string color, string location)  + ~Bishop ()  + move (Board\* board, Squere src, Squere dest, char\* result) |

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| EmptyPeace |
|  |
| + EmptyPeace (string color, string location)  + ~EmptyPeace ()  + move (Board\* board, Squere src, Squere dest, char\* result) |

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| --- |
| Pawn |
| - int \_pawn  - static int \_pawns |
| + Pawn (string color, string location)  + ~Pawn ()  + move (Board\* board, Squere src, Squere dest, char\* result) |

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| Qween |
|  |
| + Qween (string color, string location)  + ~Qween ()  + move (Board\* board, Squere src, Squere dest, char\* result) |

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| Knight |
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| + Knight (string color, string location)  + ~Knight ()  + move (Board\* board, Squere src, Squere dest, char\* result) |

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| Rook |
|  |
| + Rook (string color, string location)  + ~Rook ()  + move (Board\* board, Squere src, Squere dest, char\* result) |