Class Diagram -4

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Test

+main()

Color

Point

-x: int
-y: int
-color: Color

+getX()
+getY()
+getColor()

<<interface>>
Serializable

<<interface>>
JFrame

StartChessFrame

-chessBoard: ChessBoard
-startButton: Button
-backButton: Button
-exitButton: Button
-toolbar: Panel

MyItemListener

#actionPerformed(ActionEvent: e)

<<interface>>
Config

+MARGIN : int
+GRID_SPAN : int

<<interface>>
ActionListener

#actionPerformed(ActionEvent: e)

ChessBoard

+chessList: Point[]
+isBack: boolean
+gameOver: boolean
+chessCount: int
+xIndex: int
+yIndex: int

+paintComponent(Graphics val)
+mousePressed(MouseEvent val)
+mouseClicked(MouseEvent val)
+mouseReleased(MouseEvent val)
+mouseEntered(MouseEvent val)
+mouseExited(MouseEvent val)
-findChess(int val, int val)
-isWin() : boolean
-getChess(int val, int val, Color val)
+restartGame()
+goBack()
+getPreferredSize() : Dimension

MouseMotionListener

#mouseMover(e : MouseEvent)
#mouseDragged(e : MouseEvent)

<<interface>>
MouseListener

+mousePressed(MouseEvent val)
+mouseClicked(MouseEvent val)
+mouseReleased(MouseEvent val)
+mouseEntered(MouseEvent val)
+mouseExited(MouseEvent val)