**UML - Chess**

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| **Basic soldiers** |
| # String \_type  # int \_color  # static Board\* \_board |
| + Soldier(string, int)  + ~Soldier()  + setBoard(Board\*)  + virtual move(string) : string = 0  + getType() : string  + getColor() : int  + moveAll(string) : string  + checkSelfChess(string) : bool  + checkEnemyChess(string) : bool  + virtual canEat(string) : bool = 0 |

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| **Queen** |
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| + Queen(int)  + ~Queen()  + move(string) : string  + canEat(string) : bool |

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| **King** |
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| + King(int)  + ~King()  + move(string) : string  + canEat(string) : bool |

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| **Rook** |
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| + Rook(int)  + ~ Rook ()  + move(string) : string  + canEat(string) : bool |

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| **Bishop** |
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| + Bishop(int)  + ~Bishop ()  + move(string) : string  + canEat(string) : bool |

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| **Pawn** |
| - movedAlready |
| + Pawn(int)  + ~ Pawn()  + move(string) : string  + canEat(string) : bool |

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| **Knight** |
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| + Knight(int)  + ~Knight()  + move(string) : string  + canEat(string) : bool |

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| **Board** |
| + Soldiers\*[8][8] \_board |
| + Board(string)  + ~Board()  - setBoard(string)  + getCell(string) : Soldier\*  + setCell(Soldier\*)  + printBoard()  + operator=( Soldier\*) : Soldier\*  + operator[][](int, int) : Soldier\* |