Checkers uml

Checkers

board :Board
wp :White
bp :Black

Piece

tempMove :int
fromX :int
fromY :int
toX :int
toY :int

+ move (board :Board, s : Scanner)

Board

- board :int[][]

+ drawBoard ()
+ getPiece (x :int, y :int)
+ changeSpot (fromX :int, fromY :int, toX :int, toY :int, color :int)

White

+ move (board : Board, s :Scanner)

Black

+ move (board :Board, s :Scanner)