# assignment3

<<enumeration>>
**Players**

P_1
P_2

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**C**

- first :int [1..1]
- second :int [1..1]

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**Player**

- playerNumber :int [1..1]
- turn :boolean [1..1] = false

+ selectCoord () :C
+ regularMove (in pos :C [1..1], in piece :Piece [1..1], in board :Boardd [1..1]) :boolean
+ attackingMove (in pos :C [1..1], in piece :Piece [1..1], in board :Board [1..1]) :boolean

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**Board**

- LegalMovesArray :Integer[] [1..1] = {0, 1, 2, 3, 4, 5, 6, 7}
- theBoard :Piece[][] [1..1]

+ initBoard (in player1 :Player [1..1], in player2 :Player [1..1]) :void
+ printBoard () :void
+ getContent (in pos :C [1..1]) :Piece
+ getPiece (in pos :C [1..1]) :Piece
+ removePiece (in piece :Piece [1..1]) :void
+ isNewPosAvaiable (in pos :C [1..1], in piece :Piece [1..1], in board :Board [1..1]) :boolean
+ isWithinBounds (in pos :C [1..1], in board :Board [1..1]) :boolean ()

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**Piece**

- owner :Player [1..1]
- xCoord :int [1..1]
- yCoord :int [1..1]

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**CheckersGame**

+ switchPlayer (player1 :Player [1..1], player2 :Player [1..1]) :void
+ makeAPlay (in board :Board [1..1], in player :Player [1..1]) :void
+ main () :void