

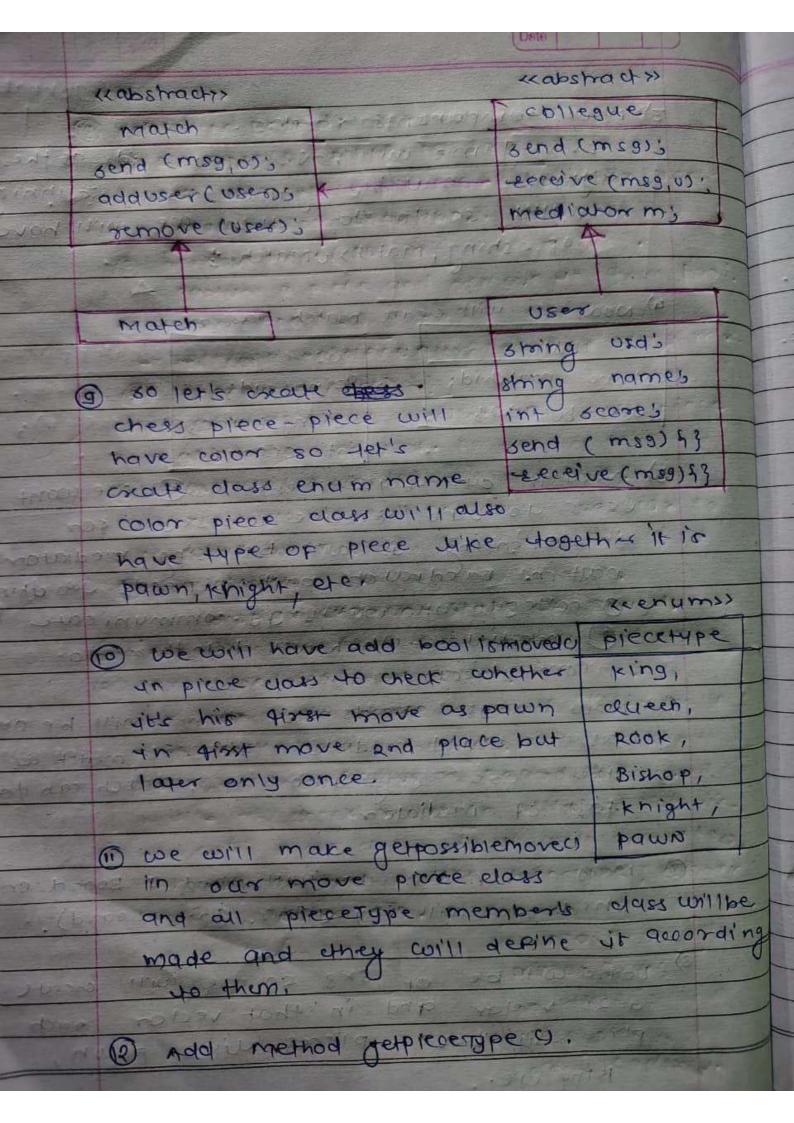
5) pow components in classevery game will have unique id as their
might be multiple games having tunning
paraultury so to store them we will have
map < string, match > aimatch ~;

watch oser string match class that string matchies string uid; string uid; string agme; int score;

5) Now in our requirement Now we want uses to send / tereive messages for implementing it will be using mediator pattern. mediator pattern needs the othing

- O collegue who wants to communicate
- @ mediator-which will help them to communicate.
 - of now collegue reced's two thing will be our cars user and mediator will be match as there are only two users, match can do task of mediator.
 - 1 wow in mouth we will need a Board on which we will play games. (8x8 Board).
 - B) Board coil be op 8x8 so we will except a 2p vector and in that vector each place coil have pieces like pown,

ring etc.



- (3) we exacted 6 concrete class tring, queen,

 Rook, Bishop, knight, pawn and vib will

 Inherit piece class and will depine nated

 gerprecetype or,

 gerpossible move come.
- To manage an these 6 classes we will need piece factory and vit's tosse is to coeate piece and will have method.

 Cocatepiece (PieceType pt. Color () {}.
 - map < position, pieces pieceposition.

 I can be replace by parcint, into.

THE SHOP AND A POPULATION OF

CHAPTER STUDIES OF BOOKER.

to set actual tocation.

1 Let's create position.	position
by vit will check in position	int rows
in at more to isvalid or	int cols
Not as it more in wrong	i'ovalidu {}
or something.	TOTAL A THE STATE OF
in admired to the town of a vertical report line to	distance of the second

- Description to Board. Whenever Board is made it's called (constructor like waste).
 - (18) now we will keep our Board dass dump as it shouldn't know it i'ess valid naove on sures to move a piece we will use pale strategy.

@ continue Board source and believes award		
@ place pièce (pièce) pos) 24		
= == == == == price prece one position using		
map > piecepagition		
3 remove piece (pos) fil more properties.		
- capture a piece and remove it from band,		
and a dethiere (bo2) 4)		
- It will delpièce morn position using map		
(5) 1's.occupied (pas) 4?		
- It will check whether pas has piece		
- aldready or NOT.		
@ movepiece (400m, 40) = 23 = ===============================		
. If will move piece from position to		
chair to west position, the all the trades	arday is	
The display was to be for the following.		
display current state of 1800	red,	
protection of the Literal English services		
(2) NOW WE WITH NEED RUNES.		
- we will create abstract class-chestrult		
1) by will have methods some		
O jovalidmove (move m, Board b)		
- To check move in vouid or Not we		
oreate move doss as it will need too		
much parameter wike precetype		
(1900) 200 pos propor eje ballo		
move	*** *** S	
1012 12 12 12 12 12 12 12 12 12 position thou		
211 Husself taphode of the popular to		
Proces to the or quer precepted		
- 40 mes of other will be present C9	physiols:	

*

Ē

@ vis Incheck Crolome, Board b) 5 - check it any polos play as with theck as contention but todo mora shows a my postnownot (a) is checkmate (color, Board), @ Is Hatemate (color, Board); (5) would cause theat (colore, movem, Board b); el) now we will create consiete class when we will define all it's method. -- 21 1 (428 , 100) AMERICAN (3") (Back to mach does . 2 lost many - we will except a enum days coalled comestatus to check the status has obsolgame. The elecuterial brief THE PERSON HED BEEN LE · PEDUE - J (3) our match dows is also a mediator days so it should ston history of our days chato so we will have vector painit. vector < messages history. WAS THE STATE OF THE PARTY OF T (4) Let's more merrage yours. merrage al History string, Sendes Ids - - to predite (05) we will also have move string contents windy veeter in our match litimestamp daes vector (move) mahi that are training the second to TOTAL DISCON

