## Checkers Class Diagram



layout # matrix :String[][]

+ Layout () :void

## UnitTest

+Test1 (x1 :lnt, y1 :lnt, x2 :lnt, y2 :lnt, k :String, matrix : String[][], valid : Boolean) :Boolean + Test2 (p1 :Player, p2 :Player, lD : String, ID2 :String) : Boolean + Test3 (matrix : String[][], x :String, y :String) :Boolean

