PieceType «enumeration» PAWN ROOK

KNIGHT

BISHOP

QUEEN

KING

GameStatus «enumeration» PLAYING CHECKMATE STALEMATE

MATERIL\_LACK

REPETITION

PieceColor «enumeration» WHITE BLACK VOID

VoidPiece

VoidPiece(pPosition : Coordinate)

~VoidPiece()

IsMoveValid(endingPosition : Coordinate) : bool

Bishop

Bishop(pColor : PieceColor, pPosition : Coordinate) ~Bishop()

IsMoveValid(endingPosition : Coordinate) : bool

Knight

Knight(pColor : PieceColor, pPosition : Coordinate)

~Knight()

IsMoveValid(endingPosition : Coordinate) : bool

Queen

Queen(pColor : PieceColor, pPosition : Coordinate)

~Queen()

IsMoveValid(endingPosition : Coordinate) : bool

Rook

hasMoved : bool

Rook(pColor : PieceColor, pPosition : Coordinate, hasMoved : bool)

IsMoveValid(endingPosition : Coordinate) : bool CanCastle() : bool

Move(newPosition : Coordinate) : void

King

hasMoved : bool

King(pColor : PieceColor, pPosition : Coordinate, hasMoved : bool)

IsMoveValid(endingPosition : Coordinate) : bool

CanCastle() : bool

Move(newPosition : Coordinate) : void

Pawn

hasMoved : bool

doubleAdvancementMoveNumber : int

Pawn(pColor : PieceColor, pPosition : Coordinate, hasMoved : bool)

IsMoveValid(endingPosition : Coordinate) : bool

Move(newPosition : Coordinate) : void

GetDoubleAdvancementMoveNumber() : int

