

Checkers
+main()

Player
+id: int
+equals()

Game
+m: int matrix +p1: Player +p2: Player +currentPlayer: Player +pno: int +x1: int +x2: int +y1: int +y2: int
+drawGame() +belongs(x1: int, y1: int) +isCorrect(x1: int, y1: int, x2: int, y2: int) +setPlayer(p: Player) +changePlayer() +move(x1: int, y1: int, x2: int, y2: int) +playerMove() +startGame()