

# Exercise 1: Command



Assignment 1: Provide a UML diagram for your design.

Assignment 2: Implement the game of chess using the command pattern for the moves of each chess piece. For simplicity assume that each different chess piece (pawn, knight) only has one unique move command. E.g. a knight moves 2 forward and one to the left. Players should also be able to undo their move in their own turn.

Hints: Divide and conquer: Start simple with only one chess piece that can move on a board. Chess pieces, the board and the players are all objects. Its easiest if you store the pieces for each player in an array and players can move their piece by indicating their id and evoking `execute()`. Think about which object is your client and which is your Invoker.

Don't worry about moving off the board or even in which direction a black or white piece moves.

Sample output is shown below:

```
White:Knight jumps from A0 to B2
Black:Pawn moves from A1 to A2
White:Pawn moves from A1 to A2
White:UNDO: Pawn moves from A2 to A1
White:Pawn moves from A2 to A3
```