



Observer

- printfield() + setKing(): Move Move - fromX : int - fromY : int - toX : int - toY: int + <<Constructor>> Move(fromX : char, fromY : int, toX : char, toY : int) + << Destuctor>> ~Move() + operator=(move : Move) + getFromX(): int + getFromY(): int + getToX(): int + getToY(): int - copy(move : Move) - destroy()

board : const board&

+ getMove(): Move