UsernameSuggestions

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SEARCH:
Package ver14

Class UsernameSuggestions

java.lang.Object

ver14.UsernameSuggestions

---

public class UsernameSuggestions extends Object

- ## Constructor Summary

  Constructors
  Constructor
  Description
  `UsernameSuggestions()`

- ## Method Summary

  All MethodsStatic MethodsConcrete Methods
  Modifier and Type
  Method
  Description
  `static ArrayList<String> createSuggestions (String username)`

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Details

UsernameSuggestions

public UsernameSuggestions()

Method Details

createSuggestions

public static ArrayList<String> createSuggestions (String username)

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SEARCH:
Package ver14

Class ThreadsUtil

java.lang.Object

ver14.ThreadsUtil

---

public class ThreadsUtil extends Object

Field Summary

Fields
Modifier and Type
Field
Description
`static int`
`NUM_OF_THREADS`

Constructor Summary

Constructors
Constructor
Description
`ThreadsUtil()`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
`static void`
`main (String[] args)`

`static double`
`sampleCpuUsage()`

Methods inherited from class java.lang.Object

`equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

Field Details

NUM_OF_THREADS

public static final int NUM_OF_THREADS

Constructor Details

ThreadsUtil

public ThreadsUtil()

Method Details

main

public static void main (String[] args)

sampleCpuUsage

public static double sampleCpuUsage()

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SEARCH:
Package ver14.Tests

Class Tests

java.lang.Object

ver14.Tests.Tests

All Implemented Interfaces:
`org.testng.ITest`

Direct Known Subclasses:
`EvalTests`, `FenTests`, `MinimaxTests`, `MoveGenerationTest`

---

public class Tests extends Object implements org.testng.ITest

- ## Constructor Summary

Constructors
Constructor
Description
`Tests()`

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
getTestName()

static void
main (String[] args)

static Model
model (String fen)

static void
startTime()

static long
stopTime()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

• Constructor Details

♦ Tests

public Tests()

• Method Details

♦ main

public static void main (String[] args) throws Exception
Throws:
Exception

♦ model

public static Model model (String fen)

♦ startTime

public static void startTime()

♦ stopTime

public static long stopTime()

♦ getTestName

public String getTestName()
Specified by:
`getTestName` in interface `org.testng.ITest`

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SEARCH:
Package ver14.Tests

Class Sockets

java.lang.Object

ver14.Tests.Sockets

---

public class Sockets extends Object

Constructor Summary

Constructors
Constructor
Description
`Sockets()`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
`static void`
`main (String[] args)`

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Details

Sockets

public Sockets()

Method Details

main

public static void main (String[] args) throws IOException
Throws:
IOException

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SEARCH:
Package ver14.Tests

Class SocketThingy

java.lang.Object

ver14.Tests.SocketThingy

---

public class SocketThingy extends Object

Constructor Summary

Constructors
Constructor
Description
`SocketThingy()`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
`static void`
`testSocket()`

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Details

SocketThingy

public SocketThingy()

Method Details

testSocket

public static void testSocket() throws Exception
Throws:
Exception

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SEARCH:
Package ver14.Tests

Class MoveGenerationTest

java.lang.Object

ver14.Tests.Tests

ver14.Tests.MoveGenerationTest

All Implemented Interfaces:
`org.testng.ITest`

---

public class MoveGenerationTest extends Tests
The type Move generation test.

- ## Constructor Summary

Constructors
Constructor
Description
`MoveGenerationTest()`

- ## Method Summary

Methods inherited from class ver14.Tests.Tests

getTestName, main, model, startTime, stopTime

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

- ## Constructor Details

  - ### MoveGenerationTest

    public MoveGenerationTest()

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SEARCH:
Package ver14.Tests

Class MinimaxTests

java.lang.Object

ver14.Tests.Tests

ver14.Tests.MinimaxTests

All Implemented Interfaces:
`org.testng.ITest`

---

public class MinimaxTests extends Tests

- ## Constructor Summary

Constructors
Constructor
Description
`MinimaxTests()`

• Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static void
main (String[] args)

Methods inherited from class ver14.Tests.Tests

getTestName, model, startTime, stopTime

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

• Constructor Details

♦ MinimaxTests

public MinimaxTests()

• Method Details

♦ main

public static void main (String[] args)

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SEARCH:
Package ver14.Tests

Class LocationTests

java.lang.Object

ver14.Tests.LocationTests

---

public class LocationTests extends Object

- ## Constructor Summary

  Constructors
  Constructor
  Description
  `LocationTests()`

- ## Method Summary

  All MethodsStatic MethodsConcrete Methods
  Modifier and Type
  Method
  Description
  `static void`
  `bounds()`

`static void`
`checkStrGen()`

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Constructor Details

LocationTests

public LocationTests()

Method Details

checkStrGen

public static void checkStrGen()

bounds

public static void bounds()

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SEARCH:
Package ver14.Tests

Class FenTests

java.lang.Object

ver14.Tests.Tests

ver14.Tests.FenTests

All Implemented Interfaces:
`org.testng.ITest`

---

public class FenTests extends Tests

- ## Constructor Summary

Constructors
Constructor
Description
`FenTests()`

- ## Method Summary

Methods inherited from class ver14.Tests.Tests

getTestName, main, model, startTime, stopTime

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

- ## Constructor Details

  - ### FenTests

    public FenTests()

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SEARCH:
Package ver14.Tests

Class EvalTests

java.lang.Object

ver14.Tests.Tests

ver14.Tests.EvalTests

All Implemented Interfaces:
`org.testng.ITest`

---

public class EvalTests extends Tests

- ## Constructor Summary

Constructors
Constructor
Description
`EvalTests()`

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`void`
`checkColors()`

`Object[][]`
`moveSequences()`

`void`
`testRepetition (BasicMove[] moves, int findInPly)`

Methods inherited from class ver14.Tests.Tests

`getTestName`, `main`, `model`, `startTime`, `stopTime`

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

• Constructor Details

♦ EvalTests

public EvalTests()

• Method Details

♦ checkColors

public void checkColors()

♦ moveSequences

@DataProvider(name="repetitions") public Object[][] moveSequences()

♦ testRepetition

public void testRepetition (BasicMove[] moves, int findInPly)

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SEARCH:
Package ver14.SharedClasses.Utils

Class StrUtils

java.lang.Object

ver14.SharedClasses.Utils.StrUtils

---

public class StrUtils extends Object

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static interface`
`StrUtils.IterationThingy<T>`

Constructor Summary

Constructors
Constructor
Description
`StrUtils()`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description

static String
awful (String og)

static String
clean (String str)

static int
countMatches (String str, String match)

static String
createTimeGreeting()

static String
createTimeStr (long millis)

static String
dateTimePrefix (String str)

static String
dontCapFull (String str)

static String
dontCapWord (String str)

static String
fitInside (String str, JComponent comp)

static String
fixHtml (String str)

static String
format (String str)

static String[]
format (String[] arr)

static String[][]
format (String[][] mat)

static String
formatDate (String longStr)

static String
formatDate (Date date)

static String
formatDate (Date date, String format)

static String
formatDateSQL (Date date)

static int
getPort (Socket socket)

static int
getPort (SocketAddress socketAddress)

static String
getUrl (Socket socket)

static String
getUrl (SocketAddress socketAddress)

static String
htmlNewLines (String str)

static boolean
isEmpty (String str)

static void
main (String[] args)

static String
parseURLS (String str)

static String
repeat (StrUtils.IterationThingy<String> iterationThingy,
int numOfIterations)

static String
splitArr (Object[] arr)

static String
splitArr (String divide, Object[] arr)

static String
splitArr (String divide, Object[] arr, boolean format)

static String
strINN (Object... objs)

static String
uppercase (String str)

- **Methods inherited from class java.lang.Object**

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

- **Constructor Details**

  - **StrUtils**

    public StrUtils()

- **Method Details**

  - **dontCapFull**

    public static String dontCapFull (String str)
  - **htmlNewLines**

    public static String htmlNewLines (String str)
  - **countMatches**

    public static int countMatches (String str, String match)
  - **format**

    public static String[][] format (String[][] mat)
  - **format**

    public static String[] format (String[] arr)
  - **format**

    public static String format (String str)
  - **isEmpty**

    public static boolean isEmpty (String str)
  - **formatDate**

    public static String formatDate (String longStr)
  - **formatDate**

    public static String formatDate (Date date)
  - **formatDate**

    public static String formatDate (Date date, String format)

- **parseURLS**

  public static String parseURLS (String str)
- **uppercase**

  public static String uppercase (String str)
- **dontCapWord**

  public static String dontCapWord (String str)
- **formatDateSQL**

  public static String formatDateSQL (Date date)
- **getPort**

  public static int getPort (Socket socket)
- **getPort**

  public static int getPort (SocketAddress socketAddress)
- **getUrl**

  public static String getUrl (Socket socket)
- **getUrl**

  public static String getUrl (SocketAddress socketAddress)
- **fitInside**

  public static String fitInside (String str, JComponent comp)
- **fixHtml**

  public static String fixHtml (String str)
- **strINN**

  public static String strINN (Object... objs)
- **splitArr**

  public static String splitArr (Object[] arr)
- **splitArr**

  public static String splitArr (String divide, Object[] arr)
- **splitArr**

  public static String splitArr (String divide, Object[] arr, boolean format)
- **clean**

  public static String clean (String str)

- **createTimeGreeting**

  public static String createTimeGreeting()
- **main**

  public static void main (String[] args)
- **createTimeStr**

  public static String createTimeStr (long millis)
- **awful**

  public static String awful (String og)
- **dateTimePrefix**

  public static String dateTimePrefix (String str)
- **repeat**

  public static String repeat (StrUtils.IterationThingy<String> iterationThingy, int numOfIterations)

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SEARCH:
Package ver14.SharedClasses.Utils

Interface StrUtils.IterationThingy<T>

Enclosing class:
StrUtils

---

public static interface StrUtils.IterationThingy<T>

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
T
`iteration (int i, boolean isLast)`

Method Details

iteration

T iteration (int i, boolean isLast)

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SEARCH:
Package ver14.SharedClasses.Utils

Class RegEx

java.lang.Object

ver14.SharedClasses.Utils.RegEx

All Implemented Interfaces:
`Serializable`

---

public class RegEx extends Object implements Serializable

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`RegEx.Prefixes`

• Field Summary

Fields
Modifier and Type
Field
Description
static RegEx
Any

String[]
dontMatch

static RegEx
DontSaveGame

static RegEx
Fen

static RegEx
Icon

static RegEx
IPPAddress

static RegEx
Numbers

static RegEx
Password

static RegEx
StrUtilSkip

static RegEx
URL

static RegEx
Username

• Constructor Summary

Constructors
Constructor
Description
RegEx (String regEx, String details, boolean useDontMatch, String... dontMatch)

RegEx (String regEx, String details, String... dontMatch)

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
RegEx
canBeEmpty (boolean bool, String emptyDetails)

boolean
check (String str)

RegEx
get (boolean useDontMatch)

String
getDetails()

String
getRegex()

static boolean
isSavedDate (String str)

void
setUseDontMatch (boolean useDontMatch)

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

• Field Details

♦ Fen

public static final RegEx Fen

♦ Username

public static final RegEx Username

♦ Password

public static final RegEx Password

♦ Icon

public static final RegEx Icon

StrUtilSkip

public static final RegEx StrUtilSkip

Numbers

public static final RegEx Numbers

URL

public static final RegEx URL

DontSaveGame

public static final RegEx DontSaveGame

IPPAddress

public static final RegEx IPPAddress

Any

public static final RegEx Any

dontMatch

public final String[] dontMatch

Constructor Details

RegEx

public RegEx (String regEx, String details, String... dontMatch)

RegEx

public RegEx (String regEx, String details, boolean useDontMatch, String... dontMatch)

Method Details

isSavedDate

public static boolean isSavedDate (String str)

canBeEmpty

public RegEx canBeEmpty (boolean bool, String emptyDetails)

get

public RegEx get (boolean useDontMatch)

setUseDontMatch

public void setUseDontMatch (boolean useDontMatch)

- **getDetails**

  public String getDetails()
- **check**

  public boolean check (String str)
- **getRegex**

  public String getRegex()

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SEARCH:
Package ver14.SharedClasses.Utils

Class RegEx.Prefixes

java.lang.Object

ver14.SharedClasses.Utils.RegEx.Prefixes

Enclosing class:
RegEx

---

public static class RegEx.Prefixes extends Object

- ## Field Summary

Fields
Modifier and Type
Field
Description
static String
DATE_TIME

static String
DONT_CAP_FULL

static String
DONT_CAP_WORD

static String
GUEST_PREFIX

Constructor Summary

Constructors
Constructor
Description
Prefixes()

Method Summary

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

GUEST_PREFIX

public static final String GUEST_PREFIX
See Also:
Constant Field Values

DONT_CAP_FULL

public static final String DONT_CAP_FULL
See Also:
Constant Field Values

DONT_CAP_WORD

public static final String DONT_CAP_WORD
See Also:
Constant Field Values

DATE_TIME

public static final String DATE_TIME
See Also:
Constant Field Values

Constructor Details

♦ Prefixes

public Prefixes()

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SEARCH:
Package ver14.SharedClasses.Utils

Class ArrUtils

java.lang.Object

ver14.SharedClasses.Utils.ArrUtils

---

public class ArrUtils extends Object
Array Utility Class.

Author:
Bezalel Avrahami (bezalel3250@gmail.com)

Constructor Summary

Constructors
Constructor
Description
`ArrUtils()`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method

Description
`static <T> T[]`
`concat (T[] array1, T... array2)`
credit
`static <T> ArrayList<T>`
`createList (ObjCallback<T> objCreator, int size)`
Create list array list.
`static <T> T`
`exists (T[] arr, int... index)`
Exists t.

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Constructor Details

ArrUtils

public ArrUtils()

Method Details

concat

public static <T> T[] concat (T[] array1, T... array2)
credit
Type Parameters:
`T` - the type parameter
Parameters:
`array1` - the array 1
`array2` - the array 2
Returns:
t [ ]

createList

public static <T> ArrayList<T> createList (ObjCallback<T> objCreator, int size)
Create list array list.
Type Parameters:
`T` - the type parameter
Parameters:
`objCreator` - the obj creator
`size` - the size
Returns:
the array list

♦ exists

public static <T> T exists (T[] arr, int... index)
Exists t.
Type Parameters:
`T` - the type parameter
Parameters:
`arr` - the arr
`index` - the index
Returns:
the t

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SEARCH:
Package ver14.SharedClasses.Utils

Class ArgsUtil

java.lang.Object

ver14.SharedClasses.Utils.ArgsUtil

---

public class ArgsUtil extends Object
The type Args utils.

- ## Nested Class Summary

  Nested Classes
  Modifier and Type
  Class
  Description
  `static class`
  `ArgsUtil.OptionalArg`

- ## Method Summary

  All MethodsStatic MethodsInstance MethodsConcrete Methods
  Modifier and Type
  Method
  Description

static ArgsUtil
create (String[] args)

ArgsUtil.OptionalArg
equalsSign (String preEqualStr)
Equals sign optional arg.
ArgsUtil.OptionalArg
plainTextIgnoreCase (String str)

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Method Details

create

public static ArgsUtil create (String[] args)

equalsSign

public ArgsUtil.OptionalArg equalsSign (String preEqualStr)
Equals sign optional arg. for any arg of this format: preEqualStr=%argval%
Parameters:
preEqualStr - the pre equal str
Returns:
the optional arg value(assuming there is one) %argval% in the example above

plainTextIgnoreCase

public ArgsUtil.OptionalArg plainTextIgnoreCase (String str)

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SEARCH:
Package ver14.SharedClasses.Utils

Record Class ArgsUtil.OptionalArg

java.lang.Object

java.lang.Record

ver14.SharedClasses.Utils.ArgsUtil.OptionalArg

Enclosing class:
ArgsUtil

---

public static record ArgsUtil.OptionalArg(String str) extends Record

- ## Constructor Summary

Constructors
Constructor
Description
`OptionalArg (String str)`
Creates an instance of a `OptionalArg` record class.

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`boolean`
`equals (Object o)`
Indicates whether some other object is "equal to" this one.
`boolean`
`exists()`

`Boolean`
`getBoolean (Boolean ifErr)`

`int`
`getInt()`

`int`
`getInt (int ifErr)`

`String`
`getString()`

`int`
`hashCode()`
Returns a hash code value for this object.
`String`
`str()`
Returns the value of the `str` record component.
`String`
`toString()`
Returns a string representation of this record class.

Methods inherited from class java.lang.Object

`getClass`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

• Constructor Details

♦ OptionalArg

public OptionalArg (String str)
Creates an instance of a `OptionalArg` record class.
Parameters:
`str` - the value for the `str` record component

Method Details

♦ getString

public String getString()

♦ getBoolean

public Boolean getBoolean (Boolean ifErr)

♦ exists

public boolean exists()

♦ getInt

public int getInt()

♦ getInt

public int getInt (int ifErr)

♦ toString

public final String toString()
Returns a string representation of this record class. The representation contains the name of the class, followed by the name and value of each of the record components.
Specified by:
`toString` in class `Record`
Returns:
a string representation of this object

♦ hashCode

public final int hashCode()
Returns a hash code value for this object. The value is derived from the hash code of each of the record components.
Specified by:
`hashCode` in class `Record`
Returns:
a hash code value for this object

♦ equals

public final boolean equals (Object o)
Indicates whether some other object is "equal to" this one. The objects are equal if the other object is of the same class and if all the record components are equal. All components in this record class are compared with `Objects::equals(Object,Object)`.
Specified by:
`equals` in class `Record`
Parameters:
`o` - the object with which to compare
Returns:
`true` if this object is the same as the `o` argument; `false` otherwise.

- ♦ **str**

  public String str()
  Returns the value of the `str` record component.
  Returns:
  the value of the `str` record component

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SEARCH:
Package ver14.SharedClasses.UI.dialogs

Class ConfirmDialogs

java.lang.Object

ver14.SharedClasses.UI.dialogs.ConfirmDialogs

---

public class ConfirmDialogs extends Object
The utility class Confirm dialogs.

Constructor Summary

Constructors
Constructor
Description
`ConfirmDialogs()`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
`static String`

`confirm (Component parent, String title, String header, String message, ImageIcon icon, String initialValue)`
Confirm string.
`static boolean confirm (Component parent, String title, String message, ImageIcon icon)`
Confirm boolean.
`static void main (String[] args)`
The entry point of application.

Methods inherited from class java.lang.Object

`equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

Constructor Details

ConfirmDialogs

public ConfirmDialogs()

Method Details

confirm

public static boolean confirm (Component parent, String title, String message, ImageIcon icon)
Confirm boolean.
Parameters:
`parent` - the parent
`title` - the title
`message` - the message
`icon` - the icon
Returns:
the boolean

main

public static void main (String[] args)
The entry point of application.
Parameters:
`args` - the input arguments

confirm

public static String confirm (Component parent, String title, String header, String message, ImageIcon icon, String initialValue)
Confirm string.
Parameters:
`parent` - the parent
`header` - the header

`message` - the message
`title` - the title
`icon` - the icon
`initialValue` - the initial value

Returns:

the string

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SEARCH:
Package ver14.SharedClasses.UI

Class MyLbl

java.lang.Object

java.awt.Component

java.awt.Container

javax.swing.JComponent

javax.swing.JLabel

ver14.SharedClasses.UI.MyLbl

All Implemented Interfaces:
`ImageObserver`, `MenuContainer`, `Serializable`, `Accessible`, `SwingConstants`

Direct Known Subclasses:
`LinkLabel`

---

public class MyLbl extends JLabel

See Also:
Serialized Form

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
static interface
MyLbl.StringModifier

Nested classes/interfaces inherited from class javax.swing.JComponent

JComponent.AccessibleJComponent

Nested classes/interfaces inherited from class java.awt.Component

Component.BaselineResizeBehavior

- ## Field Summary

Fields inherited from class javax.swing.JComponent

TOOL_TIP_TEXT_KEY, UNDEFINED_CONDITION, WHEN_ANCESTOR_OF_FOCUSED_COMPONENT, WHEN_FOCUSED, WHEN_IN_FOCUSED_WINDOW

Fields inherited from class java.awt.Component

BOTTOM_ALIGNMENT, CENTER_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT, TOP_ALIGNMENT

Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

Fields inherited from interface javax.swing.SwingConstants

BOTTOM, CENTER, EAST, HORIZONTAL, LEADING, LEFT, NEXT, NORTH, NORTH_EAST, NORTH_WEST, PREVIOUS, RIGHT, SOUTH, SOUTH_EAST, SOUTH_WEST, TOP, TRAILING, VERTICAL, WEST

- ## Constructor Summary

Constructors
Constructor
Description
MyLbl()

MyLbl (String text)

MyLbl (String text, Font font)

MyLbl (String text, Icon icon, int horizontalAlignment)

MyLbl (Icon icon, Font font)

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
void
setAllSizes (Dimension size)

void
setText (String text)

static void
toggle()

void
underline()

Methods inherited from class javax.swing.JLabel

getAccessibleContext, getDisabledIcon, getDisplayedMnemonic, getDisplayedMnemonicIndex, getHorizontalAlignment, getHorizontalTextPosition, getIcon, getIconTextGap, getLabelFor, getText, getUI, getUIClassID, getVerticalAlignment, getVerticalTextPosition, imageUpdate, setDisabledIcon, setDisplayedMnemonic, setDisplayedMnemonic, setDisplayedMnemonicIndex, setHorizontalAlignment, setHorizontalTextPosition, setIcon, setIconTextGap, setLabelFor, setUI, setVerticalAlignment, setVerticalTextPosition, updateUI

Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize,

getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY, grabFocus, hide, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingTile, isRequestFocusEnabled, isValidateRoot, paint, paintImmediately, paintImmediately, print, printAll, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeNotify, removeVetoableChangeListener, repaint, repaint, requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow, resetKeyboardActions, reshape, revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls, setBackground, setBorder, setComponentPopupMenu, setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setEnabled, setFocusTraversalKeys, setFont, setForeground, setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize, setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize, setRequestFocusEnabled, setToolTipText, setTransferHandler, setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction, update

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, addPropertyChangeListener, addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalKeys, getFocusTraversalPolicy, getLayout, getMousePosition, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, printComponents, remove, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusCycleRoot, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setLayout, transferFocusDownCycle, validate

Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, createImage, createImage, createVolatileImage, createVolatileImage, dispatchEvent, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBackground, getBounds,

getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit, getTreeLock, gotFocus, handleEvent, hasFocus, inside, isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, postEvent, prepareImage, prepareImage, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocusInWindow, resize, resize, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled, setIgnoreRepaint, setLocale, setLocation, setLocation, setMixingCutoutShape, setName, setSize, setSize, show, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

MyLbl

public MyLbl (String text, Font font)

MyLbl

public MyLbl (String text)

MyLbl

public MyLbl (String text, Icon icon, int horizontalAlignment)

MyLbl

public MyLbl (Icon icon, Font font)

♦ MyLbl

public MyLbl()

• Method Details

♦ setText

public void setText (String text)
Overrides:
`setText` in class `JLabel`

♦ toggle

public static void toggle()

♦ underline

public void underline()

♦ setAllSizes

public void setAllSizes (Dimension size)

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SEARCH:
Package ver14.SharedClasses.UI

Interface MyLbl.StringModifier

Enclosing class:
MyLbl

---

public static interface MyLbl.StringModifier

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
String
modify (String modifying)

Method Details

modify

String modify (String modifying)

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SEARCH:
Package ver14.SharedClasses.UI

Class MyJFrame

java.lang.Object

java.awt.Component

java.awt.Container

java.awt.Window

java.awt.Frame

javax.swing.JFrame

ver14.SharedClasses.UI.MyJFrame

All Implemented Interfaces:
`ImageObserver`, `MenuContainer`, `Serializable`, `Accessible`, `RootPaneContainer`, `WindowConstants`

---

public class MyJFrame extends JFrame
The type My j frame.

See Also:
Serialized Form

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
static interface
MyJFrame.BooleanClosing
The interface Boolean closing.
static interface
MyJFrame.Closing<T>
The interface Closing.
static class
MyJFrame.MyAdapter
The type My adapter.
static interface
MyJFrame.StringClosing
The interface String closing.

Nested classes/interfaces inherited from class java.awt.Window

Window.Type

Nested classes/interfaces inherited from class java.awt.Component

Component.BaselineResizeBehavior

- ## Field Summary

Fields inherited from class java.awt.Frame

CROSSHAIR_CURSOR, DEFAULT_CURSOR, E_RESIZE_CURSOR, HAND_CURSOR, ICONIFIED, MAXIMIZED_BOTH, MAXIMIZED_HORIZ, MAXIMIZED_VERT, MOVE_CURSOR, N_RESIZE_CURSOR, NE_RESIZE_CURSOR, NORMAL, NW_RESIZE_CURSOR, S_RESIZE_CURSOR, SE_RESIZE_CURSOR, SW_RESIZE_CURSOR, TEXT_CURSOR, W_RESIZE_CURSOR, WAIT_CURSOR

Fields inherited from class java.awt.Component

BOTTOM_ALIGNMENT, CENTER_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT, TOP_ALIGNMENT

Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

Fields inherited from interface javax.swing.WindowConstants

DISPOSE_ON_CLOSE, DO_NOTHING_ON_CLOSE, EXIT_ON_CLOSE, HIDE_ON_CLOSE

• Constructor Summary

Constructors
Constructor
Description
MyJFrame()
Instantiates a new My j frame.

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
static void
addResizeEvent (JRootPane rootPane, VoidCallback onResize)

static MyJFrame.MyAdapter
debugAdapter (Window addTo)
Debug adapter my adapter.
void
doXClick()
Do x click.
MyJFrame.MyAdapter
getMyAdapter()
Gets my adapter.
void
setOnExit (MyJFrame.Closing<?> onClose)
Sets on exit.
void
setOnResize (VoidCallback onResize)
Sets on resize.

Methods inherited from class javax.swing.JFrame

getAccessibleContext, getContentPane, getDefaultCloseOperation, getGlassPane, getGraphics, getJMenuBar, getLayeredPane, getRootPane, getTransferHandler, isDefaultLookAndFeelDecorated, remove, repaint, setContentPane, setDefaultCloseOperation, setDefaultLookAndFeelDecorated, setGlassPane, setIconImage, setJMenuBar, setLayeredPane, setLayout, setTransferHandler, update

Methods inherited from class java.awt.Frame

addNotify, getCursorType, getExtendedState, getFrames, getIconImage, getMaximizedBounds, getMenuBar, getState, getTitle, isResizable, isUndecorated, remove, removeNotify, setBackground, setCursor,

setExtendedState, setMaximizedBounds, setMenuBar, setOpacity, setResizable, setShape, setState, setTitle, setUndecorated

Methods inherited from class java.awt.Window

addPropertyChangeListener, addPropertyChangeListener, addWindowFocusListener, addWindowListener, addWindowStateListener, applyResourceBundle, applyResourceBundle, createBufferStrategy, createBufferStrategy, dispose, getBackground, getBufferStrategy, getFocusableWindowState, getFocusCycleRootAncestor, getFocusOwner, getFocusTraversalKeys, getIconImages, getInputContext, getListeners, getLocale, getModalExclusionType, getMostRecentFocusOwner, getOpacity, getOwnedWindows, getOwner, getOwnerlessWindows, getShape, getToolkit, getType, getWarningString, getWindowFocusListeners, getWindowListeners, getWindows, getWindowStateListeners, hide, isActive, isAlwaysOnTop, isAlwaysOnTopSupported, isAutoRequestFocus, isFocusableWindow, isFocusCycleRoot, isFocused, isLocationByPlatform, isOpaque, isShowing, isValidateRoot, pack, paint, postEvent, removeWindowFocusListener, removeWindowListener, removeWindowStateListener, reshape, setAlwaysOnTop, setAutoRequestFocus, setBounds, setBounds, setCursor, setFocusableWindowState, setFocusCycleRoot, setIconImages, setLocation, setLocation, setLocationByPlatform, setLocationRelativeTo, setMinimumSize, setModalExclusionType, setSize, setSize, setType, setVisible, show, toBack, toFront

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getAlignmentX, getAlignmentY, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalPolicy, getInsets, getLayout, getMaximumSize, getMinimumSize, getMousePosition, getPreferredSize, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, print, printComponents, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusTraversalKeys, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setFont, transferFocusDownCycle, validate

Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, contains, createImage, createImage, createVolatileImage, createVolatileImage, disable, dispatchEvent,

enable, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBaseline, getBaselineResizeBehavior, getBounds, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getFontMetrics, getForeground, getGraphicsConfiguration, getHeight, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocation, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getSize, getTreeLock, getWidth, getX, getY, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isDoubleBuffered, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, prepareImage, prepareImage, printAll, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocus, requestFocusInWindow, requestFocusInWindow, resize, resize, revalidate, setComponentOrientation, setDropTarget, setEnabled, setFocusable, setFocusTraversalKeysEnabled, setForeground, setIgnoreRepaint, setLocale, setMaximumSize, setMixingCutoutShape, setName, setPreferredSize, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Methods inherited from interface java.awt.MenuContainer

getFont, postEvent

Constructor Details

MyJFrame

public MyJFrame() throws HeadlessException
Instantiates a new My j frame.
Throws:
HeadlessException - the headless exception

• Method Details

♦ debugAdapter

public static MyJFrame.MyAdapter debugAdapter (Window addTo)
Debug adapter my adapter.
Parameters:
`addTo` - the add to
Returns:
the my adapter

♦ getMyAdapter

public MyJFrame.MyAdapter getMyAdapter()
Gets my adapter.
Returns:
the my adapter

♦ setOnExit

public void setOnExit (MyJFrame.Closing<?> onClose)
Sets on exit.
Parameters:
`onClose` - the on close

♦ doXClick

public void doXClick()
Do x click.

♦ setOnResize

public void setOnResize (VoidCallback onResize)
Sets on resize.
Parameters:
`onResize` - the on resize

♦ addResizeEvent

public static void addResizeEvent (JRootPane rootPane, VoidCallback onResize)

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SEARCH:
Package ver14.SharedClasses.UI

Interface MyJFrame.StringClosing

All Superinterfaces:
`MyJFrame.Closing<String>`

Enclosing class:
MyJFrame

---

public static interface MyJFrame.StringClosing extends MyJFrame.Closing<String>
The interface String closing.

- ## Field Summary

  ### Fields inherited from interface ver14.SharedClasses.UI.MyJFrame.Closing

  `header`, `icon`, `title`

- ## Method Summary

  All MethodsInstance MethodsAbstract MethodsDefault Methods
  Modifier and Type
  Method
  Description
  `default boolean`

checkClosingVal (String val)
Check closing val boolean.
String
initialValue()

default String
show()
Show string.

Methods inherited from interface ver14.SharedClasses.UI.MyJFrame.Closing

closing, tryClose

Method Details

show

default String show()
Show string.
Specified by:
show in interface MyJFrame.Closing<String>
Returns:
the string

checkClosingVal

default boolean checkClosingVal (String val)
Check closing val boolean.
Specified by:
checkClosingVal in interface MyJFrame.Closing<String>
Parameters:
val - the val
Returns:
the boolean

initialValue

String initialValue()

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SEARCH:
Package ver14.SharedClasses.UI

Class MyJFrame.MyAdapter

java.lang.Object

java.awt.event.KeyAdapter

ver14.SharedClasses.UI.MyJFrame.MyAdapter

All Implemented Interfaces:
`KeyListener`, `EventListener`

Enclosing class:
MyJFrame

---

public static class MyJFrame.MyAdapter extends KeyAdapter
The type My adapter.

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static interface`
`MyJFrame.MyAdapter.HeldDown`

The interface Held down.

• Constructor Summary

Constructors
Constructor
Description
MyAdapter()

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
Set<Integer>
addAction (VoidCallback action, Integer... keys)
Add action set.
void
addHeldDown (MyJFrame.MyAdapter.HeldDown heldDown)
Add held down.
void
keyPressed (KeyEvent e)
Key pressed.
void
keyReleased (KeyEvent e)
Key released.
void
removeAction (Set<Integer> action)
Remove action.

Methods inherited from class java.awt.event.KeyAdapter

keyTyped

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

• Constructor Details

♦ MyAdapter

public MyAdapter()

• Method Details

♦ keyPressed

public void keyPressed (KeyEvent e)
Key pressed.
Specified by:
`keyPressed` in interface `KeyListener`
Overrides:
`keyPressed` in class `KeyAdapter`
Parameters:
`e` - the e

♦ keyReleased

public void keyReleased (KeyEvent e)
Key released.
Specified by:
`keyReleased` in interface `KeyListener`
Overrides:
`keyReleased` in class `KeyAdapter`
Parameters:
`e` - the e

♦ addHeldDown

public void addHeldDown (MyJFrame.MyAdapter.HeldDown heldDown)
Add held down.
Parameters:
`heldDown` - the held down

♦ addAction

public Set<Integer> addAction (VoidCallback action, Integer... keys)
Add action set.
Parameters:
`action` - the action
`keys` - the keys
Returns:
the set

♦ removeAction

public void removeAction (Set<Integer> action)
Remove action.
Parameters:
`action` - the action

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SEARCH:
Package ver14.SharedClasses.UI

Interface MyJFrame.MyAdapter.HeldDown

Enclosing class:
MyJFrame.MyAdapter

---

public static interface MyJFrame.MyAdapter.HeldDown
The interface Held down.

- ## Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`void`
`endPress()`
End press.
`int`
`key()`
Key int.
`void`
`startPress()`
Start press.

• Method Details

♦ startPress

void startPress()
Start press.

♦ endPress

void endPress()
End press.

♦ key

int key()
Key int.
Returns:
the int

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SEARCH:
Package ver14.SharedClasses.UI

Interface MyJFrame.Closing<T>

Type Parameters:
`T` - the type parameter

All Known Subinterfaces:
`MyJFrame.BooleanClosing`, `MyJFrame.StringClosing`

Enclosing class:
MyJFrame

---

public static interface MyJFrame.Closing<T>
The interface Closing.

- ## Field Summary

Fields
Modifier and Type
Field
Description
`static String`
`header`
The constant header.
`static ImageIcon`
`icon`

The constant icon.
`static String`
`title`
The constant title.

Method Summary

All MethodsInstance MethodsAbstract MethodsDefault Methods
Modifier and Type
Method
Description
`boolean`
`checkClosingVal (T val)`
Check closing val boolean.
`void`
`closing (T val)`
Closing.
`T`
`show()`
Show t.
`default void`
`tryClose()`
Try close.

Field Details

title

static final String title
The constant title.
See Also:
Constant Field Values

header

static final String header
The constant header.
See Also:
Constant Field Values

icon

static final ImageIcon icon
The constant icon.

Method Details

♦ tryClose

default void tryClose()
Try close.

♦ show

T show()
Show t.
Returns:
the t

♦ checkClosingVal

boolean checkClosingVal (T val)
Check closing val boolean.
Parameters:
`val` - the val
Returns:
the boolean

♦ closing

void closing (T val)
Closing.
Parameters:
`val` - the val

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SEARCH:
Package ver14.SharedClasses.UI

Interface MyJFrame.BooleanClosing

All Superinterfaces:
`MyJFrame.Closing<Boolean>`

Enclosing class:
MyJFrame

---

public static interface MyJFrame.BooleanClosing extends MyJFrame.Closing<Boolean>
The interface Boolean closing.

- ## Field Summary

Fields inherited from interface ver14.SharedClasses.UI.MyJFrame.Closing

`header`, `icon`, `title`

- ## Method Summary

All MethodsInstance MethodsAbstract MethodsDefault Methods
Modifier and Type
Method
Description
`default boolean`

checkClosingVal (Boolean val)
Check closing val boolean.
void
closing()
Closing.
default void
closing (Boolean val)
Closing.
default Boolean
show()
Show boolean.

Methods inherited from interface ver14.SharedClasses.UI.MyJFrame.Closing

tryClose

Method Details

show

default Boolean show()
Show boolean.
Specified by:
show in interface MyJFrame.Closing<Boolean>
Returns:
the boolean

checkClosingVal

default boolean checkClosingVal (Boolean val)
Check closing val boolean.
Specified by:
checkClosingVal in interface MyJFrame.Closing<Boolean>
Parameters:
val - the val
Returns:
the boolean

closing

default void closing (Boolean val)
Description copied from interface: MyJFrame.Closing
Closing.
Specified by:
closing in interface MyJFrame.Closing<Boolean>
Parameters:
val - the val

♦ closing

void closing()
Closing.

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SEARCH:
Package ver14.SharedClasses.UI

Class LinkLabel

java.lang.Object

java.awt.Component

java.awt.Container

javax.swing.JComponent

javax.swing.JLabel

ver14.SharedClasses.UI.MyLbl

ver14.SharedClasses.UI.LinkLabel

All Implemented Interfaces:
`ImageObserver`, `MenuContainer`, `Serializable`, `Accessible`, `SwingConstants`

---

public class LinkLabel extends MyLbl

See Also:
Serialized Form

- **Nested Class Summary**

Nested classes/interfaces inherited from class ver14.SharedClasses.UI.MyLbl

MyLbl.StringModifier

Nested classes/interfaces inherited from class javax.swing.JComponent

JComponent.AccessibleJComponent

Nested classes/interfaces inherited from class java.awt.Component

Component.BaselineResizeBehavior

- **Field Summary**

Fields inherited from class javax.swing.JComponent

TOOL_TIP_TEXT_KEY, UNDEFINED_CONDITION, WHEN_ANCESTOR_OF_FOCUSED_COMPONENT, WHEN_FOCUSED, WHEN_IN_FOCUSED_WINDOW

Fields inherited from class java.awt.Component

BOTTOM_ALIGNMENT, CENTER_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT, TOP_ALIGNMENT

Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

Fields inherited from interface javax.swing.SwingConstants

BOTTOM, CENTER, EAST, HORIZONTAL, LEADING, LEFT, NEXT, NORTH, NORTH_EAST, NORTH_WEST, PREVIOUS, RIGHT, SOUTH, SOUTH_EAST, SOUTH_WEST, TOP, TRAILING, VERTICAL, WEST

- **Constructor Summary**

Constructors
Constructor
Description
LinkLabel (String text, VoidCallback onClick)

Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
static void
main (String[] args)

void
setText (String text)

Methods inherited from class ver14.SharedClasses.UI.MyLbl

setAllSizes, toggle, underline

Methods inherited from class javax.swing.JLabel

getAccessibleContext, getDisabledIcon, getDisplayedMnemonic, getDisplayedMnemonicIndex, getHorizontalAlignment, getHorizontalTextPosition, getIcon, getIconTextGap, getLabelFor, getText, getUI, getUIClassID, getVerticalAlignment, getVerticalTextPosition, imageUpdate, setDisabledIcon, setDisplayedMnemonic, setDisplayedMnemonic, setDisplayedMnemonicIndex, setHorizontalAlignment, setHorizontalTextPosition, setIcon, setIconTextGap, setLabelFor, setUI, setVerticalAlignment, setVerticalTextPosition, updateUI

Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY, grabFocus, hide, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingTile, isRequestFocusEnabled, isValidateRoot, paint, paintImmediately, paintImmediately, print, printAll, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeNotify,

removeVetoableChangeListener, repaint, repaint, requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow, resetKeyboardActions, reshape, revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls, setBackground, setBorder, setComponentPopupMenu, setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setEnabled, setFocusTraversalKeys, setFont, setForeground, setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize, setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize, setRequestFocusEnabled, setToolTipText, setTransferHandler, setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction, update

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, addPropertyChangeListener, addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalKeys, getFocusTraversalPolicy, getLayout, getMousePosition, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, printComponents, remove, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusCycleRoot, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setLayout, transferFocusDownCycle, validate

Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, createImage, createImage, createVolatileImage, createVolatileImage, dispatchEvent, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBackground, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit, getTreeLock, gotFocus, handleEvent, hasFocus, inside,

- isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, postEvent, prepareImage, prepareImage, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocusInWindow, resize, resize, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled, setIgnoreRepaint, setLocale, setLocation, setLocation, setMixingCutoutShape, setName, setSize, setSize, show, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

LinkLabel

public LinkLabel (String text, VoidCallback onClick)

Method Details

main

public static void main (String[] args)

setText

public void setText (String text)
Overrides:
setText in class MyLbl

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SEARCH:
Package ver14.SharedClasses.UI

Class GameView

java.lang.Object

java.awt.Component

java.awt.Container

java.awt.Window

java.awt.Frame

javax.swing.JFrame

ver14.SharedClasses.UI.GameView

All Implemented Interfaces:
`ImageObserver`, `MenuContainer`, `Serializable`, `Accessible`, `RootPaneContainer`, `WindowConstants`

---

public class GameView extends JFrame

See Also:
Serialized Form

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.awt.Window

Window.Type

Nested classes/interfaces inherited from class java.awt.Component

Component.BaselineResizeBehavior

- ## Field Summary

Fields inherited from class java.awt.Frame

CROSSHAIR_CURSOR, DEFAULT_CURSOR, E_RESIZE_CURSOR, HAND_CURSOR, ICONIFIED, MAXIMIZED_BOTH, MAXIMIZED_HORIZ, MAXIMIZED_VERT, MOVE_CURSOR, N_RESIZE_CURSOR, NE_RESIZE_CURSOR, NORMAL, NW_RESIZE_CURSOR, S_RESIZE_CURSOR, SE_RESIZE_CURSOR, SW_RESIZE_CURSOR, TEXT_CURSOR, W_RESIZE_CURSOR, WAIT_CURSOR

Fields inherited from class java.awt.Component

BOTTOM_ALIGNMENT, CENTER_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT, TOP_ALIGNMENT

Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

Fields inherited from interface javax.swing.WindowConstants

DISPOSE_ON_CLOSE, DO_NOTHING_ON_CLOSE, EXIT_ON_CLOSE, HIDE_ON_CLOSE

- ## Constructor Summary

Constructors
Constructor
Description
GameView()

- ## Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description

void
update (Board board)

Methods inherited from class javax.swing.JFrame

getAccessibleContext, getContentPane, getDefaultCloseOperation, getGlassPane, getGraphics, getJMenuBar, getLayeredPane, getRootPane, getTransferHandler, isDefaultLookAndFeelDecorated, remove, repaint, setContentPane, setDefaultCloseOperation, setDefaultLookAndFeelDecorated, setGlassPane, setIconImage, setJMenuBar, setLayeredPane, setLayout, setTransferHandler, update

Methods inherited from class java.awt.Frame

addNotify, getCursorType, getExtendedState, getFrames, getIconImage, getMaximizedBounds, getMenuBar, getState, getTitle, isResizable, isUndecorated, remove, removeNotify, setBackground, setCursor, setExtendedState, setMaximizedBounds, setMenuBar, setOpacity, setResizable, setShape, setState, setTitle, setUndecorated

Methods inherited from class java.awt.Window

addPropertyChangeListener, addPropertyChangeListener, addWindowFocusListener, addWindowListener, addWindowStateListener, applyResourceBundle, applyResourceBundle, createBufferStrategy, createBufferStrategy, dispose, getBackground, getBufferStrategy, getFocusableWindowState, getFocusCycleRootAncestor, getFocusOwner, getFocusTraversalKeys, getIconImages, getInputContext, getListeners, getLocale, getModalExclusionType, getMostRecentFocusOwner, getOpacity, getOwnedWindows, getOwner, getOwnerlessWindows, getShape, getToolkit, getType, getWarningString, getWindowFocusListeners, getWindowListeners, getWindows, getWindowStateListeners, hide, isActive, isAlwaysOnTop, isAlwaysOnTopSupported, isAutoRequestFocus, isFocusableWindow, isFocusCycleRoot, isFocused, isLocationByPlatform, isOpaque, isShowing, isValidateRoot, pack, paint, postEvent, removeWindowFocusListener, removeWindowListener, removeWindowStateListener, reshape, setAlwaysOnTop, setAutoRequestFocus, setBounds, setBounds, setCursor, setFocusableWindowState, setFocusCycleRoot, setIconImages, setLocation, setLocation, setLocationByPlatform, setLocationRelativeTo, setMinimumSize, setModalExclusionType, setSize, setSize, setType, setVisible, show, toBack, toFront

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getAlignmentX, getAlignmentY, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalPolicy, getInsets, getLayout, getMaximumSize, getMinimumSize,

getMousePosition, getPreferredSize, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, print, printComponents, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusTraversalKeys, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setFont, transferFocusDownCycle, validate

Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, contains, createImage, createImage, createVolatileImage, createVolatileImage, disable, dispatchEvent, enable, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBaseline, getBaselineResizeBehavior, getBounds, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getFontMetrics, getForeground, getGraphicsConfiguration, getHeight, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocation, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getSize, getTreeLock, getWidth, getX, getY, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isDoubleBuffered, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, prepareImage, prepareImage, printAll, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocus, requestFocusInWindow, requestFocusInWindow, resize, resize, revalidate, setComponentOrientation, setDropTarget, setEnabled, setFocusable, setFocusTraversalKeysEnabled, setForeground, setIgnoreRepaint, setLocale, setMaximumSize, setMixingCutoutShape, setName, setPreferredSize, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Methods inherited from interface java.awt.MenuContainer

getFont, postEvent

Constructor Details

GameView

public GameView() throws HeadlessException
Throws:
HeadlessException

Method Details

update

public void update (Board board)

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SEARCH:
Package ver14.SharedClasses.UI

Class FontManager

java.lang.Object

ver14.SharedClasses.UI.FontManager

---

public class FontManager extends Object

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`FontManager.Dialogs`

`static class`
`FontManager.JMenus`

- ## Field Summary

Fields
Modifier and Type
Field
Description

static Font
backOk

static Font
boardButtons

static Font
coordinates

static Font
dbResponseTable

static Font
dbResponseTableHeader

static Font
defaultLinkLbl

static Font
error

static Font
large

static Font
normal

static Font
sidePanel

static Font
small

static Font
statistics

static Font
statusLbl

static Font
xLarge

• Constructor Summary

Constructors
Constructor
Description
`FontManager()`

• Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
`static void`
`main (String[] args)`

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

• Field Details

♦ statusLbl

public static final Font statusLbl

♦ dbResponseTable

public static final Font dbResponseTable

♦ dbResponseTableHeader

public static final Font dbResponseTableHeader

♦ sidePanel

public static final Font sidePanel

♦ coordinates

public static final Font coordinates

♦ boardButtons

public static final Font boardButtons

♦ statistics

public static final Font statistics

♦ backOk

public static final Font backOk

♦ xLarge

public static final Font xLarge

♦ normal

public static final Font normal

♦ large

public static final Font large

♦ small

public static final Font small

♦ error

public static final Font error

♦ defaultLinkLbl

public static final Font defaultLinkLbl

• Constructor Details

♦ FontManager

public FontManager()

• Method Details

♦ main

public static void main (String[] args)

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SEARCH:
Package ver14.SharedClasses.UI

Class FontManager.JMenus

java.lang.Object

ver14.SharedClasses.UI.FontManager.JMenus

Enclosing class:
FontManager

---

public static class FontManager.JMenus extends Object

- ## Field Summary

Fields
Modifier and Type
Field
Description
`static Font headers`

`static Font items`

• Constructor Summary

Constructors
Constructor
Description
`JMenus()`

• Method Summary

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

• Field Details

♦ headers

public static final Font headers

♦ items

public static final Font items

• Constructor Details

♦ JMenus

public JMenus()

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SEARCH:
Package ver14.SharedClasses.UI

Class FontManager.Dialogs

java.lang.Object

ver14.SharedClasses.UI.FontManager.Dialogs

Enclosing class:
FontManager

---

public static class FontManager.Dialogs extends Object

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`FontManager.Dialogs.MessageDialogs`

Field Summary

Fields
Modifier and Type
Field
Description

static ver14.SharedClasses.UI.FontManager.Base dialog

static ver14.SharedClasses.UI.FontManager.Base dialogHeader

static ver14.SharedClasses.UI.FontManager.Base dialogInput

static ver14.SharedClasses.UI.FontManager.Base errorLbl

static ver14.SharedClasses.UI.FontManager.Base fetchVerifyLbl

static ver14.SharedClasses.UI.FontManager.Base selectableBtn

Constructor Summary

Constructors
Constructor
Description

Dialogs()

Method Summary

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

selectableBtn

public static final ver14.SharedClasses.UI.FontManager.Base selectableBtn

♦ dialogHeader

public static final ver14.SharedClasses.UI.FontManager.Base dialogHeader

♦ dialogInput

public static final ver14.SharedClasses.UI.FontManager.Base dialogInput

♦ dialog

public static final ver14.SharedClasses.UI.FontManager.Base dialog

♦ fetchVerifyLbl

public static final ver14.SharedClasses.UI.FontManager.Base fetchVerifyLbl

♦ errorLbl

public static final ver14.SharedClasses.UI.FontManager.Base errorLbl

• Constructor Details

♦ Dialogs

public Dialogs()

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SEARCH:
Package ver14.SharedClasses.UI

Class FontManager.Dialogs.MessageDialogs

java.lang.Object

ver14.SharedClasses.UI.FontManager.Dialogs.MessageDialogs

Enclosing class:
FontManager.Dialogs

---

public static class FontManager.Dialogs.MessageDialogs extends Object

- ## Field Summary

Fields
Modifier and Type
Field
Description
`static Font`
`error`

`static Font`
`info`

• Constructor Summary

Constructors
Constructor
Description
`MessageDialogs()`

• Method Summary

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

• Field Details

♦ error

public static final Font error

♦ info

public static final Font info

• Constructor Details

♦ MessageDialogs

public MessageDialogs()

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- Method

SEARCH:
Package ver14.SharedClasses.UI.Buttons

Class ValueBtn<T>

java.lang.Object

java.awt.Component

java.awt.Container

javax.swing.JComponent

javax.swing.AbstractButton

javax.swing.JButton

ver14.SharedClasses.UI.Buttons.MyJButton

ver14.SharedClasses.UI.Buttons.ValueBtn<T>

All Implemented Interfaces:
`ImageObserver`, `ItemSelectable`, `MenuContainer`, `Serializable`, `Accessible`, `SwingConstants`

---

public class ValueBtn<T> extends MyJButton

See Also:
Serialized Form

- **Nested Class Summary**

Nested classes/interfaces inherited from class javax.swing.JComponent

JComponent.AccessibleJComponent

Nested classes/interfaces inherited from class java.awt.Component

Component.BaselineResizeBehavior

- **Field Summary**

Fields inherited from class javax.swing.AbstractButton

BORDER_PAINTED_CHANGED_PROPERTY,
CONTENT_AREA_FILLED_CHANGED_PROPERTY,
DISABLED_ICON_CHANGED_PROPERTY,
DISABLED_SELECTED_ICON_CHANGED_PROPERTY,
FOCUS_PAINTED_CHANGED_PROPERTY,
HORIZONTAL_ALIGNMENT_CHANGED_PROPERTY,
HORIZONTAL_TEXT_POSITION_CHANGED_PROPERTY, ICON_CHANGED_PROPERTY,
MARGIN_CHANGED_PROPERTY, MNEMONIC_CHANGED_PROPERTY,
MODEL_CHANGED_PROPERTY, PRESSED_ICON_CHANGED_PROPERTY,
ROLLOVER_ENABLED_CHANGED_PROPERTY, ROLLOVER_ICON_CHANGED_PROPERTY,
ROLLOVER_SELECTED_ICON_CHANGED_PROPERTY,
SELECTED_ICON_CHANGED_PROPERTY, TEXT_CHANGED_PROPERTY,
VERTICAL_ALIGNMENT_CHANGED_PROPERTY,
VERTICAL_TEXT_POSITION_CHANGED_PROPERTY

Fields inherited from class javax.swing.JComponent

TOOL_TIP_TEXT_KEY, UNDEFINED_CONDITION,
WHEN_ANCESTOR_OF_FOCUSED_COMPONENT, WHEN_FOCUSED,
WHEN_IN_FOCUSED_WINDOW

Fields inherited from class java.awt.Component

BOTTOM_ALIGNMENT, CENTER_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT,
TOP_ALIGNMENT

Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS,
WIDTH

Fields inherited from interface javax.swing.SwingConstants

BOTTOM, CENTER, EAST, HORIZONTAL, LEADING, LEFT, NEXT, NORTH,
NORTH_EAST, NORTH_WEST, PREVIOUS, RIGHT, SOUTH, SOUTH_EAST,
SOUTH_WEST, TOP, TRAILING, VERTICAL, WEST

• Constructor Summary

Constructors
Constructor
Description
ValueBtn (String text, Font font, T value, Callback<T> onClick)

• Method Summary

Methods inherited from class ver14.SharedClasses.UI.Buttons.MyJButton

getMinSize, replaceWithCancel, resetState, setFont, setOnClick, setText

Methods inherited from class javax.swing.JButton

getAccessibleContext, getUIClassID, isDefaultButton, isDefaultCapable, removeNotify, setDefaultCapable, updateUI

Methods inherited from class javax.swing.AbstractButton

addActionListener, addChangeListener, addItemListener, doClick, doClick, getAction, getActionCommand, getActionListeners, getChangeListeners, getDisabledIcon, getDisabledSelectedIcon, getDisplayedMnemonicIndex, getHideActionText, getHorizontalAlignment, getHorizontalTextPosition, getIcon, getIconTextGap, getItemListeners, getLabel, getMargin, getMnemonic, getModel, getMultiClickThreshhold, getPressedIcon, getRolloverIcon, getRolloverSelectedIcon, getSelectedIcon, getSelectedObjects, getText, getUI, getVerticalAlignment, getVerticalTextPosition, imageUpdate, isBorderPainted, isContentAreaFilled, isFocusPainted, isRolloverEnabled, isSelected, removeActionListener, removeChangeListener, removeItemListener, setAction, setActionCommand, setBorderPainted, setContentAreaFilled, setDisabledIcon, setDisabledSelectedIcon, setDisplayedMnemonicIndex, setEnabled, setFocusPainted, setHideActionText, setHorizontalAlignment, setHorizontalTextPosition, setIcon, setIconTextGap, setLabel, setLayout, setMargin, setMnemonic, setMnemonic, setModel, setMultiClickThreshhold, setPressedIcon, setRolloverEnabled, setRolloverIcon, setRolloverSelectedIcon, setSelected, setSelectedIcon, setUI, setVerticalAlignment, setVerticalTextPosition

Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline,

getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY, grabFocus, hide, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingTile, isRequestFocusEnabled, isValidateRoot, paint, paintImmediately, paintImmediately, print, printAll, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeVetoableChangeListener, repaint, repaint, requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow, resetKeyboardActions, reshape, revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls, setBackground, setBorder, setComponentPopupMenu, setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setFocusTraversalKeys, setForeground, setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize, setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize, setRequestFocusEnabled, setToolTipText, setTransferHandler, setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction, update

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, addPropertyChangeListener, addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalKeys, getFocusTraversalPolicy, getLayout, getMousePosition, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, printComponents, remove, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusCycleRoot, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, transferFocusDownCycle, validate

Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener,

addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, createImage, createImage, createVolatileImage, createVolatileImage, dispatchEvent, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBackground, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit, getTreeLock, gotFocus, handleEvent, hasFocus, inside, isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, postEvent, prepareImage, prepareImage, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocusInWindow, resize, resize, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled, setIgnoreRepaint, setLocale, setLocation, setLocation, setMixingCutoutShape, setName, setSize, setSize, show, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

• Constructor Details

♦ ValueBtn

public ValueBtn (String text, Font font, T value, Callback<T> onClick)

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Package ver14.SharedClasses.UI.Buttons

Class MyJButton

java.lang.Object

java.awt.Component

java.awt.Container

javax.swing.JComponent

javax.swing.AbstractButton

javax.swing.JButton

ver14.SharedClasses.UI.Buttons.MyJButton

All Implemented Interfaces:
`ImageObserver`, `ItemSelectable`, `MenuContainer`, `Serializable`, `Accessible`, `SwingConstants`

Direct Known Subclasses:
`ValueBtn`

---

public class MyJButton extends JButton
MyJButton- represents a button.

Author:
Bezalel Avrahami (bezalel3250@gmail.com)
See Also:
Serialized Form

- ## Nested Class Summary

Nested classes/interfaces inherited from class javax.swing.JComponent

JComponent.AccessibleJComponent

Nested classes/interfaces inherited from class java.awt.Component

Component.BaselineResizeBehavior

- ## Field Summary

Fields inherited from class javax.swing.AbstractButton

BORDER_PAINTED_CHANGED_PROPERTY,
CONTENT_AREA_FILLED_CHANGED_PROPERTY,
DISABLED_ICON_CHANGED_PROPERTY,
DISABLED_SELECTED_ICON_CHANGED_PROPERTY,
FOCUS_PAINTED_CHANGED_PROPERTY,
HORIZONTAL_ALIGNMENT_CHANGED_PROPERTY,
HORIZONTAL_TEXT_POSITION_CHANGED_PROPERTY, ICON_CHANGED_PROPERTY,
MARGIN_CHANGED_PROPERTY, MNEMONIC_CHANGED_PROPERTY,
MODEL_CHANGED_PROPERTY, PRESSED_ICON_CHANGED_PROPERTY,
ROLLOVER_ENABLED_CHANGED_PROPERTY, ROLLOVER_ICON_CHANGED_PROPERTY,
ROLLOVER_SELECTED_ICON_CHANGED_PROPERTY,
SELECTED_ICON_CHANGED_PROPERTY, TEXT_CHANGED_PROPERTY,
VERTICAL_ALIGNMENT_CHANGED_PROPERTY,
VERTICAL_TEXT_POSITION_CHANGED_PROPERTY

Fields inherited from class javax.swing.JComponent

TOOL_TIP_TEXT_KEY, UNDEFINED_CONDITION,
WHEN_ANCESTOR_OF_FOCUSED_COMPONENT, WHEN_FOCUSED,
WHEN_IN_FOCUSED_WINDOW

Fields inherited from class java.awt.Component

BOTTOM_ALIGNMENT, CENTER_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT,
TOP_ALIGNMENT

Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

Fields inherited from interface javax.swing.SwingConstants

BOTTOM, CENTER, EAST, HORIZONTAL, LEADING, LEFT, NEXT, NORTH, NORTH_EAST, NORTH_WEST, PREVIOUS, RIGHT, SOUTH, SOUTH_EAST, SOUTH_WEST, TOP, TRAILING, VERTICAL, WEST

• Constructor Summary

Constructors
Constructor
Description
MyJButton()
Instantiates a new My j button.
MyJButton (String text)
Instantiates a new My j button.
MyJButton (String text, Font font)
Instantiates a new My j button.
MyJButton (String text, Font font, VoidCallback onClick)
Instantiates a new My j button.
MyJButton (String text, Font font, VoidCallback onClick, JPanel addTo)
Instantiates a new My j button.
MyJButton (String text, VoidCallback callback)
Instantiates a new My j button.

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
int
getMinSize()
Gets min size.
void
replaceWithCancel (VoidCallback onCancelled)
Replace with cancel.
void
resetState (boolean e)
Reset state.
void
setFont (Font font)
Sets font.
void
setOnClick (VoidCallback onClick)

Sets on click.

void
setText (String text)
Sets text.

Methods inherited from class javax.swing.JButton

getAccessibleContext, getUIClassID, isDefaultButton, isDefaultCapable, removeNotify, setDefaultCapable, updateUI

Methods inherited from class javax.swing.AbstractButton

addActionListener, addChangeListener, addItemListener, doClick, doClick, getAction, getActionCommand, getActionListeners, getChangeListeners, getDisabledIcon, getDisabledSelectedIcon, getDisplayedMnemonicIndex, getHideActionText, getHorizontalAlignment, getHorizontalTextPosition, getIcon, getIconTextGap, getItemListeners, getLabel, getMargin, getMnemonic, getModel, getMultiClickThreshhold, getPressedIcon, getRolloverIcon, getRolloverSelectedIcon, getSelectedIcon, getSelectedObjects, getText, getUI, getVerticalAlignment, getVerticalTextPosition, imageUpdate, isBorderPainted, isContentAreaFilled, isFocusPainted, isRolloverEnabled, isSelected, removeActionListener, removeChangeListener, removeItemListener, setAction, setActionCommand, setBorderPainted, setContentAreaFilled, setDisabledIcon, setDisabledSelectedIcon, setDisplayedMnemonicIndex, setEnabled, setFocusPainted, setHideActionText, setHorizontalAlignment, setHorizontalTextPosition, setIcon, setIconTextGap, setLabel, setLayout, setMargin, setMnemonic, setMnemonic, setModel, setMultiClickThreshhold, setPressedIcon, setRolloverEnabled, setRolloverIcon, setRolloverSelectedIcon, setSelected, setSelectedIcon, setUI, setVerticalAlignment, setVerticalTextPosition

Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY, grabFocus, hide, isDoubleBuffered, isLightweightComponent,

isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingTile, isRequestFocusEnabled, isValidateRoot, paint, paintImmediately, paintImmediately, print, printAll, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeVetoableChangeListener, repaint, repaint, requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow, resetKeyboardActions, reshape, revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls, setBackground, setBorder, setComponentPopupMenu, setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setFocusTraversalKeys, setForeground, setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize, setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize, setRequestFocusEnabled, setToolTipText, setTransferHandler, setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction, update

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, addPropertyChangeListener, addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalKeys, getFocusTraversalPolicy, getLayout, getMousePosition, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, printComponents, remove, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusCycleRoot, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, transferFocusDownCycle, validate

Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, createImage, createImage, createVolatileImage, createVolatileImage, dispatchEvent, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBackground, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation,

getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit, getTreeLock, gotFocus, handleEvent, hasFocus, inside, isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, postEvent, prepareImage, prepareImage, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocusInWindow, resize, resize, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled, setIgnoreRepaint, setLocale, setLocation, setLocation, setMixingCutoutShape, setName, setSize, setSize, show, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

MyJButton

public MyJButton (String text, VoidCallback callback)
Instantiates a new My j button.
Parameters:
`text` - the text
`callback` - the callback

MyJButton

public MyJButton (String text)
Instantiates a new My j button.
Parameters:
`text` - the text

MyJButton

public MyJButton()
Instantiates a new My j button.

♦ MyJButton

public MyJButton (String text, Font font, VoidCallback onClick, JPanel addTo)
Instantiates a new My j button.
Parameters:
`text` - the text
`font` - the font
`onClick` - the on click
`addTo` - the add to

♦ MyJButton

public MyJButton (String text, Font font, VoidCallback onClick)
Instantiates a new My j button.
Parameters:
`text` - the text
`font` - the font
`onClick` - the on click

♦ MyJButton

public MyJButton (String text, Font font)
Instantiates a new My j button.
Parameters:
`text` - the text
`font` - the font

• Method Details

♦ setOnClick

public void setOnClick (VoidCallback onClick)
Sets on click.
Parameters:
`onClick` - the on click

♦ setText

public void setText (String text)
Sets text.
Overrides:
`setText` in class `AbstractButton`
Parameters:
`text` - the text

♦ setFont

public void setFont (Font font)
Sets font.
Overrides:
`setFont` in class `JComponent`
Parameters:
`font` - the font

♦ getMinSize

public int getMinSize()
Gets min size.
Returns:
the min size

♦ replaceWithCancel

public void replaceWithCancel (VoidCallback onCancelled)
Replace with cancel.
Parameters:
`onCancelled` - the on cancelled

♦ resetState

public void resetState (boolean e)
Reset state.
Parameters:
`e` - the e

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SEARCH:
Package ver14.SharedClasses.Threads

Class ThreadsManager

java.lang.Object

ver14.SharedClasses.Threads.ThreadsManager

---

public class ThreadsManager extends Object
The type Threads manager.

- ## Constructor Summary

  Constructors
  Constructor
  Description
  `ThreadsManager()`

- ## Method Summary

  All MethodsStatic MethodsConcrete Methods
  Modifier and Type
  Method
  Description
  `static void`
  `addThread (MyThread thread)`

`static MyThread`
`createThread (ThrowingRunnable runnable, boolean start)`
Create thread my thread.
`static void`
`handleErrors (ThrowingRunnable runnable)`
Handle errors.
`static void`
`stopAll()`

Methods inherited from class java.lang.Object

`equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

Constructor Details

ThreadsManager

public ThreadsManager()

Method Details

addThread

public static void addThread (MyThread thread)

stopAll

public static void stopAll()

handleErrors

public static void handleErrors (ThrowingRunnable runnable)
Handle errors.
Parameters:
`runnable` - the runnable

createThread

public static MyThread createThread (ThrowingRunnable runnable, boolean start)
Create thread my thread.
Parameters:
`runnable` - the runnable
`start` - the start
Returns:
the my thread

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SEARCH:
Package ver14.SharedClasses.Threads

Class MyThread

java.lang.Object

java.lang.Thread

ver14.SharedClasses.Threads.MyThread

All Implemented Interfaces:
`Runnable`

Direct Known Subclasses:
`AppSocket`, `HandledThread`

---

public abstract class MyThread extends Thread
The type My thread.

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`MyThread.ThreadStatus`

Nested classes/interfaces inherited from class java.lang.Thread

Thread.State, Thread.UncaughtExceptionHandler

- ## Field Summary

Fields inherited from class java.lang.Thread

MAX_PRIORITY, MIN_PRIORITY, NORM_PRIORITY

- ## Constructor Summary

Constructors
Constructor
Description
MyThread()
Instantiates a new My thread.

- ## Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
<E extends MyError>
void
addHandler (Class<E> errClass, ErrorHandler<E> onErr)
Add handler.
static void
currentThread (Callback<MyThread> run)
Current thread.
void
ignoreErrs()
Ignore errs.
boolean
isIgnoreErrs()

void
reactivateErrs()
Reactivate errs.
void
run()

static void
setEnvManager (EnvManager manager)

`void`
`stopRun()`
Stop run.

Methods inherited from class java.lang.Thread

`activeCount`, `checkAccess`, `countStackFrames`, `currentThread`, `dumpStack`, `enumerate`, `getAllStackTraces`, `getContextClassLoader`, `getDefaultUncaughtExceptionHandler`, `getId`, `getName`, `getPriority`, `getStackTrace`, `getState`, `getThreadGroup`, `getUncaughtExceptionHandler`, `holdsLock`, `interrupt`, `interrupted`, `isAlive`, `isDaemon`, `isInterrupted`, `join`, `join`, `join`, `onSpinWait`, `resume`, `setContextClassLoader`, `setDaemon`, `setDefaultUncaughtExceptionHandler`, `setName`, `setPriority`, `setUncaughtExceptionHandler`, `sleep`, `sleep`, `start`, `stop`, `suspend`, `toString`, `yield`

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Constructor Details

MyThread

public MyThread()
Instantiates a new My thread.

Method Details

currentThread

public static void currentThread (Callback<MyThread> run)
Current thread. will only execute code if inside a MyThread
Parameters:
`run` - the run

setEnvManager

public static void setEnvManager (EnvManager manager)

isIgnoreErrs

public boolean isIgnoreErrs()

addHandler

public <E extends MyError> void addHandler (Class<E> errClass, ErrorHandler<E> onErr)
Add handler.
Type Parameters:
`E` - the type parameter
Parameters:
`errClass` - the err class

`onErr` - the on err

♦ stopRun

public void stopRun()
Stop run.

♦ run

public final void run()
Specified by:
`run` in interface `Runnable`
Overrides:
`run` in class `Thread`

♦ ignoreErrs

public void ignoreErrs()
Ignore errs.

♦ reactivateErrs

public void reactivateErrs()
Reactivate errs.

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SEARCH:
Package ver14.SharedClasses.Threads

Enum Class MyThread.ThreadStatus

java.lang.Object

java.lang.Enum<MyThread.ThreadStatus>

ver14.SharedClasses.Threads.MyThread.ThreadStatus

All Implemented Interfaces:
Serializable, Comparable<MyThread.ThreadStatus>, Constable

Enclosing class:
MyThread

---

public static enum MyThread.ThreadStatus extends Enum<MyThread.ThreadStatus>

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

Enum.EnumDesc<E extends Enum<E>>

• Enum Constant Summary

Enum Constants
Enum Constant
Description
DONE

NOT_STARTED

RUNNING

• Method Summary

All MethodsStatic MethodsInstance MethodsAbstract MethodsConcrete Methods
Modifier and Type
Method
Description
abstract MyThread.ThreadStatus
next()

static MyThread.ThreadStatus
valueOf (String name)
Returns the enum constant of this class with the specified name.
static MyThread.ThreadStatus[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

• Enum Constant Details

♦ NOT_STARTED

public static final MyThread.ThreadStatus NOT_STARTED

♦ RUNNING

public static final MyThread.ThreadStatus RUNNING

♦ DONE

public static final MyThread.ThreadStatus DONE

Method Details

values

public static MyThread.ThreadStatus[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

valueOf

public static MyThread.ThreadStatus valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

next

public abstract MyThread.ThreadStatus next()

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SEARCH:
Package ver14.SharedClasses.Threads

Class HandledThread

java.lang.Object

java.lang.Thread

ver14.SharedClasses.Threads.MyThread

ver14.SharedClasses.Threads.HandledThread

All Implemented Interfaces:
`Runnable`

Direct Known Subclasses:
`GameSession`

---

public class HandledThread extends MyThread
The type Handled thread.

- ## Nested Class Summary

Nested classes/interfaces inherited from class ver14.SharedClasses.Threads.MyThread

`MyThread.ThreadStatus`

Nested classes/interfaces inherited from class java.lang.Thread

Thread.State, Thread.UncaughtExceptionHandler

- ## Field Summary

Fields inherited from class java.lang.Thread

MAX_PRIORITY, MIN_PRIORITY, NORM_PRIORITY

- ## Constructor Summary

Constructors
Constructor
Description
HandledThread()
Instantiates a new Handled thread.
HandledThread (ThrowingRunnable runnable)
Instantiates a new Handled thread.

- ## Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
static HandledThread
runInHandledThread (ThrowingRunnable runnable)
Run in handled thread handled thread.
void
setRunnable (ThrowingRunnable runnable)
Sets runnable.

Methods inherited from class ver14.SharedClasses.Threads.MyThread

addHandler, currentThread, ignoreErrs, isIgnoreErrs, reactivateErrs, run, setEnvManager, stopRun

Methods inherited from class java.lang.Thread

activeCount, checkAccess, countStackFrames, currentThread, dumpStack, enumerate, getAllStackTraces, getContextClassLoader, getDefaultUncaughtExceptionHandler, getId, getName, getPriority, getStackTrace, getState, getThreadGroup, getUncaughtExceptionHandler, holdsLock, interrupt, interrupted, isAlive, isDaemon, isInterrupted, join, join, join, onSpinWait, resume, setContextClassLoader, setDaemon, setDefaultUncaughtExceptionHandler, setName, setPriority, setUncaughtExceptionHandler, sleep, sleep, start, stop, suspend,

toString, yield

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

HandledThread

public HandledThread()
Instantiates a new Handled thread.

HandledThread

public HandledThread (ThrowingRunnable runnable)
Instantiates a new Handled thread.
Parameters:
`runnable` - the runnable

Method Details

runInHandledThread

public static HandledThread runInHandledThread (ThrowingRunnable runnable)
Run in handled thread handled thread.
Parameters:
`runnable` - the runnable
Returns:
the handled thread

setRunnable

public void setRunnable (ThrowingRunnable runnable)
Sets runnable.
Parameters:
`runnable` - the runnable

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SEARCH:
Package ver14.SharedClasses.Threads.ErrorHandling

Interface ThrowingRunnable

public interface ThrowingRunnable

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`void`
`run()`

Method Details

run

void run() throws Throwable
Throws:
`Throwable`

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SEARCH:
Package ver14.SharedClasses.Threads.ErrorHandling

Class MyError

java.lang.Object

java.lang.Throwable

java.lang.Error

ver14.SharedClasses.Threads.ErrorHandling.MyError

All Implemented Interfaces:
`Serializable`

Direct Known Subclasses:
`Game.GameOverError`, `MyError.DBErr`, `MyError.DisconnectedError`

---

public class MyError extends Error

See Also:
Serialized Form

- ## Nested Class Summary

Nested Classes
Modifier and Type

Class
Description
static class
MyError.DBErr

static class
MyError.DisconnectedError

• Constructor Summary

Constructors
Constructor
Description
MyError()

MyError (String message)

MyError (String message, Throwable cause)

MyError (Throwable throwable)

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
static String
errToString (Throwable error)

String
getHandledStr()

String
toString()

Methods inherited from class java.lang.Throwable

addSuppressed, fillInStackTrace, getCause, getLocalizedMessage, getMessage, getStackTrace, getSuppressed, initCause, printStackTrace, printStackTrace, printStackTrace, setStackTrace

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

• Constructor Details

♦ MyError

public MyError()

♦ MyError

public MyError (Throwable throwable)

♦ MyError

public MyError (String message)

♦ MyError

public MyError (String message, Throwable cause)

• Method Details

♦ getHandledStr

public String getHandledStr()

♦ toString

public String toString()
Overrides:
`toString` in class `Throwable`

♦ errToString

public static String errToString (Throwable error)

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SEARCH:
Package ver14.SharedClasses.Threads.ErrorHandling

Class MyError.DisconnectedError

java.lang.Object

java.lang.Throwable

java.lang.Error

ver14.SharedClasses.Threads.ErrorHandling.MyError

ver14.SharedClasses.Threads.ErrorHandling.MyError.DisconnectedError

All Implemented Interfaces:
`Serializable`

Direct Known Subclasses:
`AppSocket.AppSocketError`, `Game.PlayerDisconnectedError`

Enclosing class:
MyError

---

public static class MyError.DisconnectedError extends MyError

See Also:
Serialized Form

- **Nested Class Summary**

Nested classes/interfaces inherited from class ver14.SharedClasses.Threads.ErrorHandling.MyError

MyError.DBErr, MyError.DisconnectedError

- **Constructor Summary**

Constructors
Constructor
Description
DisconnectedError()

DisconnectedError (String message)

DisconnectedError (Throwable throwable)

- **Method Summary**

Methods inherited from class ver14.SharedClasses.Threads.ErrorHandling.MyError

errToString, getHandledStr, toString

Methods inherited from class java.lang.Throwable

addSuppressed, fillInStackTrace, getCause, getLocalizedMessage, getMessage, getStackTrace, getSuppressed, initCause, printStackTrace, printStackTrace, printStackTrace, setStackTrace

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

- **Constructor Details**

  - **DisconnectedError**

    public DisconnectedError()

  - **DisconnectedError**

    public DisconnectedError (String message)

  - **DisconnectedError**

    public DisconnectedError (Throwable throwable)

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SEARCH:
Package ver14.SharedClasses.Threads.ErrorHandling

Class MyError.DBErr

java.lang.Object

java.lang.Throwable

java.lang.Error

ver14.SharedClasses.Threads.ErrorHandling.MyError

ver14.SharedClasses.Threads.ErrorHandling.MyError.DBErr

All Implemented Interfaces:
`Serializable`

Enclosing class:
MyError

---

public static class MyError.DBErr extends MyError

See Also:
Serialized Form

- **Nested Class Summary**

Nested classes/interfaces inherited from class ver14.SharedClasses.Threads.ErrorHandling.MyError

MyError.DBErr, MyError.DisconnectedError

- **Constructor Summary**

Constructors
Constructor
Description
DBErr (String message, Throwable cause)

DBErr (Throwable throwable)

- **Method Summary**

Methods inherited from class ver14.SharedClasses.Threads.ErrorHandling.MyError

errToString, getHandledStr, toString

Methods inherited from class java.lang.Throwable

addSuppressed, fillInStackTrace, getCause, getLocalizedMessage, getMessage, getStackTrace, getSuppressed, initCause, printStackTrace, printStackTrace, printStackTrace, setStackTrace

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

- **Constructor Details**

  - **DBErr**

    public DBErr (Throwable throwable)

  - **DBErr**

    public DBErr (String message, Throwable cause)

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- Method

SEARCH:
Package ver14.SharedClasses.Threads.ErrorHandling

Interface ErrorHandler<E extends MyError>

Type Parameters:
`E` - the type parameter

---

public interface ErrorHandler<E extends MyError>
The interface Error handler.

- ## Method Summary

All MethodsStatic MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`void`
`handle (MyError err)`
Handle.
`static boolean`
`ignore (ThrowingRunnable runnable)`
Ignore boolean.

• Method Details

♦ ignore

static boolean ignore (ThrowingRunnable runnable)
Ignore boolean.
Parameters:
`runnable` - the runnable
Returns:
true if the runnable threw, false otherwise

♦ handle

void handle (MyError err)
Handle.
Parameters:
`err` - the err

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SEARCH:
Package ver14.SharedClasses.Threads.ErrorHandling

Interface EnvManager

All Known Implementing Classes:
`Server`

---

public interface EnvManager
Env manager - an object that can handle errors as they occur.

Author:
Bezalel Avrahami (bezalel3250@gmail.com)

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`void`
`criticalErr (MyError err)`
notifies manager of an un-handleable error. the manager must shut down everything
`void`
`handledErr (MyError err)`
notifies manager of a managed error

• Method Details

♦ handledErr

void handledErr (MyError err)
notifies manager of a managed error
Parameters:
`err` - the error thrown

♦ criticalErr

void criticalErr (MyError err)
notifies manager of an un-handleable error. the manager must shut down everything
Parameters:
`err` - the error thrown

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SEARCH:
Package ver14.SharedClasses.Sync

Class UserInfo

java.lang.Object

ver14.SharedClasses.Sync.UserInfo

All Implemented Interfaces:
`Serializable`, `SyncableItem`

---

public class UserInfo extends Object implements SyncableItem, Serializable

See Also:
Serialized Form

Field Summary

Fields
Modifier and Type
Field
Description
`String`
`id`

`String`
`profilePic`

• Constructor Summary

Constructors
Constructor
Description
UserInfo (String id)

UserInfo (String id, String profilePic)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
ID()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Methods inherited from interface ver14.SharedClasses.Sync.SyncableItem

getSyncableItem

• Field Details

♦ id

public final String id

♦ profilePic

public final String profilePic

• Constructor Details

♦ UserInfo

public UserInfo (String id)

♦ UserInfo

public UserInfo (String id, String profilePic)

• Method Details

♦ ID

public String ID()
Specified by:
ID in interface SyncableItem

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- Method

SEARCH:
Package ver14.SharedClasses.Sync

Enum Class SyncedListType

java.lang.Object

java.lang.Enum<SyncedListType>

ver14.SharedClasses.Sync.SyncedListType

All Implemented Interfaces:
`Serializable`, `Comparable<SyncedListType>`, `Constable`

---

public enum SyncedListType extends Enum<SyncedListType>

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  `Enum.EnumDesc<E extends Enum<E>>`

- ## Enum Constant Summary

  Enum Constants
  Enum Constant

Description
CONNECTED_USERS

JOINABLE_GAMES

ONGOING_GAMES

RESUMABLE_GAMES

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static SyncedListType
valueOf (String name)
Returns the enum constant of this class with the specified name.
static SyncedListType[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

RESUMABLE_GAMES

public static final SyncedListType RESUMABLE_GAMES

JOINABLE_GAMES

public static final SyncedListType JOINABLE_GAMES

CONNECTED_USERS

public static final SyncedListType CONNECTED_USERS

ONGOING_GAMES

public static final SyncedListType ONGOING_GAMES

Method Details

values

public static SyncedListType[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

valueOf

public static SyncedListType valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

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SEARCH:
Package ver14.SharedClasses.Sync

Class SyncedItems<E extends SyncableItem>

java.lang.Object

java.util.AbstractMap<K, V>

java.util.concurrent.ConcurrentHashMap<String, E>

ver14.SharedClasses.Sync.SyncedItems<E>

All Implemented Interfaces:
`Serializable`, `ConcurrentMap<String, E>`, `Map<String, E>`

---

public class SyncedItems<E extends SyncableItem> extends ConcurrentHashMap<String, E>

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static interface`

SyncedItems.Remover<L>

Nested classes/interfaces inherited from class java.util.concurrent.ConcurrentHashMap

ConcurrentHashMap.KeySetView<K extends Object, V extends Object>

Nested classes/interfaces inherited from class java.util.AbstractMap

AbstractMap.SimpleEntry<K extends Object, V extends Object>,
AbstractMap.SimpleImmutableEntry<K extends Object, V extends Object>

Nested classes/interfaces inherited from interface java.util.Map

Map.Entry<K extends Object, V extends Object>

- ## Field Summary

Fields
Modifier and Type
Field
Description
static SyncedItems
exampleGames1

static SyncedItems
exampleGames2

static SyncedItems<UserInfo>
exampleUsers1

static SyncedItems
exampleUsers2

SyncedListType
syncedListType

- ## Constructor Summary

Constructors
Constructor
Description
SyncedItems (SyncedListType syncedListType)

SyncedItems (SyncedListType syncedListType,
Callback<SyncedItems<E>> onUpdate)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
void
add (E value)

void
addAll (Collection<? extends SyncableItem> adding)

void
batchRemove (SyncedItems.Remover<E> remover)

SyncedItems<E>
clean()

void
forEachItem (Callback<E> action)

E
put (@NotNull String key, E value)

SyncableItem
put (E value)

E
remove (Object key)

boolean
remove (Object key, Object value)

Stream<E>
stream()

Methods inherited from class java.util.concurrent.ConcurrentHashMap

clear, compute, computeIfAbsent, computeIfPresent, contains, containsKey, containsValue, elements, entrySet, equals, forEach, forEach, forEach, forEachEntry, forEachEntry, forEachKey, forEachKey, forEachValue, forEachValue, get, getOrDefault, hashCode, isEmpty, keys, keySet, keySet, mappingCount, merge, newKeySet, newKeySet, putAll, putIfAbsent, reduce, reduceEntries, reduceEntries, reduceEntriesToDouble, reduceEntriesToInt, reduceEntriesToLong, reduceKeys, reduceKeys, reduceKeysToDouble, reduceKeysToInt, reduceKeysToLong, reduceToDouble, reduceToInt, reduceToLong, reduceValues, reduceValues, reduceValuesToDouble,

reduceValuesToInt, reduceValuesToLong, replace, replace, replaceAll, search, searchEntries, searchKeys, searchValues, size, toString, values

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Field Details

exampleUsers1

public static final SyncedItems<UserInfo> exampleUsers1

exampleUsers2

public static final SyncedItems exampleUsers2

exampleGames1

public static final SyncedItems exampleGames1

exampleGames2

public static final SyncedItems exampleGames2

syncedListType

public final SyncedListType syncedListType

Constructor Details

SyncedItems

public SyncedItems (SyncedListType syncedListType)

SyncedItems

public SyncedItems (SyncedListType syncedListType, Callback<SyncedItems<E>> onUpdate)

Method Details

forEachItem

public void forEachItem (Callback<E> action)

stream

public Stream<E> stream()

♦ clean

public SyncedItems<E> clean()

♦ addAll

public void addAll (Collection<? extends SyncableItem> adding)

♦ add

public void add (E value)

♦ put

public SyncableItem put (E value)

♦ put

public E put (@NotNull @NotNull String key, @NotNull E value)
Specified by:
put in interface Map<String, E extends SyncableItem>
Overrides:
put in class ConcurrentHashMap<String, E extends SyncableItem>

♦ remove

public E remove (Object key)
Specified by:
remove in interface Map<String, E extends SyncableItem>
Overrides:
remove in class ConcurrentHashMap<String, E extends SyncableItem>

♦ remove

public boolean remove (Object key, Object value)
Specified by:
remove in interface ConcurrentMap<String, E extends SyncableItem>
Specified by:
remove in interface Map<String, E extends SyncableItem>
Overrides:
remove in class ConcurrentHashMap<String, E extends SyncableItem>

♦ batchRemove

public void batchRemove (SyncedItems.Remover<E> remover)

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SEARCH:
Package ver14.SharedClasses.Sync

Interface SyncedItems.Remover<L>

Enclosing class:
SyncedItems<E extends SyncableItem>

---

public static interface SyncedItems.Remover<L>

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`boolean`
`remove (L item)`

Method Details

remove

boolean remove (L item)

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SEARCH:
Package ver14.SharedClasses.Sync

Interface SyncableItem

All Known Implementing Classes:
ArchivedGameInfo, CreatedGame, EstablishedGameInfo, GameInfo, GameSession, PlayerNet, UnfinishedGame, UserInfo

---

public interface SyncableItem

Method Summary

All MethodsInstance MethodsAbstract MethodsDefault Methods
Modifier and Type
Method
Description
default SyncableItem
getSyncableItem()

String
ID()

Method Details

getSyncableItem

default SyncableItem getSyncableItem()

ID

String ID()

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SEARCH:
Package ver14.SharedClasses.Networking

Class MessagesHandler

java.lang.Object

ver14.SharedClasses.Networking.MessagesHandler

Direct Known Subclasses:
`ServerMessagesHandler`

---

public abstract class MessagesHandler extends Object
The type Messages handler.

Constructor Summary

Constructors
Constructor
Description
`MessagesHandler (AppSocket socket)`
Instantiates a new Messages handler.

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method

Description

Message
blockTilRes (Message request)
Block til res message.

void
interruptBlocking (MyError err)
Interrupt blocking.

void
noBlockRequest (Message request, MessageCallback onRes)
No block request.

MessageCallback
onAddTime()
On add time message callback.

MessageCallback
onAlive()
On alive message callback.

void
onAnyMsg (Message message)
On any msg.

MessageCallback
onBye()
On bye message callback.

MessageCallback
onCancelQuestion()

MessageCallback
onDBRequest()
On db request message callback.

MessageCallback
onDBResponse()
On db response message callback.

void
onDisconnected()
On disconnected.

MessageCallback
onError()
On error message callback.

MessageCallback
onGameOver()
On game over message callback.

MessageCallback
onGetGameSettings()
On get game settings message callback.

MessageCallback
onGetMove()
On get move message callback.

MessageCallback
onInitGame()
On init game message callback.

MessageCallback
onInterrupt()

On interrupt message callback.
MessageCallback
onIsAlive()
On is alive message callback.
MessageCallback
onLogin()
On login message callback.
MessageCallback
onOfferDraw()
On offer draw message callback.
MessageCallback
onQuestion()
On question message callback.
MessageCallback
onResign()
On resign message callback.
MessageCallback
onUpdateByMove()
On update by move message callback.
MessageCallback
onUpdateSyncedList()
On update synced list message callback.
MessageCallback
onUsernameAvailability()
On username availability message callback.
MessageCallback
onWaitForMatch()
On wait for match message callback.
MessageCallback
onWaitTurn()
On wait turn message callback.
MessageCallback
onWelcomeMessage()
On welcome message message callback.
void
prepareForDisconnect()

void
receivedMessage (Message message)
Received message.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

• Constructor Details

♦ MessagesHandler

public MessagesHandler (AppSocket socket)
Instantiates a new Messages handler.
Parameters:
`socket` - the socket

• Method Details

♦ onCancelQuestion

public MessageCallback onCancelQuestion()

♦ interruptBlocking

public void interruptBlocking (MyError err)
Interrupt blocking.

♦ blockTilRes

public Message blockTilRes (Message request)
Block til res message.
Parameters:
`request` - the request
Returns:
the message

♦ noBlockRequest

public void noBlockRequest (Message request, MessageCallback onRes)
No block request.
Parameters:
`request` - the request
`onRes` - the on res

♦ receivedMessage

public void receivedMessage (Message message)
Received message.
Parameters:
`message` - the message

♦ prepareForDisconnect

public void prepareForDisconnect()

♦ onAnyMsg

public void onAnyMsg (Message message)
On any msg.
Parameters:
`message` - the message

♦ onDisconnected

public final void onDisconnected()
On disconnected.

♦ onLogin

public MessageCallback onLogin()
On login message callback.
Returns:
the message callback

♦ onResign

public MessageCallback onResign()
On resign message callback.
Returns:
the message callback

♦ onAddTime

public MessageCallback onAddTime()
On add time message callback.
Returns:
the message callback

♦ onOfferDraw

public MessageCallback onOfferDraw()
On offer draw message callback.
Returns:
the message callback

♦ onWelcomeMessage

public MessageCallback onWelcomeMessage()
On welcome message message callback.
Returns:
the message callback

♦ onGetGameSettings

public MessageCallback onGetGameSettings()
On get game settings message callback.
Returns:
the message callback

♦ onWaitForMatch

public MessageCallback onWaitForMatch()
On wait for match message callback.
Returns:
the message callback

♦ onInitGame

public MessageCallback onInitGame()
On init game message callback.
Returns:
the message callback

♦ onWaitTurn

public MessageCallback onWaitTurn()
On wait turn message callback.
Returns:
the message callback

♦ onGetMove

public MessageCallback onGetMove()
On get move message callback.
Returns:
the message callback

♦ onUpdateByMove

public MessageCallback onUpdateByMove()
On update by move message callback.
Returns:
the message callback

♦ onGameOver

public MessageCallback onGameOver()
On game over message callback.
Returns:
the message callback

♦ onError

public MessageCallback onError()
On error message callback.
Returns:
the message callback

♦ onQuestion

public MessageCallback onQuestion()
On question message callback.
Returns:
the message callback

♦ onBye

public MessageCallback onBye()
On bye message callback.
Returns:
the message callback

♦ onUsernameAvailability

public MessageCallback onUsernameAvailability()
On username availability message callback.
Returns:
the message callback

♦ onDBRequest

public MessageCallback onDBRequest()
On db request message callback.
Returns:
the message callback

♦ onDBResponse

public MessageCallback onDBResponse()
On db response message callback.
Returns:
the message callback

♦ onUpdateSyncedList

public MessageCallback onUpdateSyncedList()
On update synced list message callback.
Returns:
the message callback

♦ onInterrupt

public MessageCallback onInterrupt()
On interrupt message callback.
Returns:
the message callback

♦ onIsAlive

public MessageCallback onIsAlive()
On is alive message callback.
Returns:
the message callback

♦ onAlive

public MessageCallback onAlive()
On alive message callback.
Returns:
the message callback

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SEARCH:
Package ver14.SharedClasses.Networking.Messages

Enum Class MessageType

java.lang.Object

java.lang.Enum<MessageType>

ver14.SharedClasses.Networking.Messages.MessageType

All Implemented Interfaces:
`Serializable`, `Comparable<MessageType>`, `Constable`

---

public enum MessageType extends Enum<MessageType>

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  `Enum.EnumDesc<E extends Enum<E>>`

- ## Enum Constant Summary

  Enum Constants
  Enum Constant

Description
ADD_TIME

BYE

CANCEL_QUESTION

DB_REQUEST

DB_RESPONSE

ERROR

GAME_OVER

GET_GAME_SETTINGS

GET_MOVE

INIT_GAME

INTERRUPT

LOGIN

QUESTION

RESIGN

THROW_ERROR

UPDATE_BY_MOVE

UPDATE_SYNCED_LIST

USERNAME_AVAILABILITY

WAIT_FOR_MATCH

WAIT_TURN

WELCOME_MESSAGE

- ## Field Summary

Fields
Modifier and Type
Field
Description

boolean
chronologicalImportance

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static void
main (String[] args)

static MessageType
valueOf (String name)
Returns the enum constant of this class with the specified name.
static MessageType[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

LOGIN

public static final MessageType LOGIN

RESIGN

public static final MessageType RESIGN

ADD_TIME

public static final MessageType ADD_TIME

WELCOME_MESSAGE

public static final MessageType WELCOME_MESSAGE

GET_GAME_SETTINGS

public static final MessageType GET_GAME_SETTINGS

- **WAIT_FOR_MATCH**

  public static final MessageType WAIT_FOR_MATCH
- **INIT_GAME**

  public static final MessageType INIT_GAME
- **WAIT_TURN**

  public static final MessageType WAIT_TURN
- **GET_MOVE**

  public static final MessageType GET_MOVE
- **THROW_ERROR**

  public static final MessageType THROW_ERROR
- **UPDATE_BY_MOVE**

  public static final MessageType UPDATE_BY_MOVE
- **GAME_OVER**

  public static final MessageType GAME_OVER
- **ERROR**

  public static final MessageType ERROR
- **QUESTION**

  public static final MessageType QUESTION
- **BYE**

  public static final MessageType BYE
- **USERNAME_AVAILABILITY**

  public static final MessageType USERNAME_AVAILABILITY
- **DB_REQUEST**

  public static final MessageType DB_REQUEST
- **DB_RESPONSE**

  public static final MessageType DB_RESPONSE
- **UPDATE_SYNCED_LIST**

  public static final MessageType UPDATE_SYNCED_LIST
- **CANCEL_QUESTION**

  public static final MessageType CANCEL_QUESTION

♦ INTERRUPT

public static final MessageType INTERRUPT

• Field Details

♦ chronologicalImportance

public final boolean chronologicalImportance

• Method Details

♦ values

public static MessageType[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static MessageType valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

♦ main

public static void main (String[] args)

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SEARCH:
Package ver14.SharedClasses.Networking.Messages

Class Message

java.lang.Object

ver14.SharedClasses.Networking.Messages.Message

All Implemented Interfaces:
`Serializable`

---

public class Message extends Object implements Serializable
Message. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021

See Also:
Serialized Form

Field Summary

Fields
Modifier and Type
Field
Description
`String`
`messageID`
The Message id.

• Constructor Summary

Constructors
Constructor
Description
Message (MessageType messageType)
Instantiates a new Message.
Message (MessageType messageType, String subject)
Instantiates a new Message.
Message (MessageType messageType, String subject, String respondingToMsgId)
Instantiates a new Message.
Message (MessageType messageType, Message respondingTo)
Instantiates a new Message.

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
static Message answerQuestion (Question.Answer answer, Message respondingTo)
Answer question message.
static Message askForGameSettings (SyncedItems joinableGames, SyncedItems resumableGames)
Ask for game settings message.
static Message askForLogin()
Ask for login message.
static Message askForMove (MovesList possibleMoves, GameTime gameTime)

static Message askQuestion (Question question)
Ask question message.
static Message bye (String subject)
Bye message.
static Message cancelQuestion (Question question, String cause)

static Message checkUsernameAvailability (String username)
Check username availability message.
static Message dbRequest (DBRequest dbRequest)
Db request message.
static Message

error (String err)
Error message.
static Message
gameOver (GameStatus gameStatus)
Game over message.
Question.Answer
getAnswer()

Boolean
getAvailable()
Gets available.
Board
getBoard()
Gets board.
String
getCancelingQuestionCause()

DBRequest
getDBRequest()
Gets db request.
DBResponse
getDBResponse()
Gets db response.
MyError
getError()
Gets error.
GameSettings
getGameSettings()
Gets game settings.
GameStatus
getGameStatus()
Gets game status.
GameTime
getGameTime()
Gets game time.
LoginInfo
getLoginInfo()
Gets login info.
MessageType
getMessageType()
Gets message type.
Move
getMove()
Gets move.
Stack<Move>
getMoveStack()
Gets move stack.
String
getOtherPlayer()
Gets other player.
PlayerColor

getPlayerColor()
Gets player color.
MovesList
getPossibleMoves()
Gets possible moves.
ArrayList<Move>
getPreMoves()
Gets pre moves.
Question
getQuestion()
Gets question.
String
getRespondingToMsgId()
Gets responding to msg id.
String
getSubject()
Gets subject.
SyncedItems<?>[]
getSyncedLists()
Get synced lists synced items [ ].
String
getUsername()
Gets username.
ArrayList<String>
getUsernameSuggestions()
Gets username suggestions.
static Message
initGame (Board board, String opponent, PlayerColor player, GameTime gameTime, Stack<Move> moveStack)
Init game message.
static Message
interrupt()
Interrupt message.
boolean
isResponse()
Is response boolean.
boolean
isSubject()
Is subject boolean.
static Message
returnDBResponse (DBResponse DBResponse, Message request)
Return db response message.
static Message
returnGameSettings (GameSettings gameSettings, Message respondingTo)
Return game settings message.
static Message
returnLogin (LoginInfo loginInfo, Message respondingTo)
Return login message.
static Message
returnMove (Move move, Message respondingTo)
Return move message.

static Message
returnUsernameAvailable (Message request)
Return username available message.
static Message
returnUsernameNotAvailable (ArrayList<String> usernameSuggestions, Message request)
Return username not available message.
void
setAnswer (Question.Answer answer)

void
setAvailable (Boolean available)
Sets available.
void
setBoard (Board board)
Sets board.
void
setCancelingQuestionCause (String cancelingQuestionCause)

void
setDbRequest (DBRequest dbRequest)
Sets db request.
void
setDBResponse (DBResponse requestedStats)
Sets db response.
void
setError (MyError error)
Sets error.
void
setGameSettings (GameSettings gameSettings)
Sets game settings.
void
setGameStatus (GameStatus gameStatus)
Sets game status.
void
setGameTime (GameTime gameTime)
Sets game time.
void
setLoginInfo (LoginInfo loginInfo)
Sets login info.
void
setMove (Move move)
Sets move.
void
setMoveStack (Stack<Move> moveStack)
Sets move stack.
void
setOtherPlayer (String otherPlayer)
Sets other player.
void
setPlayerColor (PlayerColor playerColor)

Sets player color.
void
setPossibleMoves (MovesList possibleMoves)
Sets possible moves.
void
setPreMoves (ArrayList<Move> preMoves)
Sets pre moves.
void
setQuestion (Question question)
Sets question.
void
setRespondingTo (Message msg)
Sets responding to.
void
setRespondingToMsgId (String respondingToMsgId)
Sets responding to msg id.
void
setSyncedLists (SyncedItems<?>... syncedLists)
Sets synced lists.
void
setUsername (String username)
Sets username.
void
setUsernameSuggestions (ArrayList<String> usernameSuggestions)
Sets username suggestions.
static Message
syncLists (SyncedItems<?>... syncedLists)
Sync lists message.
static Message
throwError (MyError error)
Throw error message.
String
toString()

static Message
updateByMove (Move move, GameTime gameTime)
Update by move message.
static Message
waitForMatch()
Wait for match message.
static Message
waitForYourTurn (String waitingForName, GameTime gameTime)
Wait for your turn message.
static Message
welcomeMessage (String str, LoginInfo loginInfo)
Welcome message message.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

messageID

public final String messageID
The Message id.

Constructor Details

Message

public Message (MessageType messageType)
Instantiates a new Message.
Parameters:
`messageType` - the message type

Message

public Message (MessageType messageType, String subject, String respondingToMsgId)
Instantiates a new Message.
Parameters:
`messageType` - the message type
`subject` - the subject
`respondingToMsgId` - the responding to msg id

Message

public Message (MessageType messageType, Message respondingTo)
Instantiates a new Message.
Parameters:
`messageType` - the message type
`respondingTo` - the responding to

Message

public Message (MessageType messageType, String subject)
Instantiates a new Message.
Parameters:
`messageType` - the message type
`subject` - the subject

Method Details

askForLogin

public static Message askForLogin()
Ask for login message.
Returns:
the message

♦ returnLogin

public static Message returnLogin (LoginInfo loginInfo, Message respondingTo)
Return login message.
Parameters:
`loginInfo` - the login info
`respondingTo` - the responding to
Returns:
the message

♦ cancelQuestion

public static Message cancelQuestion (Question question, String cause)

♦ welcomeMessage

public static Message welcomeMessage (String str, LoginInfo loginInfo)
Welcome message message.
Parameters:
`str` - the str
`loginInfo` - the login info
Returns:
the message

♦ initGame

public static Message initGame (Board board, String opponent, PlayerColor player, GameTime gameTime, Stack<Move> moveStack)
Init game message.
Parameters:
`board` - the board
`opponent` - the opponent
`player` - the player
`gameTime` - the game time
`moveStack` - the move stack
Returns:
the message

♦ throwError

public static Message throwError (MyError error)
Throw error message.
Parameters:
`error` - if null interrupts
Returns:
the message

♦ askForMove

public static Message askForMove (MovesList possibleMoves, GameTime gameTime)

♦ updateByMove

public static Message updateByMove (Move move, GameTime gameTime)
Update by move message.

Parameters:
`move` - the move
`gameTime` - the game time
Returns:
the message

♦ waitForYourTurn

public static Message waitForYourTurn (String waitingForName, GameTime gameTime)
Wait for your turn message.
Parameters:
`waitingForName` - the waiting for name
`gameTime` - the game time
Returns:
the message

♦ waitForMatch

public static Message waitForMatch()
Wait for match message.
Returns:
the message

♦ gameOver

public static Message gameOver (GameStatus gameStatus)
Game over message.
Parameters:
`gameStatus` - the game status
Returns:
the message

♦ askForGameSettings

public static Message askForGameSettings (SyncedItems joinableGames, SyncedItems resumableGames)
Ask for game settings message.
Parameters:
`joinableGames` - the joinable games
`resumableGames` - the resumable games
Returns:
the message

♦ returnGameSettings

public static Message returnGameSettings (GameSettings gameSettings, Message respondingTo)
Return game settings message.
Parameters:
`gameSettings` - the game settings
`respondingTo` - the responding to
Returns:
the message

♦ interrupt

public static Message interrupt()
Interrupt message.
Returns:
the message

♦ bye

public static Message bye (String subject)
Bye message.
Parameters:
`subject` - the subject
Returns:
the message

♦ error

public static Message error (String err)
Error message.
Parameters:
`err` - the err
Returns:
the message

♦ returnMove

public static Message returnMove (Move move, Message respondingTo)
Return move message.
Parameters:
`move` - the move
`respondingTo` - the responding to
Returns:
the message

♦ answerQuestion

public static Message answerQuestion (Question.Answer answer, Message respondingTo)
Answer question message.
Parameters:
`respondingTo` - the responding to
Returns:
the message

♦ askQuestion

public static Message askQuestion (Question question)
Ask question message.
Parameters:
`question` - the question
Returns:
the message

♦ checkUsernameAvailability

public static Message checkUsernameAvailability (String username)
Check username availability message.
Parameters:
`username` - the username
Returns:
the message

♦ returnUsernameNotAvailable

public static Message returnUsernameNotAvailable (ArrayList<String> usernameSuggestions, Message request)
Return username not available message.
Parameters:
`usernameSuggestions` - the username suggestions
`request` - the request
Returns:
the message

♦ returnUsernameAvailable

public static Message returnUsernameAvailable (Message request)
Return username available message.
Parameters:
`request` - the request
Returns:
the message

♦ dbRequest

public static Message dbRequest (DBRequest dbRequest)
Db request message.
Parameters:
`dbRequest` - the db request
Returns:
the message

♦ setDbRequest

public void setDbRequest (DBRequest dbRequest)
Sets db request.
Parameters:
`dbRequest` - the db request

♦ returnDBResponse

public static Message returnDBResponse (DBResponse DBResponse, Message request)
Return db response message.
Parameters:
`DBResponse` - the db response
`request` - the request
Returns:
the message

♦ syncLists

public static Message syncLists (SyncedItems<?>... syncedLists)
Sync lists message.
Parameters:
`syncedLists` - the synced lists
Returns:
the message

♦ getCancelingQuestionCause

public String getCancelingQuestionCause()

♦ setCancelingQuestionCause

public void setCancelingQuestionCause (String cancelingQuestionCause)

♦ getAnswer

public Question.Answer getAnswer()

♦ setAnswer

public void setAnswer (Question.Answer answer)

♦ getError

public MyError getError()
Gets error.
Returns:
the error

♦ setError

public void setError (MyError error)
Sets error.
Parameters:
`error` - the error

♦ getDBRequest

public DBRequest getDBRequest()
Gets db request.
Returns:
the db request

♦ getUsernameSuggestions

public ArrayList<String> getUsernameSuggestions()
Gets username suggestions.
Returns:
the username suggestions

♦ setUsernameSuggestions

public void setUsernameSuggestions (ArrayList<String> usernameSuggestions)
Sets username suggestions.
Parameters:

`usernameSuggestions` - the username suggestions

♦ getDBResponse

public DBResponse getDBResponse()
Gets db response.
Returns:
the db response

♦ setDBResponse

public void setDBResponse (DBResponse requestedStats)
Sets db response.
Parameters:
`requestedStats` - the requested stats

♦ getMoveStack

public Stack<Move> getMoveStack()
Gets move stack.
Returns:
the move stack

♦ setMoveStack

public void setMoveStack (Stack<Move> moveStack)
Sets move stack.
Parameters:
`moveStack` - the move stack

♦ getSyncedLists

public SyncedItems<?>[] getSyncedLists()
Get synced lists synced items [ ].
Returns:
the synced items [ ]

♦ setSyncedLists

public void setSyncedLists (SyncedItems<?>... syncedLists)
Sets synced lists.
Parameters:
`syncedLists` - the synced lists

♦ getRespondingToMsgId

public String getRespondingToMsgId()
Gets responding to msg id.
Returns:
the responding to msg id

♦ setRespondingToMsgId

public void setRespondingToMsgId (String respondingToMsgId)
Sets responding to msg id.
Parameters:
`respondingToMsgId` - the responding to msg id

♦ setRespondingTo

public void setRespondingTo (Message msg)
Sets responding to.
Parameters:
`msg` - the msg

♦ isResponse

public boolean isResponse()
Is response boolean.
Returns:
the boolean

♦ getOtherPlayer

public String getOtherPlayer()
Gets other player.
Returns:
the other player

♦ setOtherPlayer

public void setOtherPlayer (String otherPlayer)
Sets other player.
Parameters:
`otherPlayer` - the other player

♦ getQuestion

public Question getQuestion()
Gets question.
Returns:
the question

♦ setQuestion

public void setQuestion (Question question)
Sets question.
Parameters:
`question` - the question

♦ getAvailable

public Boolean getAvailable()
Gets available.
Returns:
the available

♦ setAvailable

public void setAvailable (Boolean available)
Sets available.
Parameters:
`available` - the available

♦ getUsername

public String getUsername()
Gets username.
Returns:
the username

♦ setUsername

public void setUsername (String username)
Sets username.
Parameters:
`username` - the username

♦ getGameSettings

public GameSettings getGameSettings()
Gets game settings.
Returns:
the game settings

♦ setGameSettings

public void setGameSettings (GameSettings gameSettings)
Sets game settings.
Parameters:
`gameSettings` - the game settings

♦ getPreMoves

public ArrayList<Move> getPreMoves()
Gets pre moves.
Returns:
the pre moves

♦ setPreMoves

public void setPreMoves (ArrayList<Move> preMoves)
Sets pre moves.
Parameters:
`preMoves` - the pre moves

♦ getSubject

public String getSubject()
Gets subject.
Returns:
the subject

♦ getPlayerColor

public PlayerColor getPlayerColor()
Gets player color.
Returns:
the player color

♦ setPlayerColor

public void setPlayerColor (PlayerColor playerColor)
Sets player color.
Parameters:
`playerColor` - the player color

♦ getMove

public Move getMove()
Gets move.
Returns:
the move

♦ setMove

public void setMove (Move move)
Sets move.
Parameters:
`move` - the move

♦ getGameTime

public GameTime getGameTime()
Gets game time.
Returns:
the game time

♦ setGameTime

public void setGameTime (GameTime gameTime)
Sets game time.
Parameters:
`gameTime` - the game time

♦ getGameStatus

public GameStatus getGameStatus()
Gets game status.
Returns:
the game status

♦ setGameStatus

public void setGameStatus (GameStatus gameStatus)
Sets game status.
Parameters:
`gameStatus` - the game status

♦ getPossibleMoves

public MovesList getPossibleMoves()
Gets possible moves.
Returns:
the possible moves

♦ setPossibleMoves

public void setPossibleMoves (MovesList possibleMoves)
Sets possible moves.
Parameters:
`possibleMoves` - the possible moves

♦ getBoard

public Board getBoard()
Gets board.
Returns:
the board

♦ setBoard

public void setBoard (Board board)
Sets board.
Parameters:
`board` - the board

♦ getLoginInfo

public LoginInfo getLoginInfo()
Gets login info.
Returns:
the login info

♦ setLoginInfo

public void setLoginInfo (LoginInfo loginInfo)
Sets login info.
Parameters:
`loginInfo` - the login info

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

♦ getMessageType

public MessageType getMessageType()
Gets message type.
Returns:
the message type

♦ isSubject

public boolean isSubject()
Is subject boolean.
Returns:
the boolean

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SEARCH:
Package ver14.SharedClasses.Networking

Class AppSocket

java.lang.Object

java.lang.Thread

ver14.SharedClasses.Threads.MyThread

ver14.SharedClasses.Networking.AppSocket

All Implemented Interfaces:
`Runnable`

---

public class AppSocket extends MyThread
AppSocket -× × ×¤× ×¡ × × × × ×¦× ×©×§×¢ ×ª×§×©× ×¨×ª × × × ×¤×©×¨ × ×¢× ×¨×ª × × × ×¢× ×ª × ×¨×©×ª × × × ×©× × .
---------- by Ilan Peretz(ilanperets@gmail.com) 10/11/2021

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description

static class
AppSocket.AppSocketError

Nested classes/interfaces inherited from class ver14.SharedClasses.Threads.MyThread

MyThread.ThreadStatus

Nested classes/interfaces inherited from class java.lang.Thread

Thread.State, Thread.UncaughtExceptionHandler

- ## Field Summary

Fields inherited from class java.lang.Thread

MAX_PRIORITY, MIN_PRIORITY, NORM_PRIORITY

- ## Constructor Summary

Constructors
Constructor
Description
AppSocket (String ip, int port)
Instantiates a new App socket.
AppSocket (Socket socket)
Instantiates a new App socket.

- ## Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
void
close()

void
close (MyError err)

String
getLocalAddress()
Gets local address.
MessagesHandler
getMessagesHandler()
Gets messages handler.
String

getRemoteAddress()
Gets remote address.
void
interruptListener (MyError err)
Interrupt listener.
boolean
isClosed()
Is closed boolean.
boolean
isConnected()
Is connected boolean.
Message
requestMessage (Message requestMsg)
sending request and blocking til res
void
requestMessage (Message requestMsg, MessageCallback onRes)
Request message.
void
respond (Message msg, Message respondingTo)
Respond.
void
setMessagesHandler (MessagesHandler messagesHandler)
Sets messages handler.
void
stopReading()
Stop reading.
void
writeMessage (Message msg)
Write message.

Methods inherited from class ver14.SharedClasses.Threads.MyThread

addHandler, currentThread, ignoreErrs, isIgnoreErrs, reactivateErrs, run, setEnvManager, stopRun

Methods inherited from class java.lang.Thread

activeCount, checkAccess, countStackFrames, currentThread, dumpStack, enumerate, getAllStackTraces, getContextClassLoader, getDefaultUncaughtExceptionHandler, getId, getName, getPriority, getStackTrace, getState, getThreadGroup, getUncaughtExceptionHandler, holdsLock, interrupt, interrupted, isAlive, isDaemon, isInterrupted, join, join, join, onSpinWait, resume, setContextClassLoader, setDaemon, setDefaultUncaughtExceptionHandler, setName, setPriority, setUncaughtExceptionHandler, sleep, sleep, start, stop, suspend, toString, yield

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

AppSocket

public AppSocket (String ip, int port) throws IOException
Instantiates a new App socket.
Parameters:
`ip` - the ip
`port` - the port
Throws:
`IOException` - the io exception

AppSocket

public AppSocket (Socket socket) throws IOException
Instantiates a new App socket.
Parameters:
`socket` - the socket
Throws:
`IOException` - the io exception

Method Details

close

public void close()

close

public void close (MyError err)

interruptListener

public void interruptListener (MyError err)
Interrupt listener.

requestMessage

public void requestMessage (Message requestMsg, MessageCallback onRes)
Request message.
Parameters:
`requestMsg` - the request msg
`onRes` - the on res

getMessagesHandler

public MessagesHandler getMessagesHandler()
Gets messages handler.
Returns:
the messages handler

♦ setMessagesHandler

public void setMessagesHandler (MessagesHandler messagesHandler)
Sets messages handler.
Parameters:
`messagesHandler` - the messages handler

♦ respond

public void respond (Message msg, Message respondingTo)
Respond.
Parameters:
`msg` - the msg
`respondingTo` - the responding to

♦ writeMessage

public void writeMessage (Message msg)
Write message.
Parameters:
`msg` - the msg

♦ isConnected

public boolean isConnected()
Is connected boolean.
Returns:
the boolean

♦ getLocalAddress

public String getLocalAddress()
Gets local address.
Returns:
the local address

♦ getRemoteAddress

public String getRemoteAddress()
Gets remote address.
Returns:
the remote address

♦ isClosed

public boolean isClosed()
Is closed boolean.
Returns:
the boolean

♦ requestMessage

public Message requestMessage (Message requestMsg)
sending request and blocking til res
Parameters:
`requestMsg` - = "can i have x message?"

Returns:
message

♦ stopReading

public void stopReading()
Stop reading.

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SEARCH:
Package ver14.SharedClasses.Networking

Class AppSocket.AppSocketError

java.lang.Object

java.lang.Throwable

java.lang.Error

ver14.SharedClasses.Threads.ErrorHandling.MyError

ver14.SharedClasses.Threads.ErrorHandling.MyError.DisconnectedError

ver14.SharedClasses.Networking.AppSocket.AppSocketError

All Implemented Interfaces:
`Serializable`

Enclosing class:
AppSocket

---

public static class AppSocket.AppSocketError extends MyError.DisconnectedError

See Also:
Serialized Form

- **Nested Class Summary**

Nested classes/interfaces inherited from class ver14.SharedClasses.Threads.ErrorHandling.MyError

MyError.DBErr, MyError.DisconnectedError

- **Constructor Summary**

Constructors
Constructor
Description
AppSocketError (Exception err)

- **Method Summary**

Methods inherited from class ver14.SharedClasses.Threads.ErrorHandling.MyError

errToString, getHandledStr, toString

Methods inherited from class java.lang.Throwable

addSuppressed, fillInStackTrace, getCause, getLocalizedMessage, getMessage, getStackTrace, getSuppressed, initCause, printStackTrace, printStackTrace, printStackTrace, setStackTrace

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

- **Constructor Details**

  - **AppSocketError**

    public AppSocketError (Exception err)

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SEARCH:
Package ver14.SharedClasses.Misc

Class Question

java.lang.Object

ver14.SharedClasses.Misc.Question

All Implemented Interfaces:
`Serializable`

---

public class Question extends Object implements Serializable

See Also:
Serialized Form

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`Question.Answer`

`static class`
`Question.QuestionType`

• Field Summary

Fields
Modifier and Type
Field
Description
String
questionStr

Question.QuestionType
questionType

static Question
Rematch

static Question
Threefold

• Constructor Summary

Constructors
Constructor
Description
Question (String questionStr, Question.Answer... possibleAnswers)

Question (String questionStr, Question.QuestionType questionType, Question.Answer... possibleAnswers)

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
static Question
drawOffer (String offeringPlayer)

boolean
equals (Object o)

Question.Answer
getDefaultAnswer()

Question.Answer[]
getPossibleAnswers()

```
String
getQuestionStr()

void
setDefaultAnswer (Question.Answer defaultAnswer)

String
toString()
```

Methods inherited from class java.lang.Object

getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

Threefold

public static final Question Threefold

Rematch

public static final Question Rematch

questionStr

public final String questionStr

questionType

public final Question.QuestionType questionType

Constructor Details

Question

public Question (String questionStr, Question.Answer... possibleAnswers)

Question

public Question (String questionStr, Question.QuestionType questionType, Question.Answer... possibleAnswers)

Method Details

drawOffer

public static Question drawOffer (String offeringPlayer)

♦ getDefaultAnswer

public Question.Answer getDefaultAnswer()

♦ setDefaultAnswer

public void setDefaultAnswer (Question.Answer defaultAnswer)

♦ getQuestionStr

public String getQuestionStr()

♦ getPossibleAnswers

public Question.Answer[] getPossibleAnswers()

♦ equals

public boolean equals (Object o)
Overrides:
`equals` in class `Object`

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

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SEARCH:
Package ver14.SharedClasses.Misc

Enum Class Question.QuestionType

java.lang.Object

java.lang.Enum<Question.QuestionType>

ver14.SharedClasses.Misc.Question.QuestionType

All Implemented Interfaces:
Serializable, Comparable<Question.QuestionType>, Constable

Enclosing class:
Question

---

public static enum Question.QuestionType extends Enum<Question.QuestionType>

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

Enum.EnumDesc<E extends Enum<E>>

Enum Constant Summary

Enum Constants
Enum Constant
Description
DRAW_OFFER

NO_TYPE

REMATCH

THREEFOLD

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static Question.QuestionType
valueOf (String name)
Returns the enum constant of this class with the specified name.
static Question.QuestionType[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

DRAW_OFFER

public static final Question.QuestionType DRAW_OFFER

THREEFOLD

public static final Question.QuestionType THREEFOLD

REMATCH

public static final Question.QuestionType REMATCH

NO_TYPE

public static final Question.QuestionType NO_TYPE

Method Details

values

public static Question.QuestionType[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

valueOf

public static Question.QuestionType valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

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SEARCH:
Package ver14.SharedClasses.Misc

Record Class Question.Answer

java.lang.Object

java.lang.Record

ver14.SharedClasses.Misc.Question.Answer

All Implemented Interfaces:
`Serializable`

Enclosing class:
Question

---

public static record Question.Answer(String answerStr) extends Record implements Serializable

See Also:
Serialized Form

- ## Field Summary

Fields
Modifier and Type
Field
Description

static Question.Answer
ACCEPT

static Question.Answer
DO_NOT_ACCEPT

static Question.Answer
NO

static Question.Answer
OK

static Question.Answer
YES

• Constructor Summary

Constructors
Constructor
Description
Answer (String answerStr)
Creates an instance of a Answer record class.

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
answerStr()
Returns the value of the answerStr record component.
boolean
equals (Object o)
Indicates whether some other object is "equal to" this one.
int
hashCode()
Returns a hash code value for this object.
String
toString()
Returns a string representation of this record class.

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Field Details

YES

public static final Question.Answer YES

NO

public static final Question.Answer NO

ACCEPT

public static final Question.Answer ACCEPT

DO_NOT_ACCEPT

public static final Question.Answer DO_NOT_ACCEPT

OK

public static final Question.Answer OK

Constructor Details

Answer

public Answer (String answerStr)
Creates an instance of a `Answer` record class.
Parameters:
`answerStr` - the value for the `answerStr` record component

Method Details

toString

public final String toString()
Returns a string representation of this record class. The representation contains the name of the class, followed by the name and value of each of the record components.
Specified by:
`toString` in class `Record`
Returns:
a string representation of this object

hashCode

public final int hashCode()
Returns a hash code value for this object. The value is derived from the hash code of each of the record components.
Specified by:
`hashCode` in class `Record`
Returns:
a hash code value for this object

♦ equals

public final boolean equals (Object o)
Indicates whether some other object is "equal to" this one. The objects are equal if the other object is of the same class and if all the record components are equal. All components in this record class are compared with `Objects::equals(Object,Object)`.
Specified by:
`equals` in class `Record`
Parameters:
`o` - the object with which to compare
Returns:
`true` if this object is the same as the `o` argument; `false` otherwise.

♦ answerStr

public String answerStr()
Returns the value of the `answerStr` record component.
Returns:
the value of the `answerStr` record component

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SEARCH:
Package ver14.SharedClasses.Misc

Class IDsGenerator

java.lang.Object

ver14.SharedClasses.Misc.IDsGenerator

---

public class IDsGenerator extends Object

- ## Constructor Summary

  Constructors
  Constructor
  Description
  `IDsGenerator()`

- ## Method Summary

  All MethodsInstance MethodsConcrete Methods
  Modifier and Type
  Method
  Description
  `boolean`
  `canUseId (String id)`

String
generate()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Details

IDsGenerator

public IDsGenerator()

Method Details

generate

public String generate()

canUseId

public boolean canUseId (String id)

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SEARCH:
Package ver14.SharedClasses.Login

Enum Class LoginType

java.lang.Object

java.lang.Enum<LoginType>

ver14.SharedClasses.Login.LoginType

All Implemented Interfaces:
`Serializable`, `Comparable<LoginType>`, `Constable`

---

public enum LoginType extends Enum<LoginType>

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  `Enum.EnumDesc<E extends Enum<E>>`

- ## Enum Constant Summary

  Enum Constants
  Enum Constant

Description
CANCEL

GUEST

LOGIN

NOT_SET_YET

REGISTER

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
asUser()

String
toString()

static LoginType
valueOf (String name)
Returns the enum constant of this class with the specified name.
static LoginType[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

• Enum Constant Details

♦ LOGIN

public static final LoginType LOGIN

♦ REGISTER

public static final LoginType REGISTER

GUEST

public static final LoginType GUEST

CANCEL

public static final LoginType CANCEL

NOT_SET_YET

public static final LoginType NOT_SET_YET

Method Details

values

public static LoginType[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

valueOf

public static LoginType valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

asUser

public boolean asUser()

toString

public String toString()
Overrides:
`toString` in class `Enum<LoginType>`

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SEARCH:
Package ver14.SharedClasses.Login

Class LoginInfo

java.lang.Object

ver14.SharedClasses.Login.LoginInfo

All Implemented Interfaces:
`Serializable`

---

public class LoginInfo extends Object implements Serializable

See Also:
Serialized Form

- ## Constructor Summary

Constructors
Constructor
Description
`LoginInfo()`

`LoginInfo (String username, String password, LoginType loginType)`

`LoginInfo (LoginType loginType)`

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
asUser()

LoginType
getLoginType()

String
getPassword()

String
getProfilePic()

String
getUsername()

void
initDebugLoginValues()

boolean
isGuest()

void
setLoginType (LoginType loginType)

void
setPassword (String password)

void
setProfilePic (String profilePic)

void
setUsername (String username)

String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

• Constructor Details

♦ LoginInfo

public LoginInfo()

♦ LoginInfo

public LoginInfo (String username, String password, LoginType loginType)

♦ LoginInfo

public LoginInfo (LoginType loginType)

• Method Details

♦ getProfilePic

public String getProfilePic()

♦ setProfilePic

public void setProfilePic (String profilePic)

♦ isGuest

public boolean isGuest()

♦ getLoginType

public LoginType getLoginType()

♦ setLoginType

public void setLoginType (LoginType loginType)

♦ getUsername

public String getUsername()

♦ setUsername

public void setUsername (String username)

♦ getPassword

public String getPassword()

♦ setPassword

public void setPassword (String password)

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

♦ asUser

public boolean asUser()

♦ initDebugLoginValues

public void initDebugLoginValues()

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- Element

SEARCH:
Package ver14.SharedClasses.Login

Annotation Interface AuthSettings

public @interface AuthSettings

Field Summary

Fields
Modifier and Type
Field
Description

`static int`
ANY_LOGIN

`static int`
GUEST

`static int`
NEVER_AUTH

`static int`
NO_AUTH

`static int`
USER

Field Details

GUEST

static final int GUEST
See Also:
Constant Field Values

USER

static final int USER
See Also:
Constant Field Values

ANY_LOGIN

static final int ANY_LOGIN
See Also:
Constant Field Values

NEVER_AUTH

static final int NEVER_AUTH
See Also:
Constant Field Values

NO_AUTH

static final int NO_AUTH
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SEARCH:
Package ver14.SharedClasses.Game.SavedGames

Class UnfinishedGame

java.lang.Object

ver14.SharedClasses.Game.SavedGames.GameInfo

ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

ver14.SharedClasses.Game.SavedGames.UnfinishedGame

All Implemented Interfaces:
`Serializable`, `SyncableItem`

---

public class UnfinishedGame extends EstablishedGameInfo
The type Unfinished game.

See Also:
Serialized Form

- ## Field Summary

Fields
Modifier and Type
Field
Description

PlayerColor
playerColorToMove
The Player color to move.
String
playerToMove
The Player to move.

Fields inherited from class ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

opponentUsername

Fields inherited from class ver14.SharedClasses.Game.SavedGames.GameInfo

creatorUsername, gameId, gameSettings

• Constructor Summary

Constructors
Constructor
Description
UnfinishedGame (String gameId, String creatorUsername, GameSettings gameSettings, String opponentUsername, PlayerColor playerColorToMove, String playerToMove, Stack<Move> moveStack)
Instantiates a new Unfinished game.

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
isCreatorToMove()
Is creator to move boolean.

Methods inherited from class ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

getCreatedAt, getGameDesc, getMoveStack, setCreatedAt, toString

Methods inherited from class ver14.SharedClasses.Game.SavedGames.GameInfo

equals, example, getJoiningPlayerColor, getStartingColor, ID, isCreator

Methods inherited from class java.lang.Object

getClass, hashCode, notify, notifyAll, wait, wait, wait

Methods inherited from interface ver14.SharedClasses.Sync.SyncableItem

getSyncableItem

Field Details

playerColorToMove

public final PlayerColor playerColorToMove
The Player color to move.

playerToMove

public final String playerToMove
The Player to move.

Constructor Details

UnfinishedGame

public UnfinishedGame (String gameId, String creatorUsername, GameSettings gameSettings, String opponentUsername, PlayerColor playerColorToMove, String playerToMove, Stack<Move> moveStack)
Instantiates a new Unfinished game.
Parameters:

- `gameId` - the game id
- `creatorUsername` - the creator username
- `gameSettings` - the game settings
- `opponentUsername` - the opponent username
- `playerColorToMove` - the player color to move
- `playerToMove` - the player to move
- `moveStack` - the move stack

Method Details

isCreatorToMove

public boolean isCreatorToMove()
Is creator to move boolean.
Returns:

the boolean

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SEARCH:
Package ver14.SharedClasses.Game.SavedGames

Class GameInfo

java.lang.Object

ver14.SharedClasses.Game.SavedGames.GameInfo

All Implemented Interfaces:
`Serializable`, `SyncableItem`

Direct Known Subclasses:
`CreatedGame`, `EstablishedGameInfo`

---

public abstract class GameInfo extends Object implements Serializable, SyncableItem

See Also:
Serialized Form

Field Summary

Fields
Modifier and Type
Field
Description
`String`
`creatorUsername`

String
gameId

GameSettings
gameSettings

• Method Summary

All MethodsStatic MethodsInstance MethodsAbstract MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
equals (Object o)

static GameInfo
example()

abstract String
getGameDesc()

PlayerColor
getJoiningPlayerColor()

PlayerColor
getStartingColor()

String
ID()

boolean
isCreator (String username)

String
toString()

Methods inherited from class java.lang.Object

getClass, hashCode, notify, notifyAll, wait, wait, wait

Methods inherited from interface ver14.SharedClasses.Sync.SyncableItem

getSyncableItem

• Field Details

♦ gameId

public final String gameId

♦ creatorUsername

public final String creatorUsername

♦ gameSettings

public final GameSettings gameSettings

• Method Details

♦ example

public static GameInfo example()

♦ isCreator

public boolean isCreator (String username)

♦ ID

public String ID()
Specified by:
`ID` in interface `SyncableItem`

♦ equals

public boolean equals (Object o)
Overrides:
`equals` in class `Object`

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

♦ getGameDesc

public abstract String getGameDesc()

♦ getJoiningPlayerColor

public PlayerColor getJoiningPlayerColor()

♦ getStartingColor

public PlayerColor getStartingColor()

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SEARCH:
Package ver14.SharedClasses.Game.SavedGames

Class EstablishedGameInfo

java.lang.Object

ver14.SharedClasses.Game.SavedGames.GameInfo

ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

All Implemented Interfaces:
`Serializable`, `SyncableItem`

Direct Known Subclasses:
`ArchivedGameInfo`, `UnfinishedGame`

---

public abstract class EstablishedGameInfo extends GameInfo

See Also:
Serialized Form

- ## Field Summary

Fields
Modifier and Type
Field
Description

String
opponentUsername

Fields inherited from class ver14.SharedClasses.Game.SavedGames.GameInfo

creatorUsername, gameId, gameSettings

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
Date
getCreatedAt()

String
getGameDesc()

Stack<Move>
getMoveStack()

void
setCreatedAt (Date createdAt)

String
toString()

Methods inherited from class ver14.SharedClasses.Game.SavedGames.GameInfo

equals, example, getJoiningPlayerColor, getStartingColor, ID, isCreator

Methods inherited from class java.lang.Object

getClass, hashCode, notify, notifyAll, wait, wait, wait

Methods inherited from interface ver14.SharedClasses.Sync.SyncableItem

getSyncableItem

• Field Details

♦ opponentUsername

public final String opponentUsername

• Method Details

♦ getCreatedAt

public Date getCreatedAt()

♦ setCreatedAt

public void setCreatedAt (Date createdAt)

♦ getMoveStack

public Stack<Move> getMoveStack()

♦ toString

public String toString()
Overrides:
`toString` in class `GameInfo`

♦ getGameDesc

public String getGameDesc()
Specified by:
`getGameDesc` in class `GameInfo`

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SEARCH:
Package ver14.SharedClasses.Game.SavedGames

Class CreatedGame

java.lang.Object

ver14.SharedClasses.Game.SavedGames.GameInfo

ver14.SharedClasses.Game.SavedGames.CreatedGame

All Implemented Interfaces:
`Serializable`, `SyncableItem`

---

public class CreatedGame extends GameInfo

See Also:
Serialized Form

- ## Field Summary

Fields inherited from class ver14.SharedClasses.Game.SavedGames.GameInfo

`creatorUsername`, `gameId`, `gameSettings`

• Constructor Summary

Constructors
Constructor
Description
CreatedGame (String gameId, String creatorUsername, GameSettings gameSettings)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
getGameDesc()

Methods inherited from class ver14.SharedClasses.Game.SavedGames.GameInfo

equals, example, getJoiningPlayerColor, getStartingColor, ID, isCreator, toString

Methods inherited from class java.lang.Object

getClass, hashCode, notify, notifyAll, wait, wait, wait

Methods inherited from interface ver14.SharedClasses.Sync.SyncableItem

getSyncableItem

• Constructor Details

♦ CreatedGame

public CreatedGame (String gameId, String creatorUsername, GameSettings gameSettings)

• Method Details

♦ getGameDesc

public String getGameDesc()
Specified by:
getGameDesc in class GameInfo

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SEARCH:
Package ver14.SharedClasses.Game.SavedGames

Class ArchivedGameInfo

java.lang.Object

ver14.SharedClasses.Game.SavedGames.GameInfo

ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

ver14.SharedClasses.Game.SavedGames.ArchivedGameInfo

All Implemented Interfaces:
`Serializable`, `SyncableItem`

---

public class ArchivedGameInfo extends EstablishedGameInfo

See Also:
Serialized Form

Field Summary

Fields inherited from class ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

`opponentUsername`

Fields inherited from class ver14.SharedClasses.Game.SavedGames.GameInfo

creatorUsername, gameId, gameSettings

• Constructor Summary

Constructors
Constructor
Description
ArchivedGameInfo (String gameId, String creatorUsername, String opponentUsername, GameSettings gameSettings, String winner, Stack<Move> moveStack)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
getWinner()

String
toString()

Methods inherited from class ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

getCreatedAt, getGameDesc, getMoveStack, setCreatedAt

Methods inherited from class ver14.SharedClasses.Game.SavedGames.GameInfo

equals, example, getJoiningPlayerColor, getStartingColor, ID, isCreator

Methods inherited from class java.lang.Object

getClass, hashCode, notify, notifyAll, wait, wait, wait

Methods inherited from interface ver14.SharedClasses.Sync.SyncableItem

getSyncableItem

• Constructor Details

♦ ArchivedGameInfo

public ArchivedGameInfo (String gameId, String creatorUsername, String opponentUsername, GameSettings gameSettings, String winner, Stack<Move> moveStack)

• Method Details

♦ getWinner

public String getWinner()

♦ toString

public String toString()
Overrides:
`toString` in class `EstablishedGameInfo`

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SEARCH:
Package ver14.SharedClasses.Game

Enum Class PlayerColor

java.lang.Object

java.lang.Enum<PlayerColor>

ver14.SharedClasses.Game.PlayerColor

All Implemented Interfaces:
`Serializable`, `Comparable<PlayerColor>`, `Constable`

---

public enum PlayerColor extends Enum<PlayerColor>

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  `Enum.EnumDesc<E extends Enum<E>>`

- ## Enum Constant Summary

  Enum Constants
  Enum Constant

Description
BLACK

NO_PLAYER

WHITE

• Field Summary

Fields
Modifier and Type
Field
Description
int
asInt

int
diff

int
indexOf2

static int
NUM_OF_PLAYERS

static PlayerColor[]
PLAYER_COLORS

int
startingRow

• Method Summary

All MethodsStatic MethodsInstance MethodsAbstract MethodsConcrete Methods
Modifier and Type
Method
Description
static PlayerColor
getColor (int clr)

String
getName()

abstract PlayerColor
getOpponent()

static PlayerColor
getPlayerFromFen (String playerToMove)

String
toString()

static PlayerColor
valueOf (String name)
Returns the enum constant of this class with the specified name.
static PlayerColor[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

WHITE

public static final PlayerColor WHITE

BLACK

public static final PlayerColor BLACK

NO_PLAYER

public static final PlayerColor NO_PLAYER

Field Details

PLAYER_COLORS

public static final PlayerColor[] PLAYER_COLORS

NUM_OF_PLAYERS

public static final int NUM_OF_PLAYERS
See Also:
Constant Field Values

asInt

public final int asInt

indexOf2

public final int indexOf2

♦ startingRow

public final int startingRow

♦ diff

public final int diff

• Method Details

♦ values

public static PlayerColor[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static PlayerColor valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

♦ getColor

public static PlayerColor getColor (int clr)

♦ getPlayerFromFen

public static PlayerColor getPlayerFromFen (String playerToMove)

♦ getOpponent

public abstract PlayerColor getOpponent()

♦ toString

public String toString()
Overrides:
`toString` in class `Enum<PlayerColor>`

♦ getName

public String getName()

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Class PremovesGenerator

java.lang.Object

ver14.SharedClasses.Game.Moves.PremovesGenerator

---

public class PremovesGenerator extends Object

Constructor Summary

Constructors
Constructor
Description
`PremovesGenerator()`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
`static MovesList generatePreMoves (Board board, PlayerColor clr)`

```
static void
main (String[] args)
```

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Details

PremovesGenerator

public PremovesGenerator()

Method Details

main

public static void main (String[] args)

generatePreMoves

public static MovesList generatePreMoves (Board board, PlayerColor clr)

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Class MovesList

java.lang.Object

java.util.AbstractCollection<E>

java.util.AbstractList<E>

java.util.ArrayList<Move>

ver14.SharedClasses.Game.Moves.MovesList

All Implemented Interfaces:
`Serializable`, `Cloneable`, `Iterable`<`Move`>, `Collection`<`Move`>, `List`<`Move`>, `RandomAccess`

Direct Known Subclasses:
`ModelMovesList`

---

public class MovesList extends ArrayList<Move>

See Also:
Serialized Form

• Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
static interface
MovesList.CompareMoves

• Constructor Summary

Constructors
Constructor
Description
MovesList()

MovesList (MovesList other)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
add (Move move)

String
createSimpleStr()

Move
findMove (BasicMove basicMove)

Move
findMove (BasicMove basicMove, MovesList.CompareMoves compareMoves)

long
getHash()

Methods inherited from class java.util.ArrayList

add, addAll, addAll, clear, clone, contains, ensureCapacity, equals, forEach, get, hashCode, indexOf, isEmpty, iterator, lastIndexOf, listIterator, listIterator, remove, remove, removeAll, removeIf, replaceAll, retainAll, set, size, sort, spliterator, subList, toArray, toArray, trimToSize

Methods inherited from class java.util.AbstractCollection

containsAll, toString

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Methods inherited from interface java.util.Collection

parallelStream, stream, toArray

Methods inherited from interface java.util.List

containsAll

Constructor Details

MovesList

public MovesList()

MovesList

public MovesList (MovesList other)

Method Details

add

public boolean add (Move move)

Specified by:
add in interface Collection<Move>

Specified by:
add in interface List<Move>

Overrides:
add in class ArrayList<Move>

findMove

public Move findMove (BasicMove basicMove)

findMove

public Move findMove (BasicMove basicMove, MovesList.CompareMoves compareMoves)

getHash

public long getHash()

createSimpleStr

public String createSimpleStr()

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Interface MovesList.CompareMoves

Enclosing class:
MovesList

---

public static interface MovesList.CompareMoves

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`boolean`
`equals (Move comparingTo)`

Method Details

equals

boolean equals (Move comparingTo)

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Enum Class MoveFlags

java.lang.Object

java.lang.Enum<MoveFlags>

ver14.SharedClasses.Game.Moves.MoveFlags

All Implemented Interfaces:
Serializable, Comparable<MoveFlags>, Constable

---

public enum MoveFlags extends Enum<MoveFlags>

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  Enum.EnumDesc<E extends Enum<E>>

- ## Method Summary

  All MethodsStatic MethodsConcrete Methods
  Modifier and Type

Method
Description
`static MoveFlags`
`valueOf (String name)`
Returns the enum constant of this class with the specified name.
`static MoveFlags[]`
`values()`
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

`compareTo`, `describeConstable`, `equals`, `getDeclaringClass`, `hashCode`, `name`, `ordinal`, `toString`, `valueOf`

Methods inherited from class java.lang.Object

`getClass`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Method Details

values

public static MoveFlags[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

valueOf

public static MoveFlags valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Class MoveAnnotation

java.lang.Object

ver14.SharedClasses.Game.Moves.MoveAnnotation

---

public class MoveAnnotation extends Object

- ## Field Summary

Fields
Modifier and Type
Field
Description

`static int`
`CAPTURE`

`static int`
`DESTINATION`

`static int`
`GAME_OVER`

`static int`
`PIECE`

Constructor Summary

Constructors
Constructor
Description
`MoveAnnotation()`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
`static String annotate (Move move, Piece movingPiece)`

`static String annotate (Move move, Piece movingPiece, String unique)`

`static String basicAnnotate (BasicMove move)`

Methods inherited from class java.lang.Object

`equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

Field Details

PIECE

public static final int PIECE
See Also:
Constant Field Values

CAPTURE

public static final int CAPTURE
See Also:
Constant Field Values

DESTINATION

public static final int DESTINATION
See Also:
Constant Field Values

♦ GAME_OVER

public static final int GAME_OVER
See Also:
Constant Field Values

• Constructor Details

♦ MoveAnnotation

public MoveAnnotation()

• Method Details

♦ annotate

public static String annotate (Move move, Piece movingPiece)

♦ annotate

public static String annotate (Move move, Piece movingPiece, String unique)

♦ basicAnnotate

public static String basicAnnotate (BasicMove move)

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- Method

SEARCH:
Package ver14.SharedClasses.Game.Moves

Class Move

java.lang.Object

ver14.SharedClasses.Game.Moves.BasicMove

ver14.SharedClasses.Game.Moves.Move

All Implemented Interfaces:
`Serializable`, `Comparable<Move>`

---

public class Move extends BasicMove implements Comparable<Move>

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`Move.MoveFlag`

static class
Move.ThreefoldStatus

• Constructor Summary

Constructors
Constructor
Description
Move (Location movingFrom, Location movingTo)

Move (Location movingFrom, Location movingTo,
PieceType capturingPieceType)

Move (Move other)

Move (Move.ThreefoldStatus threefoldStatus)

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
static Move
castling (Location movingFrom, Location movingTo,
CastlingRights.Side side)

int
compareTo (Move o)

static Move
copyMove (Move move)

boolean
equals (Object o)

static Move
flipMove (Move move)

String
getAnnotation()

PieceType
getCapturingPieceType()

MovesList
getCreatorList()

byte
getDisabledCastling()

Location
getEnPassantLoc()

String
getGameStatusStr()

BasicMove
getIntermediateMove()

Evaluation
getMoveEvaluation()

Move.MoveFlag
getMoveFlag()

PlayerColor
getMovingColor()

int
getPrevFullMoveClock()

int
getPrevHalfMoveClock()

PieceType
getPromotingTo()

Move.ThreefoldStatus
getThreefoldStatus()

boolean
isCapturing()

boolean
isCheck()

boolean
isReversible()

void
setCapturing (PieceType pieceType)

void
setCreatorList (MovesList creatorList)

void
setDisabledCastling (byte disabledCastling)

void
setEnPassantLoc (Location epsnLoc)

void
setIntermediateMove (BasicMove intermediateMove)

void
setMoveAnnotation (String moveAnnotation)

void
setMoveEvaluation (Evaluation moveEvaluation)

void
setMoveFlag (Move.MoveFlag moveFlag)

void
setMovingColor (PlayerColor movingPlayerColor)

void
setPrevFullMoveClock (int prevFullMoveClock)

void
setPrevHalfMoveClock (int prevHalfMoveClock)

void
setPromotingTo (PieceType promotingTo)

void
setReversible (boolean reversible)

void
setThreefoldOption()

void
setThreefoldStatus (Move.ThreefoldStatus threefoldStatus)

boolean
strictEquals (Move move)

static Move
threefoldClaim()

String
toString()

Methods inherited from class ver14.SharedClasses.Game.Moves.BasicMove

cp, createBatch, flip, getBasicMoveAnnotation, getFlipped, getMovingFrom, getMovingTo, hashCode, setMovingFrom, setMovingTo

Methods inherited from class java.lang.Object

`getClass`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Constructor Details

Move

public Move (Location movingFrom, Location movingTo, PieceType capturingPieceType)

Move

public Move (Location movingFrom, Location movingTo)

Move

public Move (Move.ThreefoldStatus threefoldStatus)

Move

public Move (Move other)

Method Details

castling

public static Move castling (Location movingFrom, Location movingTo, CastlingRights.Side side)

threefoldClaim

public static Move threefoldClaim()

flipMove

public static Move flipMove (Move move)

copyMove

public static Move copyMove (Move move)

getCreatorList

public MovesList getCreatorList()

setCreatorList

public void setCreatorList (MovesList creatorList)

setMoveAnnotation

public void setMoveAnnotation (String moveAnnotation)

- **getDisabledCastling**

  public byte getDisabledCastling()
- **setDisabledCastling**

  public void setDisabledCastling (byte disabledCastling)
- **setThreefoldOption**

  public void setThreefoldOption()
- **getMovingColor**

  public PlayerColor getMovingColor()
- **setMovingColor**

  public void setMovingColor (PlayerColor movingPlayerColor)
- **getPrevFullMoveClock**

  public int getPrevFullMoveClock()
- **setPrevFullMoveClock**

  public void setPrevFullMoveClock (int prevFullMoveClock)
- **getPrevHalfMoveClock**

  public int getPrevHalfMoveClock()
- **setPrevHalfMoveClock**

  public void setPrevHalfMoveClock (int prevHalfMoveClock)
- **getPromotingTo**

  public PieceType getPromotingTo()
- **setPromotingTo**

  public void setPromotingTo (PieceType promotingTo)
- **getIntermediateMove**

  public BasicMove getIntermediateMove()
- **setIntermediateMove**

  public void setIntermediateMove (BasicMove intermediateMove)
- **isCheck**

  public boolean isCheck()
- **getMoveEvaluation**

  public Evaluation getMoveEvaluation()

♦ setMoveEvaluation

public void setMoveEvaluation (Evaluation moveEvaluation)

♦ getCapturingPieceType

public PieceType getCapturingPieceType()

♦ isReversible

public boolean isReversible()

♦ setReversible

public void setReversible (boolean reversible)

♦ isCapturing

public boolean isCapturing()

♦ setCapturing

public void setCapturing (PieceType pieceType)

♦ equals

public boolean equals (Object o)
Overrides:
`equals` in class `BasicMove`

♦ toString

public String toString()
Overrides:
`toString` in class `BasicMove`

♦ getAnnotation

public String getAnnotation()

♦ strictEquals

public boolean strictEquals (Move move)

♦ getMoveFlag

public Move.MoveFlag getMoveFlag()

♦ setMoveFlag

public void setMoveFlag (Move.MoveFlag moveFlag)

♦ compareTo

public int compareTo (Move o)
Specified by:
`compareTo` in interface `Comparable<Move>`

- **getEnPassantLoc**

  public Location getEnPassantLoc()
- **setEnPassantLoc**

  public void setEnPassantLoc (Location epsnLoc)
- **getThreefoldStatus**

  public Move.ThreefoldStatus getThreefoldStatus()
- **setThreefoldStatus**

  public void setThreefoldStatus (Move.ThreefoldStatus threefoldStatus)
- **getGameStatusStr**

  public String getGameStatusStr()

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Enum Class Move.ThreefoldStatus

java.lang.Object

java.lang.Enum<Move.ThreefoldStatus>

ver14.SharedClasses.Game.Moves.Move.ThreefoldStatus

All Implemented Interfaces:
Serializable, Comparable<Move.ThreefoldStatus>, Constable

Enclosing class:
Move

---

public static enum Move.ThreefoldStatus extends Enum<Move.ThreefoldStatus>

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

Enum.EnumDesc<E extends Enum<E>>

Enum Constant Summary

Enum Constants
Enum Constant
Description
CAN_CLAIM

CLAIMED

NONE

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static Move.ThreefoldStatus
valueOf (String name)
Returns the enum constant of this class with the specified name.
static Move.ThreefoldStatus[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

NONE

public static final Move.ThreefoldStatus NONE

CAN_CLAIM

public static final Move.ThreefoldStatus CAN_CLAIM

CLAIMED

public static final Move.ThreefoldStatus CLAIMED

Method Details

values

public static Move.ThreefoldStatus[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

valueOf

public static Move.ThreefoldStatus valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Enum Class Move.MoveFlag

java.lang.Object

java.lang.Enum<Move.MoveFlag>

ver14.SharedClasses.Game.Moves.Move.MoveFlag

All Implemented Interfaces:
Serializable, Comparable<Move.MoveFlag>, Constable

Enclosing class:
Move

---

public static enum Move.MoveFlag extends Enum<Move.MoveFlag>

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

Enum.EnumDesc<E extends Enum<E>>

• Enum Constant Summary

Enum Constants
Enum Constant
Description
DoublePawnPush

EnPassant

LongCastle

NormalMove

Promotion

ShortCastle

• Field Summary

Fields
Modifier and Type
Field
Description
static Move.MoveFlag[]
CASTLING_FLAGS

CastlingRights.Side
castlingSide

boolean
isCastling

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
equals (Move myMove, Move otherMove)

static Move.MoveFlag
valueOf (String name)
Returns the enum constant of this class with the specified name.
static Move.MoveFlag[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

NormalMove

public static final Move.MoveFlag NormalMove

EnPassant

public static final Move.MoveFlag EnPassant

DoublePawnPush

public static final Move.MoveFlag DoublePawnPush

Promotion

public static final Move.MoveFlag Promotion

ShortCastle

public static final Move.MoveFlag ShortCastle

LongCastle

public static final Move.MoveFlag LongCastle

Field Details

CASTLING_FLAGS

public static final Move.MoveFlag[] CASTLING_FLAGS

isCastling

public final boolean isCastling

castlingSide

public final CastlingRights.Side castlingSide

Method Details

♦ values

public static Move.MoveFlag[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static Move.MoveFlag valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

♦ equals

public boolean equals (Move myMove, Move otherMove)

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Class MinimaxMove

java.lang.Object

ver14.SharedClasses.Game.Moves.MinimaxMove

All Implemented Interfaces:
`Serializable`, `Comparable<MinimaxMove>`

---

public class MinimaxMove extends Object implements Comparable<MinimaxMove>, Serializable

See Also:
Serialized Form

Constructor Summary

Constructors
Constructor
Description
`MinimaxMove (Evaluation moveEvaluation)`

`MinimaxMove (MinimaxMove other)`

`MinimaxMove (Move move, Evaluation moveEvaluation)`

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description

```
int
compareTo (MinimaxMove o)

boolean
equals (Object o)

Move
getMove()

int
getMoveDepth()

Evaluation
getMoveEvaluation()

String
getShortPrintingStr()

int
hashCode()

boolean
isDeeperAndBetterThan (MinimaxMove other)

void
setMove (Move move)

void
setMoveEvaluation (Evaluation moveEvaluation)

String
toString()
```

Methods inherited from class java.lang.Object

```
getClass, notify, notifyAll, wait, wait, wait
```

• Constructor Details

♦ MinimaxMove

public MinimaxMove (Move move, Evaluation moveEvaluation)

- **MinimaxMove**

  public MinimaxMove (Evaluation moveEvaluation)
- **MinimaxMove**

  public MinimaxMove (MinimaxMove other)

Method Details

- **isDeeperAndBetterThan**

  public boolean isDeeperAndBetterThan (MinimaxMove other)
- **getMoveDepth**

  public int getMoveDepth()
- **getMove**

  public Move getMove()
- **setMove**

  public void setMove (Move move)
- **getMoveEvaluation**

  public Evaluation getMoveEvaluation()
- **setMoveEvaluation**

  public void setMoveEvaluation (Evaluation moveEvaluation)
- **hashCode**

  public int hashCode()
  Overrides:
  `hashCode` in class `Object`
- **equals**

  public boolean equals (Object o)
  Overrides:
  `equals` in class `Object`
- **toString**

  public String toString()
  Overrides:
  `toString` in class `Object`
- **getShortPrintingStr**

  public String getShortPrintingStr()

♦ compareTo

public int compareTo (MinimaxMove o)
Specified by:
compareTo in interface Comparable<MinimaxMove>

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Enum Class Direction

java.lang.Object

java.lang.Enum<Direction>

ver14.SharedClasses.Game.Moves.Direction

All Implemented Interfaces:
`Serializable`, `Comparable<Direction>`, `Constable`

---

public enum Direction extends Enum<Direction>

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  `Enum.EnumDesc<E extends Enum<E>>`

- ## Enum Constant Summary

  Enum Constants
  Enum Constant

Description
D

D D

D D L

D D R

D L

D L L

D R

D R R

L

R

U

U L

U L L

U R

U R R

U U

U U L

U U R

• Field Summary

Fields
Modifier and Type
Field
Description
static Direction[]
ALL DIRECTIONS

static List<Direction>
ALL USED DIRECTIONS

long
andWith

int
asInt

static int
NUM_OF_DIRECTIONS

static int
NUM_OF_DIRECTIONS_WO_KNIGHT

static int
NUM_OF_KNIGHT_DIRECTIONS

int
offset

• Method Summary

All MethodsStatic MethodsInstance MethodsAbstract MethodsConcrete Methods
Modifier and Type
Method
Description
Direction[]
getCombination()

static Direction
getDirectionByOffset (int offset)

static Direction
getRelative (Location loc1, Location loc2)

abstract Direction
opposite()

Direction
perspective (PlayerColor playerColor)

static Direction
valueOf (String name)
Returns the enum constant of this class with the specified name.
static Direction[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

- **U**

  public static final Direction U

- **D**

  public static final Direction D

- **L**

  public static final Direction L

- **R**

  public static final Direction R

- **U_U**

  public static final Direction U_U

- **D_D**

  public static final Direction D_D

- **U_R**

  public static final Direction U_R

- **U_L**

  public static final Direction U_L

- **D_R**

  public static final Direction D_R

- **D_L**

  public static final Direction D_L

- **U_U_R**

  public static final Direction U_U_R

- **U_U_L**

  public static final Direction U_U_L

- **U_R_R**

  public static final Direction U_R_R
- **U_L_L**

  public static final Direction U_L_L
- **D_D_R**

  public static final Direction D_D_R
- **D_D_L**

  public static final Direction D_D_L
- **D_R_R**

  public static final Direction D_R_R
- **D_L_L**

  public static final Direction D_L_L

Field Details

- **NUM_OF_DIRECTIONS**

  public static final int NUM_OF_DIRECTIONS
- **NUM_OF_KNIGHT_DIRECTIONS**

  public static final int NUM_OF_KNIGHT_DIRECTIONS
- **NUM_OF_DIRECTIONS_WO_KNIGHT**

  public static final int NUM_OF_DIRECTIONS_WO_KNIGHT
- **ALL_DIRECTIONS**

  public static final Direction[] ALL_DIRECTIONS
- **ALL_USED_DIRECTIONS**

  public static final List<Direction> ALL_USED_DIRECTIONS
- **andWith**

  public final long andWith
- **offset**

  public final int offset
- **asInt**

  public final int asInt

Method Details

values

public static Direction[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

valueOf

public static Direction valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

getRelative

public static Direction getRelative (Location loc1, Location loc2)

getDirectionByOffset

public static Direction getDirectionByOffset (int offset)

getCombination

public Direction[] getCombination()

perspective

public Direction perspective (PlayerColor playerColor)

opposite

public abstract Direction opposite()

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Class CastlingRights

java.lang.Object

ver14.SharedClasses.Game.Moves.CastlingRights

All Implemented Interfaces:
`Serializable`

---

public class CastlingRights extends Object implements Serializable

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`CastlingRights.Side`

• Field Summary

Fields
Modifier and Type
Field
Description
static String
NO_CASTLING_ABILITY

• Constructor Summary

Constructors
Constructor
Description
CastlingRights()

CastlingRights (byte rights)

CastlingRights (CastlingRights other)

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
static CastlingRights
createFromStr (String castlingAbilityStr)

byte
disableCastling (PlayerColor playerColor)

byte
disableCastling (PlayerColor playerColor, CastlingRights.Side side)

void
enable (byte b)

void
enableCastling (PlayerColor playerColor, CastlingRights.Side side)

byte
getPlayersCastling (PlayerColor playerColor)

byte
getRights()

```
boolean
hasAny (PlayerColor playerColor)

boolean
isEnabled (PlayerColor playerColor, CastlingRights.Side side)

static void
main (String[] args)

String
toString()

static PlayerColor
whosCastling (byte castlingRights)
```

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

NO_CASTLING_ABILITY

public static final String NO_CASTLING_ABILITY
See Also:
Constant Field Values

Constructor Details

CastlingRights

public CastlingRights (byte rights)

CastlingRights

public CastlingRights()

CastlingRights

public CastlingRights (CastlingRights other)

Method Details

createFromStr

public static CastlingRights createFromStr (String castlingAbilityStr)

♦ enableCastling

public void enableCastling (PlayerColor playerColor, CastlingRights.Side side)

♦ main

public static void main (String[] args)

♦ whosCastling

public static PlayerColor whosCastling (byte castlingRights)

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

♦ isEnabled

public boolean isEnabled (PlayerColor playerColor, CastlingRights.Side side)

♦ disableCastling

public byte disableCastling (PlayerColor playerColor)
Parameters:
`playerColor` -
Returns:
disabled bytes

♦ disableCastling

public byte disableCastling (PlayerColor playerColor, CastlingRights.Side side)

♦ getRights

public byte getRights()

♦ enable

public void enable (byte b)

♦ hasAny

public boolean hasAny (PlayerColor playerColor)

♦ getPlayersCastling

public byte getPlayersCastling (PlayerColor playerColor)

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Enum Class CastlingRights.Side

java.lang.Object

java.lang.Enum<CastlingRights.Side>

ver14.SharedClasses.Game.Moves.CastlingRights.Side

All Implemented Interfaces:
Serializable, Comparable<CastlingRights.Side>, Constable

Enclosing class:
CastlingRights

---

public static enum CastlingRights.Side extends Enum<CastlingRights.Side>

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  Enum.EnumDesc<E extends Enum<E>>

• Enum Constant Summary

Enum Constants
Enum Constant
Description
KING

QUEEN

• Field Summary

Fields
Modifier and Type
Field
Description
int
asInt

int
castledKingCol

int
castledRookCol

String
castlingNotation

int
kingTravelDistance

int
mult

int
rookStartingCol

static CastlingRights.Side[]
SIDES

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
Location
kingFinalLoc (Location currentKingLoc)

static void
main (String[] args)

String
toString()

static CastlingRights.Side
valueOf (String name)
Returns the enum constant of this class with the specified name.
static CastlingRights.Side[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

KING

public static final CastlingRights.Side KING

QUEEN

public static final CastlingRights.Side QUEEN

Field Details

SIDES

public static final CastlingRights.Side[] SIDES

rookStartingCol

public final int rookStartingCol

castledRookCol

public final int castledRookCol

castledKingCol

public final int castledKingCol

♦ kingTravelDistance

public final int kingTravelDistance

♦ castlingNotation

public final String castlingNotation

♦ asInt

public final int asInt

♦ mult

public final int mult

• Method Details

♦ values

public static CastlingRights.Side[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static CastlingRights.Side valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

♦ main

public static void main (String[] args)

♦ toString

public String toString()
Overrides:
`toString` in class `Enum<CastlingRights.Side>`

♦ kingFinalLoc

public Location kingFinalLoc (Location currentKingLoc)

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SEARCH:
Package ver14.SharedClasses.Game.Moves

Class BasicMove

java.lang.Object

ver14.SharedClasses.Game.Moves.BasicMove

All Implemented Interfaces:
`Serializable`

Direct Known Subclasses:
`Move`

---

public class BasicMove extends Object implements Serializable

See Also:
Serialized Form

Constructor Summary

Constructors
Constructor
Description
`BasicMove (String move)`

`BasicMove (Location movingFrom, Location movingTo)`

BasicMove (BasicMove other)

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
BasicMove
cp()

static BasicMove[]
createBatch (Location... locs)

boolean
equals (Object o)

void
flip()

String
getBasicMoveAnnotation()

static BasicMove
getFlipped (BasicMove basicMove)

Location
getMovingFrom()

Location
getMovingTo()

int
hashCode()

void
setMovingFrom (Location movingFrom)

void
setMovingTo (Location movingTo)

String
toString()

Methods inherited from class java.lang.Object

`getClass`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Constructor Details

BasicMove

public BasicMove (BasicMove other)

BasicMove

public BasicMove (Location movingFrom, Location movingTo)

BasicMove

public BasicMove (String move)

Method Details

createBatch

public static BasicMove[] createBatch (Location... locs)

getFlipped

public static BasicMove getFlipped (BasicMove basicMove)

flip

public void flip()

getMovingFrom

public Location getMovingFrom()

setMovingFrom

public void setMovingFrom (Location movingFrom)

getMovingTo

public Location getMovingTo()

setMovingTo

public void setMovingTo (Location movingTo)

hashCode

public int hashCode()
Overrides:
`hashCode` in class `Object`

♦ equals

public boolean equals (Object o)
Overrides:
`equals` in class `Object`

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

♦ getBasicMoveAnnotation

public String getBasicMoveAnnotation()

♦ cp

public BasicMove cp()

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SEARCH:
Package ver14.SharedClasses.Game

Enum Class Location

java.lang.Object

java.lang.Enum<Location>

ver14.SharedClasses.Game.Location

All Implemented Interfaces:
`Serializable`, `Comparable<Location>`, `Constable`

---

public enum Location extends Enum<Location>
Location - an enum consisting of 64 values representing all 64 squares on the board. used to access squares on the board an enum is used for performance reasons.

Author:
Bezalel Avrahami (bezalel3250@gmail.com)

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

`Enum.EnumDesc<E extends Enum<E>>`

Enum Constant Summary

Enum Constants
Enum Constant
Description
A1

A2

A3

A4

A5

A6

A7

A8

B1

B2

B3

B4

B5

B6

B7

B8

C1

C2

C3

C4

C5

C6

C7

C8

D1

D2

D3

D4

D5

D6

D7

D8

E1

E2

E3

E4

E5

E6

E7

E8

F1

F2

F3

F4

F5

F6

F7

F8

- G1

  G2

  G3

  G4

  G5

  G6

  G7

  G8

  H1

  H2

  H3

  H4

  H5

  H6

  H7

  H8

- ## Field Summary

Fields
Modifier and Type
Field
Description
`static int`
A

`static ArrayList<Location>`
ALL LOCS

`int`
asInt
the calculated index
`long`
asLong

a long value with a bit set on this location

static int
B

static int
BLACK_DIFF

static int
BLACK_STARTING_ROW

static int
C

int
col
this location's column

static int
D

static int
E

static int
F

static int
G

static int
H

static int
KING_STARTING_COL

static PlayerColor
normalPerspective

static int
NUM_OF_SQUARES

int
row
this location's row

static int
WHITE_DIFF

static int
WHITE_STARTING_ROW

Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
static String
createMatIndicesStr()
Create mat indices str string.
Location
flip()
Flip location.
static int
flip (int num)
Flip int.
String
getColString()
Gets col string.
static Location
getLoc (int locIndex)
Gets location corresponding to the locIndex provided (0..63)
static Location
getLoc (int row, int col)
Gets loc.
static Location
getLoc (int row, int col, boolean flip)
Gets loc.
static Location
getLoc (String str)
gets the location corresponding to the provided location string.
static Location
getLoc (Location loc, int add)
Gets the location that is exactly add squares from loc NOTE: add should be in bitboard format
static Location
getLoc (Location loc, int numOfMult, Direction direction)
Gets the location relative to loc in the direction given and the distance is determined by the numOfMult
static Location
getLoc (Location loc, Direction direction)
Gets the location relative to loc in the direction
int
getMaxDistance (Location other)
Gets max distance.
String
getRowString()
Gets row string.
int
hash (PieceType pieceType)
Hash int.
boolean

- isBlackSquare()
  Is black square boolean.
  static boolean
  isInBounds (Location loc)
  Is in bounds boolean.
  boolean
  isWhiteSquare()
  Is white square boolean.
  static Location[][]
  locsMat()
  Locs mat location [ ] [ ].
  static String
  locsMatStr()
  Locs mat str string.
  String
  matrixStr()
  Matrix str string.
  String
  toString()
  To string string.
  static Location
  valueOf (int locIndex)
  Value of location.
  static Location
  valueOf (String name)
  Returns the enum constant of this class with the specified name.
  static Location[]
  values()
  Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

- **A8**

  public static final Location A8

- **B8**

  public static final Location B8

- **C8**

  public static final Location C8
- **D8**

  public static final Location D8
- **E8**

  public static final Location E8
- **F8**

  public static final Location F8
- **G8**

  public static final Location G8
- **H8**

  public static final Location H8
- **A7**

  public static final Location A7
- **B7**

  public static final Location B7
- **C7**

  public static final Location C7
- **D7**

  public static final Location D7
- **E7**

  public static final Location E7
- **F7**

  public static final Location F7
- **G7**

  public static final Location G7
- **H7**

  public static final Location H7
- **A6**

  public static final Location A6

- **B6**

  public static final Location B6
- **C6**

  public static final Location C6
- **D6**

  public static final Location D6
- **E6**

  public static final Location E6
- **F6**

  public static final Location F6
- **G6**

  public static final Location G6
- **H6**

  public static final Location H6
- **A5**

  public static final Location A5
- **B5**

  public static final Location B5
- **C5**

  public static final Location C5
- **D5**

  public static final Location D5
- **E5**

  public static final Location E5
- **F5**

  public static final Location F5
- **G5**

  public static final Location G5
- **H5**

  public static final Location H5

- **A4**

  public static final Location A4
- **B4**

  public static final Location B4
- **C4**

  public static final Location C4
- **D4**

  public static final Location D4
- **E4**

  public static final Location E4
- **F4**

  public static final Location F4
- **G4**

  public static final Location G4
- **H4**

  public static final Location H4
- **A3**

  public static final Location A3
- **B3**

  public static final Location B3
- **C3**

  public static final Location C3
- **D3**

  public static final Location D3
- **E3**

  public static final Location E3
- **F3**

  public static final Location F3
- **G3**

  public static final Location G3

- **H3**

  public static final Location H3
- **A2**

  public static final Location A2
- **B2**

  public static final Location B2
- **C2**

  public static final Location C2
- **D2**

  public static final Location D2
- **E2**

  public static final Location E2
- **F2**

  public static final Location F2
- **G2**

  public static final Location G2
- **H2**

  public static final Location H2
- **A1**

  public static final Location A1
- **B1**

  public static final Location B1
- **C1**

  public static final Location C1
- **D1**

  public static final Location D1
- **E1**

  public static final Location E1
- **F1**

  public static final Location F1

- **G1**

  public static final Location G1

- **H1**

  public static final Location H1

Field Details

- **A**

  public static final int A

- **B**

  public static final int B

- **C**

  public static final int C

- **D**

  public static final int D

- **E**

  public static final int E

- **F**

  public static final int F

- **G**

  public static final int G

- **H**

  public static final int H

- **ALL_LOCS**

  public static final ArrayList<Location> ALL_LOCS

- **NUM_OF_SQUARES**

  public static final int NUM_OF_SQUARES
  See Also:
  Constant Field Values

- **KING_STARTING_COL**

  public static final int KING_STARTING_COL

♦ WHITE_STARTING_ROW

public static final int WHITE_STARTING_ROW

♦ BLACK_STARTING_ROW

public static final int BLACK_STARTING_ROW

♦ WHITE_DIFF

public static final int WHITE_DIFF

♦ BLACK_DIFF

public static final int BLACK_DIFF

♦ normalPerspective

public static final PlayerColor normalPerspective

♦ asLong

public final long asLong
a long value with a bit set on this location

♦ asInt

public final int asInt
the calculated index

♦ row

public final int row
this location's row

♦ col

public final int col
this location's column

• Method Details

♦ values

public static Location[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static Location valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.

Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

locsMatStr

public static String locsMatStr()
Locs mat str string.
Returns:
the string

locsMat

public static Location[][] locsMat()
Locs mat location [ ] [ ].
Returns:
the location [ ] [ ]

matrixStr

public String matrixStr()
Matrix str string.
Returns:
the string

createMatIndicesStr

public static String createMatIndicesStr()
Create mat indices str string.
Returns:
the string

getLoc

public static Location getLoc (Location loc, Direction direction)
Gets the location relative to loc in the direction
Parameters:
`loc` - the loc
`direction` - the direction
Returns:
the location if the calculated index is inside the bounds(0...63). null otherwise

getLoc

public static Location getLoc (Location loc, int numOfMult, Direction direction)
Gets the location relative to loc in the direction given and the distance is determined by the numOfMult
Parameters:
`loc` - the loc
`numOfMult` - the num of mult
`direction` - the direction
Returns:
the location if the calculated index is inside the bounds(0...63). null otherwise

♦ getLoc

public static Location getLoc (Location loc, int add)
Gets the location that is exactly add squares from loc NOTE: add should be in bitboard format
Parameters:
`loc` - the loc
`add` - the number of squares to add
Returns:
the location if the calculated index is inside the bounds(0...63). null otherwise
See Also:
`Bitboard`

♦ getLoc

public static Location getLoc (int locIndex)
Gets location corresponding to the locIndex provided (0..63)
Parameters:
`locIndex` - the locIndex
Returns:
the location if the provided index is inside the bounds(0...63). null otherwise

♦ valueOf

public static Location valueOf (int locIndex)
Value of location.
Parameters:
`locIndex` - the locIndex
Returns:
the location if the provided index is inside the bounds(0...63). null otherwise

♦ getLoc

public static Location getLoc (String str)
gets the location corresponding to the provided location string.
Parameters:
`str` - the square's coordinate according to the Algebraic notation
Returns:
the loc if given str is valid. null otherwise
See Also:
...

♦ getLoc

public static Location getLoc (int row, int col)
Gets loc.
Parameters:
`row` - the row
`col` - the col
Returns:
the loc

♦ getLoc

public static Location getLoc (int row, int col, boolean flip)
Gets loc.
Parameters:
`row` - the row
`col` - the col
`flip` - the flip
Returns:
the loc

♦ flip

public static int flip (int num)
Flip int.
Parameters:
`num` - the num
Returns:
the int

♦ isInBounds

public static boolean isInBounds (Location loc)
Is in bounds boolean.
Parameters:
`loc` - the loc
Returns:
the boolean

♦ getColString

public String getColString()
Gets col string.
Returns:
the col string

♦ flip

public Location flip()
Flip location.
Returns:
the location

♦ isBlackSquare

public boolean isBlackSquare()
Is black square boolean.
Returns:
the boolean

♦ isWhiteSquare

public boolean isWhiteSquare()
Is white square boolean.
Returns:

the boolean

♦ toString

public String toString()
To string string.
Overrides:
`toString` in class `Enum<Location>`
Returns:
the string

♦ getMaxDistance

public int getMaxDistance (Location other)
Gets max distance.
Parameters:
`other` - the other
Returns:
the max distance

♦ getRowString

public String getRowString()
Gets row string.
Returns:
the row string

♦ hash

public int hash (PieceType pieceType)
Hash int.
Parameters:
`pieceType` - the piece type
Returns:
the int

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SEARCH:
Package ver14.SharedClasses.Game.GameSetup

Interface TimeFormatSettable

All Known Implementing Classes:
`AiParameters`, `GameSettings`

---

public interface TimeFormatSettable

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`void`
`setTimeFormat (TimeFormat timeFormat)`

Method Details

setTimeFormat

void setTimeFormat (TimeFormat timeFormat)

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SEARCH:
Package ver14.SharedClasses.Game.GameSetup

Class TimeFormat

java.lang.Object

ver14.SharedClasses.Game.GameSetup.TimeFormat

All Implemented Interfaces:
`Serializable`

---

public class TimeFormat extends Object implements Serializable

See Also:
Serialized Form

Field Summary

Fields
Modifier and Type
Field
Description
`static TimeFormat BULLET`

`static TimeFormat BULLET2`

static int
numOfFields

static TimeFormat[]
PRESETS

static TimeFormat
RAPID

long
timeInMillis

static TimeFormat
ULTRA_BULLET

• Constructor Summary

Constructors
Constructor
Description
TimeFormat (long timeInMillis)

TimeFormat (TimeFormat other)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

• Field Details

♦ RAPID

public static final TimeFormat RAPID

♦ ULTRA_BULLET

public static final TimeFormat ULTRA_BULLET

♦ BULLET

public static final TimeFormat BULLET

♦ BULLET2

public static final TimeFormat BULLET2

♦ PRESETS

public static final TimeFormat[] PRESETS

♦ numOfFields

public static final int numOfFields
See Also:
Constant Field Values

♦ timeInMillis

public final long timeInMillis

• Constructor Details

♦ TimeFormat

public TimeFormat (TimeFormat other)

♦ TimeFormat

public TimeFormat (long timeInMillis)

• Method Details

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

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SEARCH:
Package ver14.SharedClasses.Game.GameSetup

Class GameTime

java.lang.Object

ver14.SharedClasses.Game.GameSetup.GameTime

All Implemented Interfaces:
`Serializable`

---

public class GameTime extends Object implements Serializable

See Also:
Serialized Form

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`GameTime.RunningTime`

• Constructor Summary

Constructors
Constructor
Description
GameTime (GameTime other)

GameTime (TimeFormat... timeFormats)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
GameTime
clean()

PlayerColor
getCurrentlyRunning()

GameTime.RunningTime
getRunningTime (PlayerColor playerColor)

TimeFormat
getTimeFormat (PlayerColor clr)

long
getTimeLeft (PlayerColor playerColor)

void
startRunning (PlayerColor playerColor)

void
stopRunning (PlayerColor playerColor)

void
syncMe (GameTime other)

String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

• Constructor Details

♦ GameTime

public GameTime (GameTime other)

♦ GameTime

public GameTime (TimeFormat... timeFormats)

• Method Details

♦ getTimeFormat

public TimeFormat getTimeFormat (PlayerColor clr)

♦ startRunning

public void startRunning (PlayerColor playerColor)

♦ getRunningTime

public GameTime.RunningTime getRunningTime (PlayerColor playerColor)

♦ stopRunning

public void stopRunning (PlayerColor playerColor)

♦ clean

public GameTime clean()

♦ syncMe

public void syncMe (GameTime other)

♦ getTimeLeft

public long getTimeLeft (PlayerColor playerColor)

♦ getCurrentlyRunning

public PlayerColor getCurrentlyRunning()

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

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SEARCH:
Package ver14.SharedClasses.Game.GameSetup

Class GameTime.RunningTime

java.lang.Object

ver14.SharedClasses.Game.GameSetup.GameTime.RunningTime

All Implemented Interfaces:
`Serializable`

Enclosing class:
GameTime

---

public static class GameTime.RunningTime extends Object implements Serializable

See Also:
Serialized Form

- ## Constructor Summary

Constructors
Constructor
Description
`RunningTime (TimeFormat timeFormat)`

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`boolean`
`didRunOut()`

`long`
`getTimeInMillis()`

`void`
`startRunning()`

`void`
`stopRunning()`

`String`
`toString()`

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

• Constructor Details

♦ RunningTime

public RunningTime (TimeFormat timeFormat)

• Method Details

♦ startRunning

public void startRunning()

♦ stopRunning

public void stopRunning()

♦ getTimeInMillis

public long getTimeInMillis()

♦ didRunOut

public boolean didRunOut()

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

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- Constr |
- Method

SEARCH:
Package ver14.SharedClasses.Game.GameSetup

Class GameSettings

java.lang.Object

ver14.SharedClasses.Game.GameSetup.GameSettings

All Implemented Interfaces:
`Serializable`, `TimeFormatSettable`

---

public class GameSettings extends Object implements Serializable, TimeFormatSettable

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`GameSettings.GameType`

• Field Summary

Fields
Modifier and Type
Field
Description
static GameSettings
EXAMPLE

• Constructor Summary

Constructors
Constructor
Description
GameSettings()

GameSettings (AiParameters aiParameters)

GameSettings (GameSettings other)

GameSettings (PlayerColor playerToMove, TimeFormat timeFormat, String fen, AiParameters aiParameters, GameSettings.GameType gameType)

GameSettings (PlayerColor playerToMove, TimeFormat timeFormat, AiParameters aiParameters, GameSettings.GameType gameType)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
equals (Object o)

AiParameters
getAiParameters()

String
getFen()

String
getGameID()

GameSettings.GameType
getGameType()

PlayerColor
getPlayerToMove()

TimeFormat
getTimeFormat()

int
hashCode()

void
initDefault1v1()

void
initDefault1vAi()

boolean
isVsAi()

void
setAiParameters (AiParameters aiParameters)

void
setFen (String fen)

void
setGameID (String gameID)

void
setGameType (GameSettings.GameType gameType)

void
setPlayerToMove (PlayerColor playerToMove)

void
setTimeFormat (TimeFormat timeFormat)

String
toString()

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

- ## Field Details

♦ EXAMPLE

public static final GameSettings EXAMPLE

• Constructor Details

♦ GameSettings

public GameSettings (GameSettings other)

♦ GameSettings

public GameSettings (AiParameters aiParameters)

♦ GameSettings

public GameSettings (PlayerColor playerToMove, TimeFormat timeFormat, AiParameters aiParameters, GameSettings.GameType gameType)

♦ GameSettings

public GameSettings (PlayerColor playerToMove, TimeFormat timeFormat, String fen, AiParameters aiParameters, GameSettings.GameType gameType)

♦ GameSettings

public GameSettings()

• Method Details

♦ getFen

public String getFen()

♦ setFen

public void setFen (String fen)

♦ getGameID

public String getGameID()

♦ setGameID

public void setGameID (String gameID)

♦ isVsAi

public boolean isVsAi()

♦ getAiParameters

public AiParameters getAiParameters()

♦ setAiParameters

public void setAiParameters (AiParameters aiParameters)

♦ getGameType

public GameSettings.GameType getGameType()

♦ setGameType

public void setGameType (GameSettings.GameType gameType)

♦ getPlayerToMove

public PlayerColor getPlayerToMove()

♦ setPlayerToMove

public void setPlayerToMove (PlayerColor playerToMove)

♦ initDefault1vAi

public void initDefault1vAi()

♦ initDefault1v1

public void initDefault1v1()

♦ getTimeFormat

public TimeFormat getTimeFormat()

♦ setTimeFormat

public void setTimeFormat (TimeFormat timeFormat)
Specified by:
`setTimeFormat` in interface `TimeFormatSettable`

♦ hashCode

public int hashCode()
Overrides:
`hashCode` in class `Object`

♦ equals

public boolean equals (Object o)
Overrides:
`equals` in class `Object`

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

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Package ver14.SharedClasses.Game.GameSetup

Enum Class GameSettings.GameType

java.lang.Object

java.lang.Enum<GameSettings.GameType>

ver14.SharedClasses.Game.GameSetup.GameSettings.GameType

All Implemented Interfaces:
Serializable, Comparable<GameSettings.GameType>, Constable

Enclosing class:
GameSettings

---

public static enum GameSettings.GameType extends Enum<GameSettings.GameType>

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

Enum.EnumDesc<E extends Enum<E>>

• Enum Constant Summary

Enum Constants
Enum Constant
Description
CREATE_NEW

JOIN_EXISTING

QUICK_MATCH

RESUME

• Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static GameSettings.GameType
valueOf (String name)
Returns the enum constant of this class with the specified name.
static GameSettings.GameType[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

• Enum Constant Details

♦ JOIN_EXISTING

public static final GameSettings.GameType JOIN_EXISTING

♦ RESUME

public static final GameSettings.GameType RESUME

♦ CREATE_NEW

public static final GameSettings.GameType CREATE_NEW

♦ QUICK_MATCH

public static final GameSettings.GameType QUICK_MATCH

• Method Details

♦ values

public static GameSettings.GameType[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static GameSettings.GameType valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

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SEARCH:
Package ver14.SharedClasses.Game.GameSetup.BoardSetup

Class Square

java.lang.Object

ver14.SharedClasses.Game.GameSetup.BoardSetup.Square

All Implemented Interfaces:
`Serializable`

---

public class Square extends Object implements Serializable
Square represents a square on the logic board.

Author:
Bezalel Avrahami (bezalel3250@gmail.com)
See Also:
Serialized Form

Field Summary

Fields
Modifier and Type
Field
Description
`static Piece`
`EMPTY_PIECE`

The constant EMPTY_PIECE.

• Constructor Summary

Constructors
Constructor
Description
Square (Piece piece, Location loc)
Instantiates a new Square.
Square (Location loc)
Instantiates a new Square.

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
getFen()
Gets fen.
Location
getLoc()
Gets loc.
Piece
getPiece()
Gets piece.
String
getPieceIcon()
Gets piece icon.
boolean
isEmpty()
Is empty boolean.
void
setEmpty()
Sets empty.
void
setPiece (Piece piece)
Sets piece.
String
toString()
To string string.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

EMPTY_PIECE

public static final Piece EMPTY_PIECE
The constant EMPTY_PIECE.

Constructor Details

Square

public Square (Location loc)
Instantiates a new Square.
Parameters:
`loc` - the loc

Square

public Square (Piece piece, Location loc)
Instantiates a new Square.
Parameters:
`piece` - the piece
`loc` - the loc

Method Details

setEmpty

public void setEmpty()
Sets empty.

getPiece

public Piece getPiece()
Gets piece.
Returns:
the piece

setPiece

public void setPiece (Piece piece)
Sets piece.
Parameters:
`piece` - the piece

getLoc

public Location getLoc()
Gets loc.
Returns:
the loc

♦ toString

public String toString()
To string string.
Overrides:
`toString` in class `Object`
Returns:
the string

♦ getFen

public String getFen()
Gets fen.
Returns:
the fen

♦ isEmpty

public boolean isEmpty()
Is empty boolean.
Returns:
the boolean

♦ getPieceIcon

public String getPieceIcon()
Gets piece icon.
Returns:
the piece icon

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SEARCH:
Package ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces

Enum Class PieceType

java.lang.Object

java.lang.Enum<PieceType>

ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

All Implemented Interfaces:
`Serializable`, `Comparable<PieceType>`, `Constable`

---

public enum PieceType extends Enum<PieceType> implements Serializable

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  `Enum.EnumDesc<E extends Enum<E>>`

- ## Enum Constant Summary

  Enum Constants
  Enum Constant

Description
BISHOP

KING

KNIGHT

PAWN

QUEEN

ROOK

• Field Summary

Fields
Modifier and Type
Field
Description
int
asInt

static PieceType[]
ATTACKING_PIECE_TYPES

String
blackIcon

static PieceType[]
CAN_PROMOTE_TO

boolean
isSliding

static PieceType[]
MAJOR_PIECES

static PieceType[]
MINOR_PIECES

static int
NUM_OF_PIECE_TYPES

static PieceType[]
PIECE_TYPES

static PieceType[]
UNIQUE_MOVES_PIECE_TYPES

int
value

String
whiteIcon

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
compareMovementType (PieceType compareTo)

static boolean
compareMovementType (PieceType piece1Type, PieceType piece2Type)

Direction[]
getAttackingDirections()

static Direction[]
getAttackingDirections (PieceType pieceType)

String
getPieceIcon (PlayerColor playerColor)

String
getPieceName()

static PieceType
getPieceType (int pieceType)

Direction[]
getWalkingDirections()

String
getWhitePieceFen()

boolean
isAttack (Direction direction, int maxDistance)

static boolean
isDiagonalPiece (PieceType pieceType)

static boolean
isLinePiece (PieceType pieceType)

static PieceType

`valueOf (String name)`
Returns the enum constant of this class with the specified name.
`static PieceType[] values()`
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

`compareTo`, `describeConstable`, `equals`, `getDeclaringClass`, `hashCode`, `name`, `ordinal`, `toString`, `valueOf`

Methods inherited from class java.lang.Object

`getClass`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Enum Constant Details

PAWN

public static final PieceType PAWN

ROOK

public static final PieceType ROOK

BISHOP

public static final PieceType BISHOP

KNIGHT

public static final PieceType KNIGHT

QUEEN

public static final PieceType QUEEN

KING

public static final PieceType KING

Field Details

NUM_OF_PIECE_TYPES

public static final int NUM_OF_PIECE_TYPES
See Also:
Constant Field Values

PIECE_TYPES

public static final PieceType[] PIECE_TYPES

♦ UNIQUE_MOVES_PIECE_TYPES

public static final PieceType[] UNIQUE_MOVES_PIECE_TYPES

♦ MINOR_PIECES

public static final PieceType[] MINOR_PIECES

♦ MAJOR_PIECES

public static final PieceType[] MAJOR_PIECES

♦ CAN_PROMOTE_TO

public static final PieceType[] CAN_PROMOTE_TO

♦ ATTACKING_PIECE_TYPES

public static final PieceType[] ATTACKING_PIECE_TYPES

♦ whiteIcon

public final String whiteIcon

♦ blackIcon

public final String blackIcon

♦ value

public final int value

♦ isSliding

public final boolean isSliding

♦ asInt

public final int asInt

• Method Details

♦ values

public static PieceType[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static PieceType valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:

the enum constant with the specified name

Throws:

`IllegalArgumentException` - if this enum class has no constant with the specified name

`NullPointerException` - if the argument is null

♦ getPieceType

public static PieceType getPieceType (int pieceType)

♦ getAttackingDirections

public static Direction[] getAttackingDirections (PieceType pieceType)

♦ getWhitePieceFen

public String getWhitePieceFen()

♦ getPieceIcon

public String getPieceIcon (PlayerColor playerColor)

♦ compareMovementType

public boolean compareMovementType (PieceType compareTo)

♦ compareMovementType

public static boolean compareMovementType (PieceType piece1Type, PieceType piece2Type)

♦ isDiagonalPiece

public static boolean isDiagonalPiece (PieceType pieceType)

♦ isLinePiece

public static boolean isLinePiece (PieceType pieceType)

♦ getPieceName

public String getPieceName()

♦ isAttack

public boolean isAttack (Direction direction, int maxDistance)

♦ getAttackingDirections

public Direction[] getAttackingDirections()

♦ getWalkingDirections

public Direction[] getWalkingDirections()

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SEARCH:
Package ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces

Enum Class Piece

java.lang.Object

java.lang.Enum<Piece>

ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

All Implemented Interfaces:
`Serializable`, `Comparable<Piece>`, `Constable`

---

public enum Piece extends Enum<Piece>

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  `Enum.EnumDesc<E extends Enum<E>>`

- ## Enum Constant Summary

  Enum Constants
  Enum Constant

Description
B_B

B_K

B_N

B_P

B_Q

B_R

W_B

W_K

W_N

W_P

W_Q

W_R

• Field Summary

Fields
Modifier and Type
Field
Description
static Piece[]
ALL_PIECES

PieceType
pieceType

PlayerColor
playerColor

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
getFen()

static Piece
getPiece (PieceType pieceType, PlayerColor playerColor)

static Piece
getPieceFromFen (char c)

String
getPieceIcon()

static String
getPieceIcon (Piece piece)

boolean
isOnMyTeam (Piece otherPiece)

boolean
isOnMyTeam (PlayerColor otherPlayerColor)

static Piece
valueOf (String name)
Returns the enum constant of this class with the specified name.
static Piece[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

- **W_P**

  public static final Piece W_P

- **W_R**

  public static final Piece W_R

- **W_B**

  public static final Piece W_B

- **W_N**

  public static final Piece W_N

W_Q

public static final Piece W_Q

W_K

public static final Piece W_K

B_P

public static final Piece B_P

B_R

public static final Piece B_R

B_B

public static final Piece B_B

B_N

public static final Piece B_N

B_Q

public static final Piece B_Q

B_K

public static final Piece B_K

Field Details

ALL_PIECES

public static final Piece[] ALL_PIECES

pieceType

public final PieceType pieceType

playerColor

public final PlayerColor playerColor

Method Details

values

public static Piece[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static Piece valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

♦ getPieceFromFen

public static Piece getPieceFromFen (char c)

♦ getPiece

public static Piece getPiece (PieceType pieceType, PlayerColor playerColor)

♦ getPieceIcon

public String getPieceIcon()

♦ getPieceIcon

public static String getPieceIcon (Piece piece)

♦ getFen

public String getFen()

♦ isOnMyTeam

public boolean isOnMyTeam (Piece otherPiece)

♦ isOnMyTeam

public boolean isOnMyTeam (PlayerColor otherPlayerColor)

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SEARCH:
Package ver14.SharedClasses.Game.GameSetup.BoardSetup

Class Board

java.lang.Object

ver14.SharedClasses.Game.GameSetup.BoardSetup.Board

All Implemented Interfaces:
`Serializable`, `Iterable<Square>`

---

public class Board extends Object implements Iterable<Square>, Serializable
Board - represents the logic board of the model

Author:
Bezalel Avrahami (bezalel3250@gmail.com)
See Also:
Serialized Form

Field Summary

Fields
Modifier and Type
Field
Description
`static Board`
`example`

The constant example.
static String
startingFen
The constant startingFen.

• Constructor Summary

Constructors
Constructor
Description
Board()
Instantiates a new Board.
Board (String fen)
Instantiates a new Board.
Board (Board other)
Instantiates a new Board.

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
void
fenSetup (String fen)
Fen setup.
Piece
getPiece (Location loc)
Gets piece.
Piece
getPiece (Location loc, boolean notNull)
Gets piece.
Square[]
getRow (int row, boolean flipLocs)
Get row square [ ].
Square
getSquare (Location loc)
Gets square.
boolean
isSquareEmpty (Location loc)
Is square empty boolean.
Iterator<Square>
iterator()
Iterator iterator.
void
print()
Print.
void
setPiece (Location loc, Piece piece)
Sets piece.

`void`
`setSquareEmpty (Location loc)`
Sets square empty.
`static Board`
`startingPos()`
Starting pos board.
`String`
`toString()`
To string string.

Methods inherited from class java.lang.Object

`equals, getClass, hashCode, notify, notifyAll, wait, wait, wait`

Methods inherited from interface java.lang.Iterable

`forEach, spliterator`

Field Details

startingFen

public static final String startingFen
The constant startingFen.
See Also:
Constant Field Values

example

public static final Board example
The constant example.

Constructor Details

Board

public Board (Board other)
Instantiates a new Board.
Parameters:
`other` - the other

Board

public Board()
Instantiates a new Board.

Board

public Board (String fen)
Instantiates a new Board.
Parameters:
`fen` - the fen

Method Details

♦ setPiece

public void setPiece (Location loc, Piece piece)
Sets piece.
Parameters:
`loc` - the loc
`piece` - the piece

♦ getSquare

public Square getSquare (Location loc)
Gets square.
Parameters:
`loc` - the loc
Returns:
the square

♦ fenSetup

public void fenSetup (String fen)
Fen setup.
Parameters:
`fen` - the fen

♦ startingPos

public static Board startingPos()
Starting pos board.
Returns:
the board

♦ getRow

public Square[] getRow (int row, boolean flipLocs)
Get row square [ ].
Parameters:
`row` - the row
`flipLocs` - the flip locs
Returns:
the square [ ]

♦ getPiece

public Piece getPiece (Location loc, boolean notNull)
Gets piece.
Parameters:
`loc` - the loc
`notNull` - the not null
Returns:
the piece

- ♦ **getPiece**

  public Piece getPiece (Location loc)
  Gets piece.
  Parameters:
  `loc` - the loc
  Returns:
  the piece

- ♦ **print**

  public void print()
  Print.

- ♦ **iterator**

  public Iterator<Square> iterator()
  Iterator iterator.
  Specified by:
  `iterator` in interface `Iterable<Square>`
  Returns:
  the iterator

- ♦ **setSquareEmpty**

  public void setSquareEmpty (Location loc)
  Sets square empty.
  Parameters:
  `loc` - the loc

- ♦ **isSquareEmpty**

  public boolean isSquareEmpty (Location loc)
  Is square empty boolean.
  Parameters:
  `loc` - the loc
  Returns:
  the boolean

- ♦ **toString**

  public String toString()
  To string string.
  Overrides:
  `toString` in class `Object`
  Returns:
  the string

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SEARCH:
Package ver14.SharedClasses.Game.GameSetup

Class AiParameters

java.lang.Object

ver14.SharedClasses.Game.GameSetup.AiParameters

All Implemented Interfaces:
`Serializable`, `TimeFormatSettable`

---

public class AiParameters extends Object implements Serializable, TimeFormatSettable

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`AiParameters.AiType`

• Field Summary

Fields
Modifier and Type
Field
Description
static AiParameters
EZ_MY_AI

static AiParameters
EZ_STOCKFISH

static int
numOfFields

• Constructor Summary

Constructors
Constructor
Description
AiParameters()

AiParameters (AiParameters other)

AiParameters (AiParameters.AiType aiType,
TimeFormat moveSearchTimeout)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
AiParameters.AiType
getAiType()

TimeFormat
getMoveSearchTimeout()

boolean
isEmpty()

void
setAiType (AiParameters.AiType aiType)

void
setMoveSearchTimeout (TimeFormat moveSearchTimeout)

```
void
setTimeFormat (TimeFormat timeFormat)

String
toString()
```

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

EZ_MY_AI

public static final AiParameters EZ_MY_AI

EZ_STOCKFISH

public static final AiParameters EZ_STOCKFISH

numOfFields

public static final int numOfFields
See Also:
Constant Field Values

Constructor Details

AiParameters

public AiParameters()

AiParameters

public AiParameters (AiParameters other)

AiParameters

public AiParameters (AiParameters.AiType aiType, TimeFormat moveSearchTimeout)

Method Details

getAiType

public AiParameters.AiType getAiType()

setAiType

public void setAiType (AiParameters.AiType aiType)

♦ getMoveSearchTimeout

public TimeFormat getMoveSearchTimeout()

♦ setMoveSearchTimeout

public void setMoveSearchTimeout (TimeFormat moveSearchTimeout)

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

♦ isEmpty

public boolean isEmpty()

♦ setTimeFormat

public void setTimeFormat (TimeFormat timeFormat)
Specified by:
`setTimeFormat` in interface `TimeFormatSettable`

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SEARCH:
Package ver14.SharedClasses.Game.GameSetup

Enum Class AiParameters.AiType

java.lang.Object

java.lang.Enum<AiParameters.AiType>

ver14.SharedClasses.Game.GameSetup.AiParameters.AiType

All Implemented Interfaces:
Serializable, Comparable<AiParameters.AiType>, Constable

Enclosing class:
AiParameters

---

public static enum AiParameters.AiType extends Enum<AiParameters.AiType>

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

Enum.EnumDesc<E extends Enum<E>>

• Enum Constant Summary

Enum Constants
Enum Constant
Description
MyAi

Stockfish

• Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static AiParameters.AiType
valueOf (String name)
Returns the enum constant of this class with the specified name.
static AiParameters.AiType[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

• Enum Constant Details

♦ Stockfish

public static final AiParameters.AiType Stockfish

♦ MyAi

public static final AiParameters.AiType MyAi

• Method Details

♦ values

public static AiParameters.AiType[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static AiParameters.AiType valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

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SEARCH:
Package ver14.SharedClasses.Game.Evaluation

Class GameStatus

java.lang.Object

ver14.SharedClasses.Game.Evaluation.GameStatus

All Implemented Interfaces:
`Serializable`

---

public class GameStatus extends Object implements Serializable

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`GameStatus.GameStatusType`

`static class`
`GameStatus.SpecificStatus`

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description

static GameStatus
checkmate (PlayerColor winningPlayerColor, Location matedKing)

static GameStatus
fiftyMoveRule()

static GameStatus
gameGoesOn()

Location
getCheckedKingLoc()

String
getDetailedStr()

String
getDetailedStr (Map<PlayerColor, String> playerUsernamesMap)

GameStatus.GameStatusType
getGameStatusType()

GameStatus.SpecificStatus
getSpecificStatus()

PlayerColor
getWinningColor()

static GameStatus
insufficientMaterial()

boolean
isCheck()

boolean
isDisconnected()

boolean
isGameOver()

static GameStatus
playerDisconnected (PlayerColor disconnectedPlayer, boolean isVsAi)

static GameStatus
playerResigned (PlayerColor resignedPlayer)

static GameStatus
serverStoppedGame (String cause)

void
setCustomStr (String customStr)

void
setDepth (int depth)

void
setInCheck (Location checkedKingLoc)

static GameStatus
stalemate()

static GameStatus
threeFoldRepetition()

static GameStatus
tieByAgreement()

static GameStatus
timedOut (PlayerColor timedOutPlayer, boolean isSufficientMaterial)

String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Method Details

checkmate

public static GameStatus checkmate (PlayerColor winningPlayerColor, Location matedKing)

gameGoesOn

public static GameStatus gameGoesOn()

tieByAgreement

public static GameStatus tieByAgreement()

- **stalemate**

  public static GameStatus stalemate()
- **fiftyMoveRule**

  public static GameStatus fiftyMoveRule()
- **serverStoppedGame**

  public static GameStatus serverStoppedGame (String cause)
- **setCustomStr**

  public void setCustomStr (String customStr)
- **threeFoldRepetition**

  public static GameStatus threeFoldRepetition()
- **insufficientMaterial**

  public static GameStatus insufficientMaterial()
- **playerDisconnected**

  public static GameStatus playerDisconnected (PlayerColor disconnectedPlayer, boolean isVsAi)
- **timedOut**

  public static GameStatus timedOut (PlayerColor timedOutPlayer, boolean isSufficientMaterial)
- **playerResigned**

  public static GameStatus playerResigned (PlayerColor resignedPlayer)
- **isDisconnected**

  public boolean isDisconnected()
- **getCheckedKingLoc**

  public Location getCheckedKingLoc()
- **getWinningColor**

  public PlayerColor getWinningColor()
- **getGameStatusType**

  public GameStatus.GameStatusType getGameStatusType()
- **setInCheck**

  public void setInCheck (Location checkedKingLoc)

♦ isCheck

public boolean isCheck()

♦ getDetailedStr

public String getDetailedStr()

♦ getDetailedStr

public String getDetailedStr (Map<PlayerColor, String> playerUsernamesMap)

♦ isGameOver

public boolean isGameOver()

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

♦ setDepth

public void setDepth (int depth)

♦ getSpecificStatus

public GameStatus.SpecificStatus getSpecificStatus()

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- Detail:
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- Field |
- Method

SEARCH:
Package ver14.SharedClasses.Game.Evaluation

Enum Class GameStatus.SpecificStatus

java.lang.Object

java.lang.Enum<GameStatus.SpecificStatus>

ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

All Implemented Interfaces:
`Serializable`, `Comparable<GameStatus.SpecificStatus>`, `Constable`

Enclosing class:
GameStatus

---

public static enum GameStatus.SpecificStatus extends Enum<GameStatus.SpecificStatus>

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

`Enum.EnumDesc<E extends Enum<E>>`

• Enum Constant Summary

Enum Constants
Enum Constant
Description
Checkmate

FiftyMoveRule

GameGoesOn

InsufficientMaterial

PlayerDisconnectedVsAi

PlayerDisconnectedVsReal

Resignation

ServerStoppedGame

Stalemate

ThreeFoldRepetition

TieByAgreement

TimedOut

TimedOutVsInsufficientMaterial

• Field Summary

Fields
Modifier and Type
Field
Description
GameStatus.GameStatusType
gameStatusType

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String

toString()

static GameStatus.SpecificStatus
valueOf (String name)
Returns the enum constant of this class with the specified name.
static GameStatus.SpecificStatus[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

- **Checkmate**

  public static final GameStatus.SpecificStatus Checkmate

- **TimedOut**

  public static final GameStatus.SpecificStatus TimedOut

- **TimedOutVsInsufficientMaterial**

  public static final GameStatus.SpecificStatus TimedOutVsInsufficientMaterial

- **Resignation**

  public static final GameStatus.SpecificStatus Resignation

- **GameGoesOn**

  public static final GameStatus.SpecificStatus GameGoesOn

- **ThreeFoldRepetition**

  public static final GameStatus.SpecificStatus ThreeFoldRepetition

- **Stalemate**

  public static final GameStatus.SpecificStatus Stalemate

- **InsufficientMaterial**

  public static final GameStatus.SpecificStatus InsufficientMaterial

- **FiftyMoveRule**

  public static final GameStatus.SpecificStatus FiftyMoveRule

♦ TieByAgreement

public static final GameStatus.SpecificStatus TieByAgreement

♦ PlayerDisconnectedVsAi

public static final GameStatus.SpecificStatus PlayerDisconnectedVsAi

♦ PlayerDisconnectedVsReal

public static final GameStatus.SpecificStatus PlayerDisconnectedVsReal

♦ ServerStoppedGame

public static final GameStatus.SpecificStatus ServerStoppedGame

• Field Details

♦ gameStatusType

public final GameStatus.GameStatusType gameStatusType

• Method Details

♦ values

public static GameStatus.SpecificStatus[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static GameStatus.SpecificStatus valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

♦ toString

public String toString()
Overrides:
`toString` in class `Enum<GameStatus.SpecificStatus>`

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SEARCH:
Package ver14.SharedClasses.Game.Evaluation

Enum Class GameStatus.GameStatusType

java.lang.Object

java.lang.Enum<GameStatus.GameStatusType>

ver14.SharedClasses.Game.Evaluation.GameStatus.GameStatusType

All Implemented Interfaces:
`Serializable`, `Comparable<GameStatus.GameStatusType>`, `Constable`

Enclosing class:
GameStatus

---

public static enum GameStatus.GameStatusType extends Enum<GameStatus.GameStatusType> implements Serializable

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

`Enum.EnumDesc<E extends Enum<E>>`

• Enum Constant Summary

Enum Constants
Enum Constant
Description
CHECK

GAME_GOES_ON

TIE

UNFINISHED

WIN_OR_LOSS

• Field Summary

Fields
Modifier and Type
Field
Description
String
annotation

String
gameOverStr

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
isGameOver()

static GameStatus.GameStatusType
valueOf (String name)
Returns the enum constant of this class with the specified name.
static GameStatus.GameStatusType[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

`getClass`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Enum Constant Details

TIE

public static final GameStatus.GameStatusType TIE

CHECK

public static final GameStatus.GameStatusType CHECK

GAME_GOES_ON

public static final GameStatus.GameStatusType GAME_GOES_ON

WIN_OR_LOSS

public static final GameStatus.GameStatusType WIN_OR_LOSS

UNFINISHED

public static final GameStatus.GameStatusType UNFINISHED

Field Details

annotation

public final String annotation

gameOverStr

public final String gameOverStr

Method Details

values

public static GameStatus.GameStatusType[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

valueOf

public static GameStatus.GameStatusType valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.

Returns:

the enum constant with the specified name

Throws:

`IllegalArgumentException` - if this enum class has no constant with the specified name

`NullPointerException` - if the argument is null

♦ isGameOver

public boolean isGameOver()

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- Method

SEARCH:
Package ver14.SharedClasses.Game.Evaluation

Enum Class EvaluationParameters

java.lang.Object

java.lang.Enum<EvaluationParameters>

ver14.SharedClasses.Game.Evaluation.EvaluationParameters

All Implemented Interfaces:
`Serializable`, `Comparable<EvaluationParameters>`, `Constable`

---

public enum EvaluationParameters extends Enum<EvaluationParameters>
Evaluation parameters - .

Author:
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- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

`Enum.EnumDesc<E extends Enum<E>>`

• Enum Constant Summary

Enum Constants
Enum Constant
Description
EG_WEIGHT
Eg weight evaluation parameters.
FORCE_KING_TO_CORNER
Force king to corner evaluation parameters.
HANGING_PIECES
Hanging pieces evaluation parameters.
KING_SAFETY
King safety evaluation parameters.
MATERIAL
Material evaluation parameters.
MOVEMENT_ABILITY
Movement ability evaluation parameters.
PIECE_TABLES
Piece tables evaluation parameters.
SQUARE_CONTROL
Square control evaluation parameters.
STOCKFISH_SAYS
Stockfish says evaluation parameters.

• Field Summary

Fields
Modifier and Type
Field
Description
double
adjustBy
The Adjust by.
double
weight
The Weight.

• Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static EvaluationParameters
valueOf (String name)
Returns the enum constant of this class with the specified name.
static EvaluationParameters[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

- **MATERIAL**

  public static final EvaluationParameters MATERIAL
  Material evaluation parameters.

- **PIECE_TABLES**

  public static final EvaluationParameters PIECE_TABLES
  Piece tables evaluation parameters.

- **KING_SAFETY**

  public static final EvaluationParameters KING_SAFETY
  King safety evaluation parameters.

- **HANGING_PIECES**

  public static final EvaluationParameters HANGING_PIECES
  Hanging pieces evaluation parameters.

- **SQUARE_CONTROL**

  public static final EvaluationParameters SQUARE_CONTROL
  Square control evaluation parameters.

- **MOVEMENT_ABILITY**

  public static final EvaluationParameters MOVEMENT_ABILITY
  Movement ability evaluation parameters.

- **FORCE_KING_TO_CORNER**

  public static final EvaluationParameters FORCE_KING_TO_CORNER
  Force king to corner evaluation parameters.

- **EG_WEIGHT**

  public static final EvaluationParameters EG_WEIGHT
  Eg weight evaluation parameters.

- **STOCKFISH_SAYS**

  public static final EvaluationParameters STOCKFISH_SAYS
  Stockfish says evaluation parameters.

Field Details

weight

public double weight
The Weight.

adjustBy

public double adjustBy
The Adjust by.

Method Details

values

public static EvaluationParameters[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

valueOf

public static EvaluationParameters valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

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Package ver14.SharedClasses.Game.Evaluation

Class Evaluation

java.lang.Object

ver14.SharedClasses.Game.Evaluation.Evaluation

All Implemented Interfaces:
`Serializable`

---

public class Evaluation extends Object implements Serializable

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`Evaluation.EvaluationDetail`

• Field Summary

Fields
Modifier and Type
Field
Description
static int
LOSS_EVAL

static int
TIE_EVAL

static int
WIN_EVAL

• Constructor Summary

Constructors
Constructor
Description
Evaluation (int eval, GameStatus gameStatus, PlayerColor evaluationFor)

Evaluation (Evaluation other)

Evaluation (GameStatus gameStatus, PlayerColor evaluationFor)

Evaluation (PlayerColor evaluationFor)

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
void
addDetail (EvaluationParameters parm, int value)

void
assertNotGameOver()

static Evaluation
book()

float
convertFromCentipawns()

boolean
equals (Object o)

void
flipEval()

int
getEval()

Integer
getEvaluationDepth()

PlayerColor
getEvaluationFor()

GameStatus
getGameStatus()

boolean
isCheck()

boolean
isGameOver()

boolean
isGreaterThan (Evaluation other)

void
print()

void
setEval (int eval)

void
setEvaluationDepth (Integer evaluationDepth)

Evaluation
setPerspective (PlayerColor playerColor)

String
toString()

Methods inherited from class java.lang.Object

getClass, hashCode, notify, notifyAll, wait, wait, wait

- ## Field Details

♦ TIE_EVAL

public static final int TIE_EVAL
See Also:
Constant Field Values

♦ WIN_EVAL

public static final int WIN_EVAL
See Also:
Constant Field Values

♦ LOSS_EVAL

public static final int LOSS_EVAL
See Also:
Constant Field Values

• Constructor Details

♦ Evaluation

public Evaluation (GameStatus gameStatus, PlayerColor evaluationFor)

♦ Evaluation

public Evaluation (int eval, GameStatus gameStatus, PlayerColor evaluationFor)

♦ Evaluation

public Evaluation (PlayerColor evaluationFor)

♦ Evaluation

public Evaluation (Evaluation other)

• Method Details

♦ book

public static Evaluation book()

♦ addDetail

public void addDetail (EvaluationParameters parm, int value)

♦ assertNotGameOver

public void assertNotGameOver()

♦ getEvaluationDepth

public Integer getEvaluationDepth()

- **setEvaluationDepth**

  public void setEvaluationDepth (Integer evaluationDepth)
- **isGameOver**

  public boolean isGameOver()
- **isCheck**

  public boolean isCheck()
- **isGreaterThan**

  public boolean isGreaterThan (Evaluation other)
- **getEval**

  public int getEval()
- **setEval**

  public void setEval (int eval)
- **getGameStatus**

  public GameStatus getGameStatus()
- **equals**

  public boolean equals (Object o)
  Overrides:
  `equals` in class `Object`
- **toString**

  public String toString()
  Overrides:
  `toString` in class `Object`
- **getEvaluationFor**

  public PlayerColor getEvaluationFor()
- **setPerspective**

  public Evaluation setPerspective (PlayerColor playerColor)
- **flipEval**

  public void flipEval()
- **print**

  public void print()
- **convertFromCentipawns**

  public float convertFromCentipawns()

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SEARCH:
Package ver14.SharedClasses.Game.Evaluation

Record Class Evaluation.EvaluationDetail

java.lang.Object

java.lang.Record

ver14.SharedClasses.Game.Evaluation.Evaluation.EvaluationDetail

All Implemented Interfaces:
`Serializable`

Enclosing class:
Evaluation

---

public static record Evaluation.EvaluationDetail(EvaluationParameters parm, double eval) extends Record implements Serializable

See Also:
Serialized Form

- ## Constructor Summary

Constructors
Constructor
Description

EvaluationDetail (EvaluationParameters parm, double eval)
Creates an instance of a EvaluationDetail record class.

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
equals (Object o)
Indicates whether some other object is "equal to" this one.
double
eval()
Returns the value of the eval record component.
int
hashCode()
Returns a hash code value for this object.
EvaluationParameters
parm()
Returns the value of the parm record component.
String
toString()
Returns a string representation of this record class.

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Constructor Details

EvaluationDetail

public EvaluationDetail (EvaluationParameters parm, double eval)
Creates an instance of a EvaluationDetail record class.
Parameters:
parm - the value for the parm record component
eval - the value for the eval record component

Method Details

toString

public String toString()
Returns a string representation of this record class. The representation contains the name of the class, followed by the name and value of each of the record components.
Specified by:
toString in class Record
Returns:
a string representation of this object

♦ hashCode

public final int hashCode()
Returns a hash code value for this object. The value is derived from the hash code of each of the record components.
Specified by:
`hashCode` in class `Record`
Returns:
a hash code value for this object

♦ equals

public final boolean equals (Object o)
Indicates whether some other object is "equal to" this one. The objects are equal if the other object is of the same class and if all the record components are equal. Reference components are compared with `Objects::equals(Object,Object)`; primitive components are compared with '==='.
Specified by:
`equals` in class `Record`
Parameters:
`o` - the object with which to compare
Returns:
`true` if this object is the same as the `o` argument; `false` otherwise.

♦ parm

public EvaluationParameters parm()
Returns the value of the `parm` record component.
Returns:
the value of the `parm` record component

♦ eval

public double eval()
Returns the value of the `eval` record component.
Returns:
the value of the `eval` record component

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SEARCH:
Package ver14.SharedClasses.DBActions.Table

Enum Class Table

java.lang.Object

java.lang.Enum<Table>

ver14.SharedClasses.DBActions.Table.Table

All Implemented Interfaces:
`Serializable`, `Comparable<Table>`, `Constable`

---

public enum Table extends Enum<Table>

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  `Enum.EnumDesc<E extends Enum<E>>`

- ## Enum Constant Summary

  Enum Constants
  Enum Constant

Description
Games

UnfinishedGames

Users

Field Summary

Fields
Modifier and Type
Field
Description
Col[]
cols

Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
static String
escapeValues (Object[] values, boolean quotes, boolean parentheses)

String
tableAndValues()

static Table
valueOf (String name)
Returns the enum constant of this class with the specified name.
static Table[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

♦ Games

public static final Table Games

♦ UnfinishedGames

public static final Table UnfinishedGames

♦ Users

public static final Table Users

• Field Details

♦ cols

public final Col[] cols

• Method Details

♦ values

public static Table[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static Table valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

♦ tableAndValues

public String tableAndValues()

♦ escapeValues

public static String escapeValues (Object[] values, boolean quotes, boolean parentheses)

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SEARCH:
Package ver14.SharedClasses.DBActions.Table

Class SwitchCase

java.lang.Object

ver14.SharedClasses.DBActions.Table.SwitchCase

---

public class SwitchCase extends Object

Constructor Summary

Constructors
Constructor
Description
`SwitchCase (Condition condition, Col ifTrue)`

Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`Condition condition()`

static SwitchCase
defaultCase (Col ifTrue)

static SwitchCase
equals (Col col, String value, Col ifTrue)

Col
ifTrue()

String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

SwitchCase

public SwitchCase (Condition condition, Col ifTrue)

Method Details

equals

public static SwitchCase equals (Col col, String value, Col ifTrue)

defaultCase

public static SwitchCase defaultCase (Col ifTrue)

condition

public Condition condition()

ifTrue

public Col ifTrue()

toString

public String toString()
Overrides:
toString in class Object

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SEARCH:
Package ver14.SharedClasses.DBActions.Table

Enum Class Math

java.lang.Object

java.lang.Enum<Math>

ver14.SharedClasses.DBActions.Table.Math

All Implemented Interfaces:
`Serializable`, `Comparable<Math>`, `Constable`

---

public enum Math extends Enum<Math>

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  `Enum.EnumDesc<E extends Enum<E>>`

- ## Enum Constant Summary

  Enum Constants
  Enum Constant

Description
Div

Mult

Plus

Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
static String
asFloat (Object num)

Col
execute (Col col, Object value)

Col
execute (Col col, Object value, boolean changeSelf)

static String
formatNum (Object num)

static String
formatNum (Object num, String format)

static String
nullIf0 (Object val)

static String
str (Object obj)

static String
strVal (Object val)

static Math
valueOf (String name)
Returns the enum constant of this class with the specified name.
static Math[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

`getClass`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Enum Constant Details

Plus

public static final Math Plus

Mult

public static final Math Mult

Div

public static final Math Div

Method Details

values

public static Math[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

valueOf

public static Math valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

nullIf0

public static String nullIf0 (Object val)

formatNum

public static String formatNum (Object num)

♦ strVal

public static String strVal (Object val)

♦ formatNum

public static String formatNum (Object num, String format)

♦ str

public static String str (Object obj)

♦ asFloat

public static String asFloat (Object num)

♦ execute

public Col execute (Col col, Object value)

♦ execute

public Col execute (Col col, Object value, boolean changeSelf)

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SEARCH:
Package ver14.SharedClasses.DBActions.Table

Class Col

java.lang.Object

ver14.SharedClasses.DBActions.Table.Col

All Implemented Interfaces:
`Serializable`

Direct Known Subclasses:
`Col.CustomCol`

---

public class Col extends Object implements Serializable

See Also:
Serialized Form

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`Col.CustomCol`

• Field Summary

Fields
Modifier and Type
Field
Description

static Col
CreatedDateTime

static Col
GameID

static Col
Password

static Col
Player1

static Col
Player2

static Col
PlayerToMove

static Col
ProfilePic

static Col
SavedGame

static Col
Username

static Col
Winner

• Constructor Summary

Constructors
Constructor
Description

Col (String colName)

Col (String colName, String alias)

Col (Col col)

Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
Col
as()

Col
as (String alias)

String
colName()

static Col
count (String as)

static Col
count (String as, Object countWhat)

static Col
countIf (String as, Condition condition)

Col
date()

String
label()

Col
math (Math operation, Object value)

Col
math (Math operation, Object value, boolean changeSelf)

String
nested()

Col
of (String ofWhom)

Col
of (Table table)

Col
replace (String replacing, String replaceWith)

void
setColName (String colName)

- void
  setWrapped (boolean wrapped)

  static Col.CustomCol
  sum (String as, Col... colsToSum)

  static Col
  switchCase (String as, SwitchCase... cases)

  Col
  time()

  String
  toString()

  void
  wrap()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

- **GameID**

  public static final Col GameID
- **SavedGame**

  public static final Col SavedGame
- **Password**

  public static final Col Password
- **Player1**

  public static final Col Player1
- **Player2**

  public static final Col Player2
- **Username**

  public static final Col Username
- **Winner**

  public static final Col Winner

- **PlayerToMove**

  public static final Col PlayerToMove
- **CreatedDateTime**

  public static final Col CreatedDateTime
- **ProfilePic**

  public static final Col ProfilePic

Constructor Details

- **Col**

  public Col (Col col)
- **Col**

  public Col (String colName, String alias)
- **Col**

  public Col (String colName)

Method Details

- **count**

  public static Col count (String as)
- **count**

  public static Col count (String as, Object countWhat)
- **countIf**

  public static Col countIf (String as, Condition condition)
- **sum**

  public static Col.CustomCol sum (String as, Col... colsToSum)
- **label**

  public String label()
- **switchCase**

  public static Col switchCase (String as, SwitchCase... cases)
- **wrap**

  public void wrap()

- **time**

  public Col time()
- **date**

  public Col date()
- **setWrapped**

  public void setWrapped (boolean wrapped)
- **as**

  public Col as()
- **as**

  public Col as (String alias)
- **setColName**

  public void setColName (String colName)
- **colName**

  public String colName()
- **of**

  public Col of (Table table)
- **of**

  public Col of (String ofWhom)
- **replace**

  public Col replace (String replacing, String replaceWith)
- **nested**

  public String nested()
- **math**

  public Col math (Math operation, Object value)
- **math**

  public Col math (Math operation, Object value, boolean changeSelf)
- **toString**

  public String toString()
  Overrides:
  `toString` in class `Object`

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SEARCH:
Package ver14.SharedClasses.DBActions.Table

Class Col.CustomCol

java.lang.Object

ver14.SharedClasses.DBActions.Table.Col

ver14.SharedClasses.DBActions.Table.Col.CustomCol

All Implemented Interfaces:
Serializable

Enclosing class:
Col

---

public static class Col.CustomCol extends Col

See Also:
Serialized Form

- ## Nested Class Summary

Nested classes/interfaces inherited from class ver14.SharedClasses.DBActions.Table.Col

Col.CustomCol

- ## Field Summary

Fields inherited from class ver14.SharedClasses.DBActions.Table.Col

CreatedDateTime, GameID, Password, Player1, Player2, PlayerToMove, ProfilePic, SavedGame, Username, Winner

- ## Constructor Summary

Constructors
Constructor
Description
CustomCol (String colName)

CustomCol (String colName, String alias)

- ## Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
nested()

Methods inherited from class ver14.SharedClasses.DBActions.Table.Col

as, as, colName, count, count, countIf, date, label, math, math, of, of, replace, setColName, setWrapped, sum, switchCase, time, toString, wrap

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

- ## Constructor Details

  - ### CustomCol

    public CustomCol (String colName)

  - ### CustomCol

    public CustomCol (String colName, String alias)

• Method Details

♦ nested

public String nested()
Overrides:
`nested` in class `Col`

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SEARCH:
Package ver14.SharedClasses.DBActions.Statements

Class Update

java.lang.Object

ver14.SharedClasses.DBActions.Statements.SQLStatement

ver14.SharedClasses.DBActions.Statements.Update

All Implemented Interfaces:
`Serializable`

---

public class Update extends SQLStatement

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`Update.Delete`

static class
Update.NewValue

Field Summary

Fields inherited from class ver14.SharedClasses.DBActions.Statements.SQLStatement

type

Constructor Summary

Constructors
Constructor
Description
Update (Table updating, Condition condition, Update.NewValue... newValues)

Method Summary

Methods inherited from class ver14.SharedClasses.DBActions.Statements.SQLStatement

getStatement, replace, toString

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

Update

public Update (Table updating, Condition condition, Update.NewValue... newValues)

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SEARCH:
Package ver14.SharedClasses.DBActions.Statements

Class Update.NewValue

java.lang.Object

ver14.SharedClasses.DBActions.Statements.Update.NewValue

All Implemented Interfaces:
Serializable

Enclosing class:
Update

---

public static class Update.NewValue extends Object implements Serializable

See Also:
Serialized Form

- ## Field Summary

Fields
Modifier and Type
Field
Description
Col
col

Object
value

Constructor Summary

Constructors
Constructor
Description
NewValue (Col col, Object value)

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

col

public final Col col

value

public final Object value

Constructor Details

NewValue

public NewValue (Col col, Object value)

Method Details

toString

public String toString()
Overrides:
toString in class Object

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SEARCH:
Package ver14.SharedClasses.DBActions.Statements

Class Update.Delete

java.lang.Object

ver14.SharedClasses.DBActions.Statements.SQLStatement

ver14.SharedClasses.DBActions.Statements.Update.Delete

All Implemented Interfaces:
`Serializable`

Enclosing class:
Update

---

public static class Update.Delete extends SQLStatement

See Also:
Serialized Form

- ## Field Summary

Fields inherited from class ver14.SharedClasses.DBActions.Statements.SQLStatement

`type`

- ## Constructor Summary

Constructors
Constructor
Description
Delete (Table deletingFrom, Condition condition)

- ## Method Summary

Methods inherited from class ver14.SharedClasses.DBActions.Statements.SQLStatement

getStatement, replace, toString

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

- ## Constructor Details

  - ### Delete

    public Delete (Table deletingFrom, Condition condition)

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SEARCH:
Package ver14.SharedClasses.DBActions.Statements

Class Selection

java.lang.Object

ver14.SharedClasses.DBActions.Statements.SQLStatement

ver14.SharedClasses.DBActions.Statements.Selection

All Implemented Interfaces:
`Serializable`

---

public class Selection extends SQLStatement

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static interface`
`Selection.Join`

static interface
Selection.Order

• Field Summary

Fields inherited from class ver14.SharedClasses.DBActions.Statements.SQLStatement

type

• Constructor Summary

Constructors
Constructor
Description
Selection (Object selectFrom, Object[] select)

Selection (Object selectFrom, Condition condition, Object[] select)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
void
join (String joinType, Table joinWith, Condition condition, Col... groupBy)

Selection
nestMe (Col... outerSelect)

void
orderBy (Col col, String order)

void
top (Object top)

Methods inherited from class ver14.SharedClasses.DBActions.Statements.SQLStatement

getStatement, replace, toString

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

Selection

public Selection (Object selectFrom, Object[] select)

Selection

public Selection (Object selectFrom, Condition condition, Object[] select)

Method Details

nestMe

public Selection nestMe (Col... outerSelect)

top

public void top (Object top)

join

public void join (String joinType, Table joinWith, Condition condition, Col... groupBy)

orderBy

public void orderBy (Col col, String order)

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SEARCH:
Package ver14.SharedClasses.DBActions.Statements

Annotation Interface Selection.Order

Enclosing class:
Selection

---

public static @interface Selection.Order

Field Summary

Fields
Modifier and Type
Field
Description
`static String`
`ASC`

`static String`
`DESC`

Field Details

DESC

static final String DESC
See Also:
Constant Field Values

♦ ASC

static final String ASC
See Also:
Constant Field Values

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SEARCH:
Package ver14.SharedClasses.DBActions.Statements

Annotation Interface Selection.Join

Enclosing class:
Selection

---

public static @interface Selection.Join

Field Summary

Fields
Modifier and Type
Field
Description
`static String`
`LEFT`

Field Details

LEFT

static final String LEFT
See Also:
Constant Field Values

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Package ver14.SharedClasses.DBActions.Statements

Class SQLStatement

java.lang.Object

ver14.SharedClasses.DBActions.Statements.SQLStatement

All Implemented Interfaces:
`Serializable`

Direct Known Subclasses:
`CustomStatement`, `Selection`, `Update`, `Update.Delete`

---

public abstract class SQLStatement extends Object implements Serializable

See Also:
Serialized Form

Field Summary

Fields
Modifier and Type
Field
Description
`DBRequest.Type`
`type`

Constructor Summary

Constructors
Constructor
Description
SQLStatement (DBRequest.Type type)

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
getStatement()

void
replace (String replacing, String replaceWith)

String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

type

public final DBRequest.Type type

Constructor Details

SQLStatement

public SQLStatement (DBRequest.Type type)

Method Details

replace

public void replace (String replacing, String replaceWith)

♦ getStatement

public String getStatement()

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

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SEARCH:
Package ver14.SharedClasses.DBActions.Statements

Class CustomStatement

java.lang.Object

ver14.SharedClasses.DBActions.Statements.SQLStatement

ver14.SharedClasses.DBActions.Statements.CustomStatement

All Implemented Interfaces:
`Serializable`

---

public class CustomStatement extends SQLStatement

See Also:
Serialized Form

- ## Field Summary

Fields inherited from class ver14.SharedClasses.DBActions.Statements.SQLStatement

`type`

• Constructor Summary

Constructors
Constructor
Description
CustomStatement (DBRequest.Type type, String statement)

• Method Summary

Methods inherited from class ver14.SharedClasses.DBActions.Statements.SQLStatement

getStatement, replace, toString

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

• Constructor Details

♦ CustomStatement

public CustomStatement (DBRequest.Type type, String statement)

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SEARCH:
Package ver14.SharedClasses.DBActions

Class RequestBuilder

java.lang.Object

ver14.SharedClasses.DBActions.RequestBuilder

All Implemented Interfaces:
`Serializable`

Direct Known Subclasses:
`RequestBuilder.GraphableSelection`

---

public class RequestBuilder extends Object implements Serializable

See Also:
Serialized Form

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`RequestBuilder.GraphableSelection`

• Field Summary

Fields
Modifier and Type
Field
Description
Arg[]
args

static String
TIE_STR

• Constructor Summary

Constructors
Constructor
Description
RequestBuilder (DBRequest request,
PreMadeRequest.Variation variation)

RequestBuilder (SQLStatement statement, String name,
String postDescription, String preDescription, Arg... args)

RequestBuilder (SQLStatement statement, String name, String desc,
Arg... args)

RequestBuilder (SQLStatement statement, String name, Arg... args)

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
DBRequest
build (Object... argsVals)

static RequestBuilder
changePassword()

static RequestBuilder
changeProfilePic()

DBResponse
createResponse (ResultSet rs, DBRequest request)

static RequestBuilder
createVariation (ObjCallback<RequestBuilder> og,
PreMadeRequest.VariationCreator variationCreator)

static RequestBuilder
deleteAllUnFinishedGames()

static RequestBuilder
games()

Arg[]
getArgs()

String
getArgVal (int index)

String
getName()

String
getPostDescription()

String
getPreDescription()

ArrayList<SyncedListType>
getShouldSync()

void
setSubBuilder (RequestBuilder subBuilder)

static RequestBuilder
statsByTimeOfDay()

static RequestBuilder
top()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

TIE_STR

public static final String TIE_STR
See Also:
Constant Field Values

♦ args

public final Arg[] args

• Constructor Details

♦ RequestBuilder

public RequestBuilder (DBRequest request, PreMadeRequest.Variation variation)

♦ RequestBuilder

public RequestBuilder (SQLStatement statement, String name, Arg... args)

♦ RequestBuilder

public RequestBuilder (SQLStatement statement, String name, String desc, Arg... args)

♦ RequestBuilder

public RequestBuilder (SQLStatement statement, String name, String postDescription, String preDescription, Arg... args)

• Method Details

♦ createVariation

public static RequestBuilder createVariation (ObjCallback<RequestBuilder> og, PreMadeRequest.VariationCreator variationCreator)

♦ changePassword

public static RequestBuilder changePassword()

♦ changeProfilePic

public static RequestBuilder changeProfilePic()

♦ deleteAllUnFinishedGames

public static RequestBuilder deleteAllUnFinishedGames()

♦ games

public static RequestBuilder games()

♦ setSubBuilder

public void setSubBuilder (RequestBuilder subBuilder)

♦ statsByTimeOfDay

public static RequestBuilder statsByTimeOfDay()

♦ top

public static RequestBuilder top()

♦ getShouldSync

public ArrayList<SyncedListType> getShouldSync()

♦ getArgVal

public String getArgVal (int index)

♦ createResponse

public DBResponse createResponse (ResultSet rs, DBRequest request)

♦ getPreDescription

public String getPreDescription()

♦ getPostDescription

public String getPostDescription()

♦ getName

public String getName()

♦ getArgs

public Arg[] getArgs()

♦ build

public DBRequest build (Object... argsVals)

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SEARCH:
Package ver14.SharedClasses.DBActions

Class RequestBuilder.GraphableSelection

java.lang.Object

ver14.SharedClasses.DBActions.RequestBuilder

ver14.SharedClasses.DBActions.RequestBuilder.GraphableSelection

All Implemented Interfaces:
`Serializable`

Enclosing class:
RequestBuilder

---

public static class RequestBuilder.GraphableSelection extends RequestBuilder

See Also:
Serialized Form

- ## Nested Class Summary

Nested classes/interfaces inherited from class ver14.SharedClasses.DBActions.RequestBuilder

`RequestBuilder.GraphableSelection`

- ## Field Summary

Fields inherited from class ver14.SharedClasses.DBActions.RequestBuilder

`args`, `TIE_STR`

- ## Constructor Summary

Constructors
Constructor
Description
`GraphableSelection (Selection selection, String name, String postDescription, String preDescription, Arg... args)`

- ## Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`GraphableDBResponse createResponse (ResultSet rs, DBRequest request)`

`String toString()`

Methods inherited from class ver14.SharedClasses.DBActions.RequestBuilder

`build`, `changePassword`, `changeProfilePic`, `createVariation`, `deleteAllUnFinishedGames`, `games`, `getArgs`, `getArgVal`, `getName`, `getPostDescription`, `getPreDescription`, `getShouldSync`, `setSubBuilder`, `statsByTimeOfDay`, `top`

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

- ## Constructor Details

  - ### GraphableSelection

    public GraphableSelection (Selection selection, String name, String postDescription, String preDescription, Arg... args)

Method Details

toString

public String toString()
Overrides:
toString in class Object

createResponse

public GraphableDBResponse createResponse (ResultSet rs, DBRequest request)
Overrides:
createResponse in class RequestBuilder

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SEARCH:
Package ver14.SharedClasses.DBActions.DBResponse

Class TableDBResponse

java.lang.Object

ver14.SharedClasses.DBActions.DBResponse.DBResponse

ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

All Implemented Interfaces:
`Serializable`

---

public class TableDBResponse extends DBResponse

See Also:
Serialized Form

- ## Nested Class Summary

Nested classes/interfaces inherited from class ver14.SharedClasses.DBActions.DBResponse.DBRespons

`DBResponse.Status`

• Constructor Summary

Constructors
Constructor
Description
TableDBResponse (String[] columns, String[][] rows, DBRequest request)

TableDBResponse (String[] columns, String[][] rows, DBResponse.Status status, DBRequest request)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
TableDBResponse
clean()

String
getCell (int row, String col)

String
getCell (int row, Col col)

String[]
getColumns()

String[]
getFirstRow()

String[][]
getRows()

boolean
isAnyData()

int
numOfRows()

String
rowToString (String[] row)

String
toString()

Methods inherited from class ver14.SharedClasses.DBActions.DBResponse.DBResponse

getAddedRes, getRequest, getStatus, isSuccess, print, setAddedRes

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

TableDBResponse

public TableDBResponse (String[] columns, String[][] rows, DBRequest request)

TableDBResponse

public TableDBResponse (String[] columns, String[][] rows, DBResponse.Status status, DBRequest request)

Method Details

numOfRows

public int numOfRows()

getFirstRow

public String[] getFirstRow()

getCell

public String getCell (int row, String col)

getCell

public String getCell (int row, Col col)

isAnyData

public boolean isAnyData()
Specified by:
isAnyData in class DBResponse

clean

public TableDBResponse clean()
Specified by:
clean in class DBResponse

toString

public String toString()
Overrides:
toString in class DBResponse

- **rowToString**

  public String rowToString (String[] row)

- **getColumns**

  public String[] getColumns()

- **getRows**

  public String[][] getRows()

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SEARCH:
Package ver14.SharedClasses.DBActions.DBResponse

Class StatusResponse

java.lang.Object

ver14.SharedClasses.DBActions.DBResponse.DBResponse

ver14.SharedClasses.DBActions.DBResponse.StatusResponse

All Implemented Interfaces:
`Serializable`

---

public class StatusResponse extends DBResponse

See Also:
Serialized Form

- ## Nested Class Summary

Nested classes/interfaces inherited from class ver14.SharedClasses.DBActions.DBResponse.DBRespons

`DBResponse.Status`

• Constructor Summary

Constructors
Constructor
Description
StatusResponse (DBResponse.Status status, String details, DBRequest request, int updatedRows)

StatusResponse (DBResponse.Status status, DBRequest request, int updatedRows)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
DBResponse
clean()

String
getDetails()

boolean
isAnyData()

Methods inherited from class ver14.SharedClasses.DBActions.DBResponse.DBResponse

getAddedRes, getRequest, getStatus, isSuccess, print, setAddedRes, toString

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

• Constructor Details

♦ StatusResponse

public StatusResponse (DBResponse.Status status, DBRequest request, int updatedRows)

♦ StatusResponse

public StatusResponse (DBResponse.Status status, String details, DBRequest request, int updatedRows)

• Method Details

♦ getDetails

public String getDetails()

♦ isAnyData

public boolean isAnyData()
Specified by:
`isAnyData` in class `DBResponse`

♦ clean

public DBResponse clean()
Specified by:
`clean` in class `DBResponse`

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SEARCH:
Package ver14.SharedClasses.DBActions.DBResponse.Graphable

Class GraphableDBResponse

java.lang.Object

ver14.SharedClasses.DBActions.DBResponse.DBResponse

ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphableDBResponse

All Implemented Interfaces:
`Serializable`, `Graphable`

---

public abstract class GraphableDBResponse extends DBResponse implements Graphable

See Also:
Serialized Form

- ## Nested Class Summary

Nested classes/interfaces inherited from class ver14.SharedClasses.DBActions.DBResponse.DBRespons

`DBResponse.Status`

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
toString()

Methods inherited from class ver14.SharedClasses.DBActions.DBResponse.DBResponse

clean, getAddedRes, getRequest, getStatus, isAnyData, isSuccess, print, setAddedRes

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Methods inherited from interface ver14.SharedClasses.DBActions.DBResponse.Graphable.Graphable

elements, header

Method Details

toString

public String toString()
Overrides:
toString in class DBResponse

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SEARCH:
Package ver14.SharedClasses.DBActions.DBResponse.Graphable

Interface Graphable

All Known Implementing Classes:
`GraphableDBResponse`

---

public interface Graphable

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`GraphElement[]`
`elements()`

`String`
`header()`

Method Details

♦ header

String header()

♦ elements

GraphElement[] elements()

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- Enum Constants |
- Field |
- Method

SEARCH:
Package ver14.SharedClasses.DBActions.DBResponse.Graphable

Enum Class GraphElementType

java.lang.Object

java.lang.Enum<GraphElementType>

ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElementType

All Implemented Interfaces:
`Serializable`, `Comparable<GraphElementType>`, `Constable`

---

public enum GraphElementType extends Enum<GraphElementType>

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class java.lang.Enum

  `Enum.EnumDesc<E extends Enum<E>>`

- ## Enum Constant Summary

  Enum Constants
  Enum Constant

Description
GREEN

NORMAL

RED

YELLOW

Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
iconName()

static GraphElementType
valueOf (String name)
Returns the enum constant of this class with the specified name.
static GraphElementType[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

GREEN

public static final GraphElementType GREEN

RED

public static final GraphElementType RED

YELLOW

public static final GraphElementType YELLOW

NORMAL

public static final GraphElementType NORMAL

Method Details

values

public static GraphElementType[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

valueOf

public static GraphElementType valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

iconName

public String iconName()

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SEARCH:
Package ver14.SharedClasses.DBActions.DBResponse.Graphable

Class GraphElement

java.lang.Object

ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElement

All Implemented Interfaces:
`Serializable`

---

public class GraphElement extends Object implements Serializable

See Also:
Serialized Form

Constructor Summary

Constructors
Constructor
Description
`GraphElement (double num, String name, GraphElementType graphElementType)`

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
GraphElementType
getGraphElementType()

String
getName()

double
getNum()

String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

• Constructor Details

♦ GraphElement

public GraphElement (double num, String name, GraphElementType graphElementType)

• Method Details

♦ getNum

public double getNum()

♦ getGraphElementType

public GraphElementType getGraphElementType()

♦ getName

public String getName()

♦ toString

public String toString()
Overrides:
toString in class Object

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SEARCH:
Package ver14.SharedClasses.DBActions.DBResponse

Class DBResponse

java.lang.Object

ver14.SharedClasses.DBActions.DBResponse.DBResponse

All Implemented Interfaces:
`Serializable`

Direct Known Subclasses:
`GraphableDBResponse`, `StatusResponse`, `TableDBResponse`

---

public abstract class DBResponse extends Object implements Serializable

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`DBResponse.Status`

• Method Summary

All MethodsInstance MethodsAbstract MethodsConcrete Methods
Modifier and Type
Method
Description
abstract DBResponse
clean()

DBResponse
getAddedRes()

DBRequest
getRequest()

DBResponse.Status
getStatus()

abstract boolean
isAnyData()

boolean
isSuccess()

void
print()

void
setAddedRes (DBRespons e addedRes)

String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

• Method Details

♦ getRequest

public DBRequest getRequest()

♦ getStatus

public DBResponse.Status getStatus()

- **isSuccess**

  public boolean isSuccess()

- **isAnyData**

  public abstract boolean isAnyData()

- **getAddedRes**

  public DBResponse getAddedRes()

- **setAddedRes**

  public void setAddedRes (DBResponse addedRes)

- **clean**

  public abstract DBResponse clean()

- **print**

  public void print()

- **toString**

  public String toString()
  Overrides:
  `toString` in class `Object`

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SEARCH:
Package ver14.SharedClasses.DBActions.DBResponse

Enum Class DBResponse.Status

java.lang.Object

java.lang.Enum<DBResponse.Status>

ver14.SharedClasses.DBActions.DBResponse.DBResponse.Status

All Implemented Interfaces:
Serializable, Comparable<DBResponse.Status>, Constable

Enclosing class:
DBResponse

---

public static enum DBResponse.Status extends Enum<DBResponse.Status>

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

Enum.EnumDesc<E extends Enum<E>>

• Enum Constant Summary

Enum Constants
Enum Constant
Description
ERROR

SUCCESS

• Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static DBResponse.Status
valueOf (String name)
Returns the enum constant of this class with the specified name.
static DBResponse.Status[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

• Enum Constant Details

♦ SUCCESS

public static final DBResponse.Status SUCCESS

♦ ERROR

public static final DBResponse.Status ERROR

• Method Details

♦ values

public static DBResponse.Status[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static DBResponse.Status valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

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SEARCH:
Package ver14.SharedClasses.DBActions.DBRequest

Class PreMadeRequest

java.lang.Object

ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest

---

public class PreMadeRequest extends Object

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`PreMadeRequest.Variation`

`static interface`
`PreMadeRequest.VariationCreator`

• Field Summary

Fields
Modifier and Type
Field
Description
int
authSettings

static PreMadeRequest
ChangeProfilePic

static PreMadeRequest
DeleteUnfGames

static PreMadeRequest
Games

static PreMadeRequest[]
statistics

static PreMadeRequest
StatsByTimeOfDay

static PreMadeRequest
TopPlayers

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
RequestBuilder
createBuilder()

PreMadeRequest[]
getRequestVariations()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

• Field Details

♦ TopPlayers

public static final PreMadeRequest TopPlayers

♦ Games

public static final PreMadeRequest Games

♦ DeleteUnfGames

public static final PreMadeRequest DeleteUnfGames

♦ StatsByTimeOfDay

public static final PreMadeRequest StatsByTimeOfDay

♦ ChangeProfilePic

public static final PreMadeRequest ChangeProfilePic

♦ statistics

public static final PreMadeRequest[] statistics

♦ authSettings

public final int authSettings

• Method Details

♦ getRequestVariations

public PreMadeRequest[] getRequestVariations()

♦ createBuilder

public RequestBuilder createBuilder()

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SEARCH:
Package ver14.SharedClasses.DBActions.DBRequest

Interface PreMadeRequest.VariationCreator

Enclosing class:
PreMadeRequest

---

public static interface PreMadeRequest.VariationCreator

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`PreMadeRequest.Variation`
`create (RequestBuilder actualBuilder)`

Method Details

create

PreMadeRequest.Variation create (RequestBuilder actualBuilder)

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SEARCH:
Package ver14.SharedClasses.DBActions.DBRequest

Class PreMadeRequest.Variation

java.lang.Object

ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest.Variation

Enclosing class:
PreMadeRequest

---

public static class PreMadeRequest.Variation extends Object

Field Summary

Fields
Modifier and Type
Field
Description
`Object[]`
`buildingArgs`

`Arg[]`
`variationArgs`

`String`
`variationName`

Method Summary

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

variationName

public final String variationName

buildingArgs

public final Object[] buildingArgs

variationArgs

public final Arg[] variationArgs

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SEARCH:
Package ver14.SharedClasses.DBActions.DBRequest

Class DBRequest

java.lang.Object

ver14.SharedClasses.DBActions.DBRequest.DBRequest

All Implemented Interfaces:
`Serializable`

---

public class DBRequest extends Object implements Serializable

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`DBRequest.Type`

- ## Field Summary

Fields
Modifier and Type
Field
Description
DBRequest.Type
type

- ## Constructor Summary

Constructors
Constructor
Description
DBRequest (DBRequest.Type type, String request, RequestBuilder builder)

DBRequest (SQLStatement sqlStatement)

DBRequest (SQLStatement sqlStatement, RequestBuilder builder)

- ## Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
RequestBuilder
getBuilder()

String
getRequest()

DBRequest
getSubRequest()

void
setSubRequest (DBRequest subRequest)

String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

type

public final DBRequest.Type type

Constructor Details

DBRequest

public DBRequest (SQLStatement sqlStatement)

DBRequest

public DBRequest (DBRequest.Type type, String request, RequestBuilder builder)

DBRequest

public DBRequest (SQLStatement sqlStatement, RequestBuilder builder)

Method Details

getBuilder

public RequestBuilder getBuilder()

getSubRequest

public DBRequest getSubRequest()

setSubRequest

public void setSubRequest (DBRequest subRequest)

toString

public String toString()
Overrides:
`toString` in class `Object`

getRequest

public String getRequest()

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SEARCH:
Package ver14.SharedClasses.DBActions.DBRequest

Enum Class DBRequest.Type

java.lang.Object

java.lang.Enum<DBRequest.Type>

ver14.SharedClasses.DBActions.DBRequest.DBRequest.Type

All Implemented Interfaces:
Serializable, Comparable<DBRequest.Type>, Constable

Enclosing class:
DBRequest

---

public static enum DBRequest.Type extends Enum<DBRequest.Type>

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

Enum.EnumDesc<E extends Enum<E>>

Enum Constant Summary

Enum Constants
Enum Constant
Description
`Query`

`Update`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
`static DBRequest.Type`
`valueOf (String name)`
Returns the enum constant of this class with the specified name.
`static DBRequest.Type[]`
`values()`
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

`compareTo`, `describeConstable`, `equals`, `getDeclaringClass`, `hashCode`, `name`, `ordinal`, `toString`, `valueOf`

Methods inherited from class java.lang.Object

`getClass`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Enum Constant Details

Query

public static final DBRequest.Type Query

Update

public static final DBRequest.Type Update

Method Details

values

public static DBRequest.Type[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static DBRequest.Type valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

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SEARCH:
Package ver14.SharedClasses.DBActions

Class Condition

java.lang.Object

ver14.SharedClasses.DBActions.Condition

All Implemented Interfaces:
`Serializable`

---

public class Condition extends Object implements Serializable

See Also:
Serialized Form

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`Condition.Relation`

• Constructor Summary

Constructors
Constructor
Description
Condition (String str, Object... parms)

• Method Summary

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Modifier and Type
Method
Description
Condition
add (Condition condition, Condition.Relation relation)

Condition
add (Condition condition, Condition.Relation relation, boolean wrap)

Condition
and (Condition condition)
wraps
static Condition
between (Object col, Object start, Object end)

static Condition
equals (Object col, Object value)

String
getStr()

static Condition
math (Object col, String operation, Object value)

Condition
noNulls()

static Condition
notEquals (Object col, Object value)

void
setStr (String str)

String
toString()

void
wrap()

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Constructor Details

Condition

public Condition (String str, Object... parms)

Method Details

equals

public static Condition equals (Object col, Object value)

noNulls

public Condition noNulls()

add

public Condition add (Condition condition, Condition.Relation relation)

add

public Condition add (Condition condition, Condition.Relation relation, boolean wrap)
Returns:
THIS

wrap

public void wrap()

math

public static Condition math (Object col, String operation, Object value)

between

public static Condition between (Object col, Object start, Object end)

notEquals

public static Condition notEquals (Object col, Object value)

and

public Condition and (Condition condition)
wraps
Parameters:
`condition` -
Returns:

- **getStr**

  public String getStr()

- **setStr**

  public void setStr (String str)

- **toString**

  public String toString()
  Overrides:
  `toString` in class `Object`

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SEARCH:
Package ver14.SharedClasses.DBActions

Enum Class Condition.Relation

java.lang.Object

java.lang.Enum<Condition.Relation>

ver14.SharedClasses.DBActions.Condition.Relation

All Implemented Interfaces:
Serializable, Comparable<Condition.Relation>, Constable

Enclosing class:
Condition

---

public static enum Condition.Relation extends Enum<Condition.Relation>

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

Enum.EnumDesc<E extends Enum<E>>

Enum Constant Summary

Enum Constants
Enum Constant
Description
AND

OR

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static Condition.Relation
valueOf (String name)
Returns the enum constant of this class with the specified name.
static Condition.Relation[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Enum Constant Details

AND

public static final Condition.Relation AND

OR

public static final Condition.Relation OR

Method Details

values

public static Condition.Relation[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static Condition.Relation valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

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SEARCH:
Package ver14.SharedClasses.DBActions.Arg

Record Class Described<T>

java.lang.Object

java.lang.Record

ver14.SharedClasses.DBActions.Arg.Described<T>

All Implemented Interfaces:
`Serializable`

---

public record Described<T>(T obj, String description) extends Record implements Serializable
Described represents a described object.

Author:
Bezalel Avrahami (bezalel3250@gmail.com)
See Also:
Serialized Form

- ## Constructor Summary

Constructors
Constructor
Description
`Described (T obj)`

Instantiates a new Described.
`Described (T obj, String description)`
Creates an instance of a `Described` record class.

Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`static <T> Described<T>`
`d (T obj, String description)`
D described.
`String`
`description()`
Returns the value of the `description` record component.
`boolean`
`equals (Object o)`
Indicates whether some other object is "equal to" this one.
`int`
`hashCode()`
Returns a hash code value for this object.
`T`
`obj()`
Returns the value of the `obj` record component.
`String`
`toString()`
Returns a string representation of this record class.

Methods inherited from class java.lang.Object

`getClass, notify, notifyAll, wait, wait, wait`

Constructor Details

Described

public Described (T obj)
Instantiates a new Described.
Parameters:
`obj` - the obj

Described

public Described (T obj, String description)
Creates an instance of a `Described` record class.
Parameters:
`obj` - the value for the `obj` record component
`description` - the value for the `description` record component

Method Details

d

public static <T> Described<T> d (T obj, String description)
D described.
Type Parameters:
`T` - the type parameter
Parameters:
`obj` - the obj
`description` - the description
Returns:
the described

toString

public final String toString()
Returns a string representation of this record class. The representation contains the name of the class, followed by the name and value of each of the record components.
Specified by:
`toString` in class `Record`
Returns:
a string representation of this object

hashCode

public final int hashCode()
Returns a hash code value for this object. The value is derived from the hash code of each of the record components.
Specified by:
`hashCode` in class `Record`
Returns:
a hash code value for this object

equals

public final boolean equals (Object o)
Indicates whether some other object is "equal to" this one. The objects are equal if the other object is of the same class and if all the record components are equal. All components in this record class are compared with `Objects::equals(Object,Object)`.
Specified by:
`equals` in class `Record`
Parameters:
`o` - the object with which to compare
Returns:
`true` if this object is the same as the `o` argument; `false` otherwise.

obj

public T obj()
Returns the value of the `obj` record component.
Returns:
the value of the `obj` record component

- ♦ **description**

  public String description()
  Returns the value of the `description` record component.
  Returns:
  the value of the `description` record component

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SEARCH:
Package ver14.SharedClasses.DBActions.Arg

Class Config<V>

java.lang.Object

ver14.SharedClasses.DBActions.Arg.Config<V>

All Implemented Interfaces:
`Serializable`

---

public class Config<V> extends Object implements Serializable
Config - .

Author:
Bezalel Avrahami (bezalel3250@gmail.com)
See Also:
Serialized Form

- ## Field Summary

Fields
Modifier and Type
Field
Description
`boolean`
`canUseDefault`

The Can use default.
String
description
The Description.

Constructor Summary

Constructors
Constructor
Description
Config()
Instantiates a new Config.
Config (String description)
Instantiates a new Config.
Config (String description, boolean canUseDefault, Described<V> defaultValue)
Instantiates a new Config.
Config (String description, V defVal)
Instantiates a new Config.
Config (String description, Described<V> defaultValue)
Instantiates a new Config.
Config (String description, V defVal, String defDesc)
Instantiates a new Config.

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
void
addSuggestion (Described<V> suggestion)
Add suggestion.
V
getDefault()
Gets default.
String
getDefaultDesc()
Gets default desc.
Described<V>
getDescribedDefault()
Gets described default.
ArrayList<Described<V>>
getValuesSuggestion()
Gets values suggestion.
String
toString()
To string string.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

canUseDefault

public final boolean canUseDefault
The Can use default.

description

public final String description
The Description.

Constructor Details

Config

public Config()
Instantiates a new Config.

Config

public Config (String description)
Instantiates a new Config.
Parameters:
`description` - the description

Config

public Config (String description, boolean canUseDefault, Described<V> defaultValue)
Instantiates a new Config.
Parameters:
`description` - the description
`canUseDefault` - the can use default
`defaultValue` - the default value

Config

public Config (String description, V defVal)
Instantiates a new Config.
Parameters:
`description` - the description
`defVal` - the def val

Config

public Config (String description, V defVal, String defDesc)
Instantiates a new Config.
Parameters:
`description` - the description

`defVal` - the def val
`defDesc` - the def desc

Config

public Config (String description, Described<V> defaultValue)
Instantiates a new Config.
Parameters:
`description` - the description
`defaultValue` - the default value

Method Details

addSuggestion

public void addSuggestion (Described<V> suggestion)
Add suggestion.
Parameters:
`suggestion` - the suggestion

getValuesSuggestion

public ArrayList<Described<V>> getValuesSuggestion()
Gets values suggestion.
Returns:
the values suggestion

getDescribedDefault

public Described<V> getDescribedDefault()
Gets described default.
Returns:
the described default

getDefault

public V getDefault()
Gets default.
Returns:
the default

toString

public String toString()
To string string.
Overrides:
`toString` in class `Object`
Returns:
the string

getDefaultDesc

public String getDefaultDesc()
Gets default desc.
Returns:

the default desc

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SEARCH:
Package ver14.SharedClasses.DBActions.Arg

Enum Class ArgType

java.lang.Object

java.lang.Enum<ArgType>

ver14.SharedClasses.DBActions.Arg.ArgType

All Implemented Interfaces:
`Serializable`, `Comparable<ArgType>`, `Constable`

---

public enum ArgType extends Enum<ArgType>
Arg type - .

Author:
Bezalel Avrahami (bezalel3250@gmail.com)

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Enum

`Enum.EnumDesc<E extends Enum<E>>`

• Enum Constant Summary

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Enum Constant
Description
Date
Date arg type.
DateRange
Date range arg type.
Number
Number arg type.
Password
Password arg type.
PictureUrl
Picture url arg type.
ServerAddress
Server address arg type.
Text
Text arg type.
Url
Url arg type.
Username
Username arg type.

• Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static ArgType
valueOf (String name)
Returns the enum constant of this class with the specified name.
static ArgType[]
values()
Returns an array containing the constants of this enum class, in the order they are declared.

Methods inherited from class java.lang.Enum

compareTo, describeConstable, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

• Enum Constant Details

Date

public static final ArgType Date
Date arg type.

DateRange

public static final ArgType DateRange
Date range arg type.

Text

public static final ArgType Text
Text arg type.

ServerAddress

public static final ArgType ServerAddress
Server address arg type.

Number

public static final ArgType Number
Number arg type.

Username

public static final ArgType Username
Username arg type.

Password

public static final ArgType Password
Password arg type.

Url

public static final ArgType Url
Url arg type.

PictureUrl

public static final ArgType PictureUrl
Picture url arg type.

Method Details

values

public static ArgType[] values()
Returns an array containing the constants of this enum class, in the order they are declared.
Returns:
an array containing the constants of this enum class, in the order they are declared

♦ valueOf

public static ArgType valueOf (String name)
Returns the enum constant of this class with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this class. (Extraneous whitespace characters are not permitted.)
Parameters:
`name` - the name of the enum constant to be returned.
Returns:
the enum constant with the specified name
Throws:
`IllegalArgumentException` - if this enum class has no constant with the specified name
`NullPointerException` - if the argument is null

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SEARCH:
Package ver14.SharedClasses.DBActions.Arg

Class Arg

java.lang.Object

ver14.SharedClasses.DBActions.Arg.Arg

All Implemented Interfaces:
`Serializable`

---

public class Arg extends Object implements Serializable
Arg - .

Author:
Bezalel Avrahami (bezalel3250@gmail.com)
See Also:
Serialized Form

- ## Field Summary

Fields
Modifier and Type
Field
Description
`ArgType`
`argType`

The Arg type.
Config<?>
config
The Config.
boolean
escape
The Escape.
String
repInStr
The Rep in str.

• Constructor Summary

Constructors
Constructor
Description
Arg (ArgType argType)
Instantiates a new Arg.
Arg (ArgType argType, boolean escape, Config<?> config)
Instantiates a new Arg.
Arg (ArgType argType, Config<?> config)
Instantiates a new Arg.

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
String
createVal (Object val)
Create val string.
boolean
equals (Object o)
Equals boolean.
boolean
isUserInput()
Is user input boolean.
void
setUserInput (boolean userInput)
Sets user input.
String
toString()
To string string.

Methods inherited from class java.lang.Object

getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

repInStr

public final String repInStr
The Rep in str.

escape

public final boolean escape
The Escape.

argType

public final ArgType argType
The Arg type.

config

public final Config<?> config
The Config.

Constructor Details

Arg

public Arg (ArgType argType)
Instantiates a new Arg.
Parameters:
`argType` - the arg type

Arg

public Arg (ArgType argType, Config<?> config)
Instantiates a new Arg.
Parameters:
`argType` - the arg type
`config` - the config

Arg

public Arg (ArgType argType, boolean escape, Config<?> config)
Instantiates a new Arg.
Parameters:
`argType` - the arg type
`escape` - the escape
`config` - the config

Method Details

♦ isUserInput

public boolean isUserInput()
Is user input boolean.
Returns:
the boolean

♦ setUserInput

public void setUserInput (boolean userInput)
Sets user input.
Parameters:
`userInput` - the user input

♦ equals

public boolean equals (Object o)
Equals boolean.
Overrides:
`equals` in class `Object`
Parameters:
`o` - the o
Returns:
the boolean

♦ toString

public String toString()
To string string.
Overrides:
`toString` in class `Object`
Returns:
the string

♦ createVal

public String createVal (Object val)
Create val string.
Parameters:
`val` - the val
Returns:
the string

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- Method

SEARCH:
Package ver14.SharedClasses.Callbacks

Interface VoidCallback

public interface VoidCallback
Void callback - .

Author:
Bezalel Avrahami (bezalel3250@gmail.com)

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`void`
`callback()`
Callback.

Method Details

callback

void callback()
Callback.

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- Field |
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- Method

SEARCH:
Package ver14.SharedClasses.Callbacks

Interface ThrowingCallback<T>

public interface ThrowingCallback<T>

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`void`
`callback (T obj)`

Method Details

callback

void callback (T obj) throws Exception
Throws:
`Exception`

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- Method

SEARCH:
Package ver14.SharedClasses.Callbacks

Interface ObjCallback<T>

Type Parameters:
`T` - the type

All Superinterfaces:
`Supplier<T>`

---

public interface ObjCallback<T> extends Supplier<T>

- ## Method Summary

Methods inherited from interface java.util.function.Supplier

`get`

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SEARCH:
Package ver14.SharedClasses.Callbacks

Interface MessageCallback

public interface MessageCallback

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`void`
`onMsg (Message message)`

Method Details

onMsg

void onMsg (Message message)

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SEARCH:
Package ver14.SharedClasses.Callbacks

Interface Callback<T>

All Known Subinterfaces:
`AnswerCallback`

---

public interface Callback<T>

Method Summary

All MethodsInstance MethodsAbstract Methods
Modifier and Type
Method
Description
`void`
`callback (T obj)`

Method Details

callback

void callback (T obj)

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SEARCH:
Package ver14.SharedClasses.Callbacks

Interface AnswerCallback

All Superinterfaces:
`Callback<Question.Answer>`

---

public interface AnswerCallback extends Callback<Question.Answer>

- ## Method Summary

Methods inherited from interface ver14.SharedClasses.Callbacks.Callback

`callback`

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SEARCH:
Package ver14

Class ServerMessagesHandler

java.lang.Object

ver14.SharedClasses.Networking.MessagesHandler

ver14.ServerMessagesHandler

---

public class ServerMessagesHandler extends MessagesHandler
The type Server messages handler.

Constructor Summary

Constructors
Constructor
Description
`ServerMessagesHandler (Server server, AppSocket appSocket)`
Instantiates a new Server messages handler.

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description

MessageCallback
onBye()
On bye message callback.
MessageCallback
onCancelQuestion()

MessageCallback
onDBRequest()
On db request message callback.
MessageCallback
onQuestion()
On question message callback.
MessageCallback
onResign()
On resign message callback.
MessageCallback
onUsernameAvailability()
On username availability message callback.
void
setPlayer (PlayerNet playerNet)
Sets player.

Methods inherited from class ver14.SharedClasses.Networking.MessagesHandler

blockTilRes, interruptBlocking, noBlockRequest, onAddTime, onAlive, onAnyMsg, onDBResponse, onDisconnected, onError, onGameOver, onGetGameSettings, onGetMove, onInitGame, onInterrupt, onIsAlive, onLogin, onOfferDraw, onUpdateByMove, onUpdateSyncedList, onWaitForMatch, onWaitTurn, onWelcomeMessage, prepareForDisconnect, receivedMessage

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Details

ServerMessagesHandler

public ServerMessagesHandler (Server server, AppSocket appSocket)
Instantiates a new Server messages handler.
Parameters:
server - the server
appSocket - the app socket

Method Details

♦ setPlayer

public void setPlayer (PlayerNet playerNet)
Sets player.
Parameters:
`playerNet` - the player net

♦ onCancelQuestion

public MessageCallback onCancelQuestion()
Overrides:
`onCancelQuestion` in class `MessagesHandler`

♦ onResign

public MessageCallback onResign()
On resign message callback.
Overrides:
`onResign` in class `MessagesHandler`
Returns:
the message callback

♦ onQuestion

public MessageCallback onQuestion()
Description copied from class: `MessagesHandler`
On question message callback.
Overrides:
`onQuestion` in class `MessagesHandler`
Returns:
the message callback

♦ onBye

public MessageCallback onBye()
On bye message callback.
Overrides:
`onBye` in class `MessagesHandler`
Returns:
the message callback

♦ onUsernameAvailability

public MessageCallback onUsernameAvailability()
On username availability message callback.
Overrides:
`onUsernameAvailability` in class `MessagesHandler`
Returns:
the message callback

- ♦ **onDBRequest**

  public MessageCallback onDBRequest()
  On db request message callback.
  Overrides:
  `onDBRequest` in class `MessagesHandler`
  Returns:
  the message callback

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SEARCH:
Package ver14

Class Server

java.lang.Object

ver14.Server

All Implemented Interfaces:
`EnvManager`

---

public class Server extends Object implements EnvManager
Server - represents an instance of the chess server

Author:
Bezalel Avrahami (bezalel3250@gmail.com)

Field Summary

Fields
Modifier and Type
Field
Description
`static Font`
`SERVER_LOG_FONT`
The constant SERVER_LOG_FONT.
`static String`

SERVER_WIN_TITLE
The constant SERVER_WIN_TITLE.

• Constructor Summary

Constructors
Constructor
Description
Server()
Constructor for ChessServer.

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
ArrayList<String>
createUsernameSuggestions (String username)
Create username suggestions array list.
void
criticalErr (MyError err)
Critical err.
DBResponse
dbRequest (DBRequest request)
Db request db response.
void
endOfGameSession (GameSession session)
End of game session.
void
gameSetup (Player player)
Game setup.
SyncedItems<GameInfo>
getJoinableGames (Player player)
Gets joinable games.
SyncedItems<GameInfo>
getResumableGames (Player player)
Gets resumable games.
void
handledErr (MyError err)
Handled err.
void
log (String msg)
Log.
static void
log (String msg, Exception ex, JFrame... win)
Log.
PlayerNet
login (AppSocket appSocket)
Login player net.

static void
main (String[] args)
The entry point of the application.
void
playerDisconnected (Player player, String message)
Player disconnected.
void
runServer()
Run the server - wait for clients to connect and handle them
void
syncedListUpdated (SyncedItems<?> list)
Synced list updated.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

SERVER_WIN_TITLE

public static final String SERVER_WIN_TITLE
The constant SERVER_WIN_TITLE.
See Also:
Constant Field Values

SERVER_LOG_FONT

public static final Font SERVER_LOG_FONT
The constant SERVER_LOG_FONT.

Constructor Details

Server

public Server()
Constructor for ChessServer.

Method Details

log

public void log (String msg)
Log.
Parameters:
msg - the msg

♦ syncedListUpdated

public void syncedListUpdated (SyncedItems<?> list)
Synced list updated.
Parameters:
`list` - the list

♦ log

public static void log (String msg, Exception ex, JFrame... win)
Log.
Parameters:
`msg` - the msg
`ex` - the ex
`win` - the win

♦ main

public static void main (String[] args)
The entry point of the application.
Parameters:
`args` - the input arguments

♦ runServer

public void runServer()
Run the server - wait for clients to connect and handle them

♦ login

public PlayerNet login (AppSocket appSocket)
Login player net.
Parameters:
`appSocket` - the app socket
Returns:
the player net

♦ endOfGameSession

public void endOfGameSession (GameSession session)
End of game session.
Parameters:
`session` - the session

♦ gameSetup

public void gameSetup (Player player)
Game setup.
Parameters:
`player` - the player

♦ getJoinableGames

public SyncedItems<GameInfo> getJoinableGames (Player player)
Gets joinable games.
Parameters:

`player` - the player net

Returns:

the joinable games

♦ getResumableGames

public SyncedItems<GameInfo> getResumableGames (Player player)

Gets resumable games.

Parameters:

`player` - the player

Returns:

the resumable games

♦ playerDisconnected

public void playerDisconnected (Player player, String message)

Player disconnected.

Parameters:

`player` - the player

`message` - the message

♦ createUsernameSuggestions

public ArrayList<String> createUsernameSuggestions (String username)

Create username suggestions array list.

Parameters:

`username` - the username

Returns:

the array list

♦ handledErr

public void handledErr (MyError err)

Handled err.

Specified by:

`handledErr` in interface `EnvManager`

Parameters:

`err` - the err

♦ criticalErr

public void criticalErr (MyError err)

Critical err.

Specified by:

`criticalErr` in interface `EnvManager`

Parameters:

`err` - the error

♦ dbRequest

public DBResponse dbRequest (DBRequest request)

Db request db response.

Parameters:

`request` - the request

Returns:

the db response

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SEARCH:
Package ver14.Players.PlayerNet

Class PlayerNet

java.lang.Object

ver14.Players.Player

ver14.Players.PlayerNet.PlayerNet

All Implemented Interfaces:
`SyncableItem`

---

public class PlayerNet extends Player implements SyncableItem
PlayerNet. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021

- ## Constructor Summary

Constructors
Constructor
Description
`PlayerNet (AppSocket socketToClient, LoginInfo loginInfo)`

`PlayerNet (AppSocket socketToClient, LoginInfo loginInfo, String id)`

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description

```
void
askQuestion (Question question, AnswerCallback onAns)

void
cancelQuestion (Question question, String cause)

void
disconnect (String cause, boolean notifyGameSession)

void
error (String error)

void
gameOver (GameStatus gameStatus)

GameSettings
getGameSettings (SyncedItems<?> joinableGames,
SyncedItems<?> resumableGames)

LoginInfo
getLoginInfo()

Move
getMove()

AppSocket
getSocketToClient()

SyncableItem
getSyncableItem()

String
ID()

void
initGame()

void
interrupt (MyError error)

boolean
isAi()

boolean
```

- isConnected()

boolean
isGuest()

void
setSocketToClient (AppSocket socketToClient)

void
updateByMove (Move move)

void
waitForMatch()

void
waitTurn()

Methods inherited from class ver14.Players.Player

getCreatedGameID, getGameSession, getOnGoingGame, getPartner, getPlayerColor, getUsername, initGame, isPlaying, isSaveWorthy, resigned, setCreatedGameID, setGameSession, setPartner, setPlayerColor, setUsername, toString

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

PlayerNet

public PlayerNet (AppSocket socketToClient, LoginInfo loginInfo)

PlayerNet

public PlayerNet (AppSocket socketToClient, LoginInfo loginInfo, String id)

Method Details

getLoginInfo

public LoginInfo getLoginInfo()

initGame

public void initGame()

getSocketToClient

public AppSocket getSocketToClient()

♦ setSocketToClient

public void setSocketToClient (AppSocket socketToClient)

♦ error

public void error (String error)
Specified by:
`error` in class `Player`

♦ getMove

public Move getMove()
Specified by:
`getMove` in class `Player`

♦ waitTurn

public void waitTurn()
Specified by:
`waitTurn` in class `Player`

♦ gameOver

public void gameOver (GameStatus gameStatus)
Specified by:
`gameOver` in class `Player`

♦ askQuestion

public void askQuestion (Question question, AnswerCallback onAns)
Overrides:
`askQuestion` in class `Player`

♦ updateByMove

public void updateByMove (Move move)
Specified by:
`updateByMove` in class `Player`

♦ cancelQuestion

public void cancelQuestion (Question question, String cause)
Specified by:
`cancelQuestion` in class `Player`

♦ interrupt

public void interrupt (MyError error)
Specified by:
`interrupt` in class `Player`

♦ disconnect

public void disconnect (String cause, boolean notifyGameSession)
Specified by:
`disconnect` in class `Player`

♦ waitForMatch

public void waitForMatch()
Specified by:
`waitForMatch` in class `Player`

♦ getGameSettings

public GameSettings getGameSettings (SyncedItems<?> joinableGames, SyncedItems<?> resumableGames)
Specified by:
`getGameSettings` in class `Player`

♦ isGuest

public boolean isGuest()
Specified by:
`isGuest` in class `Player`

♦ isAi

public boolean isAi()
Specified by:
`isAi` in class `Player`

♦ isConnected

public boolean isConnected()
Overrides:
`isConnected` in class `Player`

♦ getSyncableItem

public SyncableItem getSyncableItem()
Specified by:
`getSyncableItem` in interface `SyncableItem`

♦ ID

public String ID()
Specified by:
`ID` in interface `SyncableItem`

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SEARCH:
Package ver14.Players.PlayerNet

Class DummyPlayerNet

java.lang.Object

ver14.Players.Player

ver14.Players.PlayerNet.DummyPlayerNet

---

public class DummyPlayerNet extends Player

- ## Constructor Summary

  Constructors
  Constructor
  Description
  `DummyPlayerNet()`

- ## Method Summary

  All MethodsInstance MethodsConcrete Methods
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  Method
  Description
  `void`

cancelQuestion (Question question, String cause)

void
disconnect (String cause, boolean notifyGameSession)

void
error (String error)

void
gameOver (GameStatus gameStatus)

GameSettings
getGameSettings (SyncedItems<?> joinableGames,
SyncedItems<?> resumableGames)

Move
getMove()

void
interrupt (MyError error)

boolean
isAi()

boolean
isGuest()

void
updateByMove (Move move)

void
waitForMatch()

void
waitTurn()

Methods inherited from class ver14.Players.Player

askQuestion, getCreatedGameID, getGameSession, getOnGoingGame, getPartner, getPlayerColor, getUsername, initGame, isConnected, isPlaying, isSaveWorthy, resigned, setCreatedGameID, setGameSession, setPartner, setPlayerColor, setUsername, toString

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

DummyPlayerNet

public DummyPlayerNet()

Method Details

error

public void error (String error)
Specified by:
error in class Player

getMove

public Move getMove()
Specified by:
getMove in class Player

waitTurn

public void waitTurn()
Specified by:
waitTurn in class Player

gameOver

public void gameOver (GameStatus gameStatus)
Specified by:
gameOver in class Player

updateByMove

public void updateByMove (Move move)
Specified by:
updateByMove in class Player

cancelQuestion

public void cancelQuestion (Question question, String cause)
Specified by:
cancelQuestion in class Player

interrupt

public void interrupt (MyError error)
Specified by:
interrupt in class Player

disconnect

public void disconnect (String cause, boolean notifyGameSession)
Specified by:
disconnect in class Player

♦ waitForMatch

public void waitForMatch()
Specified by:
`waitForMatch` in class `Player`

♦ getGameSettings

public GameSettings getGameSettings (SyncedItems<?> joinableGames, SyncedItems<?> resumableGames)
Specified by:
`getGameSettings` in class `Player`

♦ isGuest

public boolean isGuest()
Specified by:
`isGuest` in class `Player`

♦ isAi

public boolean isAi()
Specified by:
`isAi` in class `Player`

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SEARCH:
Package ver14.Players.PlayerAI.Stockfish

Class StockfishPlayer

java.lang.Object

ver14.Players.Player

ver14.Players.PlayerAI.PlayerAI

ver14.Players.PlayerAI.Stockfish.StockfishPlayer

---

public class StockfishPlayer extends PlayerAI

Constructor Summary

Constructors
Constructor
Description
`StockfishPlayer (AiParameters aiParameters)`

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method

Description

void
cancelQuestion (Question question, String cause)

void
disconnect (String cause, boolean notifyGameSession)

void
gameOver (GameStatus gameStatus)

Move
getMove()

void
updateByMove (Move move)

void
waitForMatch()

void
waitTurn()

Methods inherited from class ver14.Players.PlayerAI.PlayerAI

askQuestion, createPlayerAi, error, getGameSettings, initGame, interrupt, isAi, isGuest

Methods inherited from class ver14.Players.Player

getCreatedGameID, getGameSession, getOnGoingGame, getPartner, getPlayerColor, getUsername, isConnected, isPlaying, isSaveWorthy, resigned, setCreatedGameID, setGameSession, setPartner, setPlayerColor, setUsername, toString

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

• Constructor Details

♦ StockfishPlayer

public StockfishPlayer (AiParameters aiParameters)

• Method Details

♦ getMove

public Move getMove()
Specified by:
getMove in class Player

♦ disconnect

public void disconnect (String cause, boolean notifyGameSession)
Specified by:
`disconnect` in class `Player`

♦ waitTurn

public void waitTurn()
Overrides:
`waitTurn` in class `PlayerAI`

♦ gameOver

public void gameOver (GameStatus gameStatus)
Overrides:
`gameOver` in class `PlayerAI`

♦ updateByMove

public void updateByMove (Move move)
Overrides:
`updateByMove` in class `PlayerAI`

♦ cancelQuestion

public void cancelQuestion (Question question, String cause)
Overrides:
`cancelQuestion` in class `PlayerAI`

♦ waitForMatch

public void waitForMatch()
Overrides:
`waitForMatch` in class `PlayerAI`

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SEARCH:
Package ver14.Players.PlayerAI.Stockfish

Class Stockfish

java.lang.Object

ver14.Players.PlayerAI.Stockfish.Stockfish

---

public class Stockfish extends Object
modified version of

Constructor Summary

Constructors
Constructor
Description
`Stockfish()`

`Stockfish (String fen)`

Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description

void
drawBoard (String fen)
Draws the current state of the chess board
String
getBestMove (String fen, int waitTime)
This function returns the best move for a given position after calculating for 'waitTime' ms
float
getEvalScore (String fen, int waitTime)
Get the evaluation score of a given board position
String
getOutput (int waitTime)
This is generally called right after 'sendCommand' for getting the raw output from Stockfish
static void
main (String[] args)

StockfishPerft
perft (int depth)

void
sendCommand (String command)
Takes in any valid UCI command and executes it
boolean
startEngine()
Starts Stockfish engine as a process and initializes it
void
stopEngine()
Stops Stockfish and cleans up before closing it

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

• Constructor Details

♦ Stockfish

public Stockfish (String fen)

♦ Stockfish

public Stockfish()

• Method Details

♦ startEngine

public boolean startEngine()
Starts Stockfish engine as a process and initializes it
Returns:
True on success. False otherwise

♦ getOutput

public String getOutput (int waitTime)
This is generally called right after 'sendCommand' for getting the raw output from Stockfish
Parameters:
`waitTime` - Time in milliseconds for which the function waits before reading the output. Useful when a long running command is executed
Returns:
Raw output from Stockfish

♦ sendCommand

public void sendCommand (String command)
Takes in any valid UCI command and executes it
Parameters:
`command` -

♦ main

public static void main (String[] args)

♦ stopEngine

public void stopEngine()
Stops Stockfish and cleans up before closing it

♦ getBestMove

public String getBestMove (String fen, int waitTime)
This function returns the best move for a given position after calculating for 'waitTime' ms
Parameters:
`fen` - Position string
`waitTime` - in milliseconds
Returns:
Best Move in PGN format

♦ perft

public StockfishPerft perft (int depth)

♦ drawBoard

public void drawBoard (String fen)
Draws the current state of the chess board
Parameters:
`fen` - Position string

♦ getEvalScore

public float getEvalScore (String fen, int waitTime)
Get the evaluation score of a given board position
Parameters:
`fen` - Position string
`waitTime` - in milliseconds
Returns:
evalScore

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Package ver14.Players.PlayerAI

Class PlayerAI

java.lang.Object

ver14.Players.Player

ver14.Players.PlayerAI.PlayerAI

Direct Known Subclasses:
`MyAi`, `StockfishPlayer`

---

public abstract class PlayerAI extends Player
PlayerAI. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021

- ## Constructor Summary

Constructors
Constructor
Description
`PlayerAI (AiParameters aiParameters)`

Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description

```
void
askQuestion (Question question, AnswerCallback onAns)

void
cancelQuestion (Question question, String cause)

static PlayerAI
createPlayerAi (AiParameters aiParameters)

void
error (String error)

void
gameOver (GameStatus gameStatus)

GameSettings
getGameSettings (SyncedItems<?> joinableGames,
SyncedItems<?> resumableGames)

void
initGame (Game game)

void
interrupt (MyError error)

boolean
isAi()

boolean
isGuest()

void
updateByMove (Move move)

void
waitForMatch()

void
waitTurn()
```

- **Methods inherited from class ver14.Players.Player**

  disconnect, getCreatedGameID, getGameSession, getMove, getOnGoingGame, getPartner, getPlayerColor, getUsername, isConnected, isPlaying, isSaveWorthy, resigned, setCreatedGameID, setGameSession, setPartner, setPlayerColor, setUsername, toString

  Methods inherited from class java.lang.Object

  equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

PlayerAI

public PlayerAI (AiParameters aiParameters)

Method Details

createPlayerAi

public static PlayerAI createPlayerAi (AiParameters aiParameters)

initGame

public void initGame (Game game)
Overrides:
initGame in class Player

error

public void error (String error)
Specified by:
error in class Player

waitTurn

public void waitTurn()
Specified by:
waitTurn in class Player

gameOver

public void gameOver (GameStatus gameStatus)
Specified by:
gameOver in class Player

askQuestion

public void askQuestion (Question question, AnswerCallback onAns)
Overrides:
askQuestion in class Player

♦ updateByMove

public void updateByMove (Move move)
Specified by:
updateByMove in class Player

♦ cancelQuestion

public void cancelQuestion (Question question, String cause)
Specified by:
cancelQuestion in class Player

♦ interrupt

public void interrupt (MyError error)
Specified by:
interrupt in class Player

♦ waitForMatch

public void waitForMatch()
Specified by:
waitForMatch in class Player

♦ getGameSettings

public GameSettings getGameSettings (SyncedItems<?> joinableGames, SyncedItems<?> resumableGames)
Specified by:
getGameSettings in class Player

♦ isGuest

public boolean isGuest()
Specified by:
isGuest in class Player

♦ isAi

public boolean isAi()
Specified by:
isAi in class Player

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Package ver14.Players.PlayerAI

Class MyAi

java.lang.Object

ver14.Players.Player

ver14.Players.PlayerAI.PlayerAI

ver14.Players.PlayerAI.MyAi

---

public class MyAi extends PlayerAI

Constructor Summary

Constructors
Constructor
Description
`MyAi (AiParameters aiParameters)`

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method

Description

void
cancelQuestion (Question question, String cause)

void
disconnect (String cause, boolean notifyGameSession)

Move
getMove()

void
initGame()

void
interrupt (MyError error)

Methods inherited from class ver14.Players.PlayerAI.PlayerAI

askQuestion, createPlayerAi, error, gameOver, getGameSettings, initGame, isAi, isGuest, updateByMove, waitForMatch, waitTurn

Methods inherited from class ver14.Players.Player

getCreatedGameID, getGameSession, getOnGoingGame, getPartner, getPlayerColor, getUsername, isConnected, isPlaying, isSaveWorthy, resigned, setCreatedGameID, setGameSession, setPartner, setPlayerColor, setUsername, toString

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

• Constructor Details

♦ MyAi

public MyAi (AiParameters aiParameters)

• Method Details

♦ initGame

public void initGame()

♦ getMove

public Move getMove()
Specified by:
getMove in class Player

♦ disconnect

public void disconnect (String cause, boolean notifyGameSession)
Specified by:
`disconnect` in class `Player`

♦ cancelQuestion

public void cancelQuestion (Question question, String cause)
Overrides:
`cancelQuestion` in class `PlayerAI`

♦ interrupt

public void interrupt (MyError error)
Overrides:
`interrupt` in class `PlayerAI`

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SEARCH:
Package ver14.Players

Class Player

java.lang.Object

ver14.Players.Player

Direct Known Subclasses:
`DummyPlayerNet`, `PlayerAI`, `PlayerNet`

---

public abstract class Player extends Object
Player. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021

- ## Constructor Summary

Constructors
Constructor
Description
`Player (String id)`

Method Summary

All MethodsInstance MethodsAbstract MethodsConcrete Methods
Modifier and Type
Method
Description

```
void
askQuestion (Question question, AnswerCallback onAns)

abstract void
cancelQuestion (Question question, String cause)

abstract void
disconnect (String cause, boolean notifyGameSession)

abstract void
error (String error)

abstract void
gameOver (GameStatus gameStatus)

String
getCreatedGameID()

GameSession
getGameSession()

abstract GameSettings
getGameSettings (SyncedItems<?> joinableGames,
SyncedItems<?> resumableGames)

abstract Move
getMove()

Game
getOnGoingGame()

Player
getPartner()

PlayerColor
getPlayerColor()

String
getUsername()

void
initGame (Game game)

abstract void
```

interrupt (MyError error)

abstract boolean
isAi()

boolean
isConnected()

abstract boolean
isGuest()

boolean
isPlaying()

boolean
isSaveWorthy()

void
resigned()

void
setCreatedGameID (String createdGameID)

void
setGameSession (GameSession gameSession)

void
setPartner (Player partner)

void
setPlayerColor (PlayerColor playerColor)

void
setUsername (String username)

String
toString()

abstract void
updateByMove (Move move)

abstract void
waitForMatch()

abstract void
waitTurn()

- **Methods inherited from class java.lang.Object**

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Constructor Details

Player

public Player (String id)

Method Details

getGameSession

public GameSession getGameSession()

setGameSession

public void setGameSession (GameSession gameSession)

getPartner

public Player getPartner()

setPartner

public void setPartner (Player partner)

getPlayerColor

public PlayerColor getPlayerColor()

setPlayerColor

public void setPlayerColor (PlayerColor playerColor)

getUsername

public String getUsername()

setUsername

public void setUsername (String username)

initGame

public void initGame (Game game)

getCreatedGameID

public String getCreatedGameID()

setCreatedGameID

public void setCreatedGameID (String createdGameID)

- **error**

  public abstract void error (String error)
- **getMove**

  public abstract Move getMove()
- **waitTurn**

  public abstract void waitTurn()
- **gameOver**

  public abstract void gameOver (GameStatus gameStatus)
- **askQuestion**

  public void askQuestion (Question question, AnswerCallback onAns)
- **updateByMove**

  public abstract void updateByMove (Move move)
- **cancelQuestion**

  public abstract void cancelQuestion (Question question, String cause)
- **interrupt**

  public abstract void interrupt (MyError error)
- **disconnect**

  public abstract void disconnect (String cause, boolean notifyGameSession)
- **waitForMatch**

  public abstract void waitForMatch()
- **getGameSettings**

  public abstract GameSettings getGameSettings (SyncedItems<?> joinableGames, SyncedItems<?> resumableGames)
- **resigned**

  public void resigned()
- **getOnGoingGame**

  public Game getOnGoingGame()
- **toString**

  public String toString()
  Overrides:
  `toString` in class `Object`

- **isSaveWorthy**

  public boolean isSaveWorthy()
- **isGuest**

  public abstract boolean isGuest()
- **isAi**

  public abstract boolean isAi()
- **isConnected**

  public boolean isConnected()
- **isPlaying**

  public boolean isPlaying()

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SEARCH:
Package ver14

Class MyServerSocket

java.lang.Object

java.net.ServerSocket

ver14.MyServerSocket

All Implemented Interfaces:
`Closeable`, `AutoCloseable`

---

public class MyServerSocket extends ServerSocket

- ## Constructor Summary

Constructors
Constructor
Description
`MyServerSocket (int port)`

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
AppSocket
acceptAppSocket()

void
close()

Methods inherited from class java.net.ServerSocket

accept, bind, bind, getChannel, getInetAddress, getLocalPort, getLocalSocketAddress, getOption, getReceiveBufferSize, getReuseAddress, getSoTimeout, isBound, isClosed, setOption, setPerformancePreferences, setReceiveBufferSize, setReuseAddress, setSocketFactory, setSoTimeout, supportedOptions, toString

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

MyServerSocket

public MyServerSocket (int port) throws IOException
Throws:
IOException

Method Details

acceptAppSocket

public AppSocket acceptAppSocket()

close

public void close() throws IOException
Specified by:
close in interface AutoCloseable
Specified by:
close in interface Closeable
Overrides:
close in class ServerSocket
Throws:
IOException

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SEARCH:
Package ver14.Model

Class PiecesBBs

java.lang.Object

ver14.Model.PiecesBBs

---

public class PiecesBBs extends Object

Constructor Summary

Constructors
Constructor
Description
`PiecesBBs (int size)`

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`Bitboard`
`getAll()`

Bitboard
getBB (PieceType pieceType)

Bitboard[]
getBitboards()

PieceType
getPieceType (Bitboard bb)

String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

PiecesBBs

public PiecesBBs (int size)

Method Details

getAll

public Bitboard getAll()

getBB

public Bitboard getBB (PieceType pieceType)

getBitboards

public Bitboard[] getBitboards()

getPieceType

public PieceType getPieceType (Bitboard bb)

toString

public String toString()
Overrides:
toString in class Object

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SEARCH:
Package ver14.Model.Perft

Class StockfishPerft

java.lang.Object

ver14.Model.Perft.Perft

ver14.Model.Perft.StockfishPerft

---

public class StockfishPerft extends Perft

Constructor Summary

Constructors
Constructor
Description
`StockfishPerft (Stockfish stockfish, int depth)`

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`String`

details()

long
getSum()

String
toString()

Methods inherited from class ver14.Model.Perft.Perft

contains, equals, fromMove, getDifference, set, shortStr

Methods inherited from class java.lang.Object

getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

StockfishPerft

public StockfishPerft (Stockfish stockfish, int depth)

Method Details

toString

public String toString()
Overrides:
toString in class Perft

getSum

public long getSum()
Overrides:
getSum in class Perft

details

public String details()
Overrides:
details in class Perft

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SEARCH:
Package ver14.Model.Perft

Class Perft

java.lang.Object

ver14.Model.Perft.Perft

Direct Known Subclasses:
`StockfishPerft`

---

public class Perft extends Object

Constructor Summary

Constructors
Constructor
Description
`Perft (int depth)`

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description

boolean
contains (BasicMove move)

String
details()

boolean
equals (Object o)

Long
fromMove (BasicMove move)

Map<BasicMove, String>
getDifference (Perft other)

long
getSum()

void
set (BasicMove move, Long numOfPos)

String
shortStr()

String
toString()

Methods inherited from class java.lang.Object

getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

Perft

public Perft (int depth)

Method Details

set

public void set (BasicMove move, Long numOfPos)

equals

public boolean equals (Object o)
Overrides:
equals in class Object

- **toString**

  public String toString()
  Overrides:
  `toString` in class `Object`

- **getSum**

  public long getSum()

- **getDifference**

  public Map<BasicMove, String> getDifference(Perft other)

- **fromMove**

  public Long fromMove(BasicMove move)

- **details**

  public String details()

- **contains**

  public boolean contains(BasicMove move)

- **shortStr**

  public String shortStr()

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- Detail:
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SEARCH:
Package ver14.Model.MoveGenerator

Class MoveGenerator

java.lang.Object

ver14.Model.MoveGenerator.MoveGenerator

---

public class MoveGenerator extends Object

- ## Field Summary

Fields
Modifier and Type
Field
Description
`static int[][]`
`numSquaresToEdge`

- ## Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`void`

generateKingMoves()

void
generateKnightMoves()

static ModelMovesList
generateMoves (Model model)

static ModelMovesList
generateMoves (Model model, int generationSettings)

void
generatePawnMoves()

void
generateSlidingMoves()

void
generateSlidingPieceMoves (Location pieceLocation,
PieceType movingPieceType)

ModelMovesList
getGeneratedMoves()

Model
getModel()

boolean
isLegal (Move move)

void
legalize()

static int
numSquaresToEdge (Location loc, Direction direction)

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

numSquaresToEdge

public static final int[][] numSquaresToEdge

Method Details

generateMoves

public static ModelMovesList generateMoves (Model model)

generateMoves

public static ModelMovesList generateMoves (Model model, int generationSettings)

getGeneratedMoves

public ModelMovesList getGeneratedMoves()

generatePawnMoves

public void generatePawnMoves() throws ModelMovesList.FoundLegalMove
Throws:
`ModelMovesList.FoundLegalMove`

generateSlidingMoves

public void generateSlidingMoves() throws ModelMovesList.FoundLegalMove
Throws:
`ModelMovesList.FoundLegalMove`

generateKnightMoves

public void generateKnightMoves() throws ModelMovesList.FoundLegalMove
Throws:
`ModelMovesList.FoundLegalMove`

generateKingMoves

public void generateKingMoves() throws ModelMovesList.FoundLegalMove
Throws:
`ModelMovesList.FoundLegalMove`

generateSlidingPieceMoves

public void generateSlidingPieceMoves (Location pieceLocation, PieceType movingPieceType) throws ModelMovesList.FoundLegalMove
Throws:
`ModelMovesList.FoundLegalMove`

numSquaresToEdge

public static int numSquaresToEdge (Location loc, Direction direction)

getModel

public Model getModel()

legalize

public void legalize()

- ♦ **isLegal**

  public boolean isLegal (Move move)

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SEARCH:
Package ver14.Model.MoveGenerator

Annotation Interface GenerationSettings

public @interface GenerationSettings

Field Summary

Fields
Modifier and Type
Field
Description

`static int`
ANNOTATE

`static int`
ANY_LEGAL

`static int`
EVAL

`static int`
LEGALIZE

`static int`
QUIESCE

Field Details

LEGALIZE

static final int LEGALIZE
See Also:
Constant Field Values

ANY_LEGAL

static final int ANY_LEGAL
See Also:
Constant Field Values

EVAL

static final int EVAL
See Also:
Constant Field Values

ANNOTATE

static final int ANNOTATE
See Also:
Constant Field Values

QUIESCE

static final int QUIESCE
See Also:
Constant Field Values

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SEARCH:
Package ver14.Model

Class ModelMovesList

java.lang.Object

java.util.AbstractCollection<E>

java.util.AbstractList<E>

java.util.ArrayList<Move>

ver14.SharedClasses.Game.Moves.MovesList

ver14.Model.ModelMovesList

All Implemented Interfaces:
Serializable, Cloneable, Iterable<Move>, Collection<Move>, List<Move>, RandomAccess

---

public class ModelMovesList extends MovesList

See Also:
Serialized Form

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
static class
ModelMovesList.FoundLegalMove

Nested classes/interfaces inherited from class ver14.SharedClasses.Game.Moves.MovesList

MovesList.CompareMoves

- ## Constructor Summary

Constructors
Constructor
Description
ModelMovesList (MoveGenerator generator, int generationSettings)

- ## Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
add (Move adding, PieceType movingPiece)

void
addAll (ModelMovesList other, PieceType pieceType)

Bitboard
genDestinationBB()

Bitboard
genMovingFromBB()

MovesList
getCleanList()

void
initAnnotation()

void
prettyPrint()

Methods inherited from class ver14.SharedClasses.Game.Moves.MovesList

add, createSimpleStr, findMove, findMove, getHash

Methods inherited from class java.util.ArrayList

add, addAll, addAll, clear, clone, contains, ensureCapacity, equals, forEach, get, hashCode, indexOf, isEmpty, iterator, lastIndexOf, listIterator, listIterator, remove, remove, removeAll, removeIf, replaceAll, retainAll, set, size, sort, spliterator, subList, toArray, toArray, trimToSize

Methods inherited from class java.util.AbstractCollection

containsAll, toString

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Methods inherited from interface java.util.Collection

parallelStream, stream, toArray

Methods inherited from interface java.util.List

containsAll

Constructor Details

ModelMovesList

public ModelMovesList (MoveGenerator generator, int generationSettings)

Method Details

addAll

public void addAll (ModelMovesList other, PieceType pieceType) throws ModelMovesList.FoundLegalMove
Throws:
ModelMovesList.FoundLegalMove

add

public boolean add (Move adding, PieceType movingPiece) throws ModelMovesList.FoundLegalMove
Throws:
ModelMovesList.FoundLegalMove

- **initAnnotation**

  public void initAnnotation()
- **prettyPrint**

  public void prettyPrint()
- **genMovingFromBB**

  public Bitboard genMovingFromBB()
- **genDestinationBB**

  public Bitboard genDestinationBB()
- **getCleanList**

  public MovesList getCleanList()

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SEARCH:
Package ver14.Model

Class ModelMovesList.FoundLegalMove

java.lang.Object

java.lang.Throwable

ver14.Model.ModelMovesList.FoundLegalMove

All Implemented Interfaces:
`Serializable`

Enclosing class:
ModelMovesList

---

public static class ModelMovesList.FoundLegalMove extends Throwable

See Also:
Serialized Form

- ## Constructor Summary

Constructors
Constructor
Description
`FoundLegalMove()`

- ## Method Summary

Methods inherited from class java.lang.Throwable

addSuppressed, fillInStackTrace, getCause, getLocalizedMessage, getMessage, getStackTrace, getSuppressed, initCause, printStackTrace, printStackTrace, printStackTrace, setStackTrace, toString

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

- ## Constructor Details

  - ### FoundLegalMove

    public FoundLegalMove()

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SEARCH:
Package ver14.Model

Class Model

java.lang.Object

ver14.Model.Model

All Implemented Interfaces:
`Serializable`

---

public class Model extends Object implements Serializable
The type Model.

See Also:
Serialized Form

- ## Constructor Summary

Constructors
Constructor
Description
`Model()`
Instantiates a new Model.
`Model (String fen)`
Instantiates a new Model.
`Model (Model other)`

Instantiates a new Model.

• Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
boolean
anyLegalMove (PlayerColor playerColor)
Any legal move boolean.
void
applyMove (Move move)
Apply move.
int
bothPlayersNumOfPieces (PieceType pieceType)
Both players num of pieces int.
int
bothPlayersNumOfPieces (PieceType[] arr)
Both players num of pieces int.
Move
findMove (BasicMove basicMove)
Find move move.
ModelMovesList
generateAllMoves()
Generate all moves model moves list.
String
genFenStr()
Generates a fen string of the current position.
BoardHash
getBoardHash()
Gets board hash.
CastlingRights
getCastlingRights()
Gets castling rights.
PlayerColor
getCurrentPlayer()
Gets current player.
Location
getEnPassantActualLoc()
Gets en passant actual loc.
Location
getEnPassantTargetLoc()
Gets en passant target loc.
int
getFullMoveCounter()
Gets full move clock.
int
getHalfMoveClock()
Gets half move clock.

Location
getKing()
Gets king.
Location
getKing (PlayerColor playerColor)
Gets king.
Board
getLogicBoard()
Gets logic board.
Stack<Move>
getMoveStack()
Gets move stack.
int
getNumOfPieces (PlayerColor playerColor, PieceType pieceType)
Gets num of pieces.
int
getNumOfPieces (PlayerColor playerColor, PieceType[] arr)
Gets num of pieces.
String
getPGN()
Gets pgn.
Bitboard
getPieceBitBoard (PlayerColor playerColor, PieceType pieceType)
Gets piece bit board.
PiecesBBs[]
getPieces()
Get pieces pieces b bs [ ].
int[]
getPiecesCount (PlayerColor playerColor)
Get pieces count int [ ].
PiecesBBs
getPlayersPieces (PlayerColor playerColor)
Gets players pieces.
static CastlingRights.Side
getSideRelativeToKing (Model model, PlayerColor playerColor,
Location rookLoc)
Gets side relative to king.
Square
getSquare (Location loc)
Gets square.
boolean
isInCheck()
Is in check boolean.
boolean
isInCheck (PlayerColor playerColor)
Is in check boolean.
boolean
isSamePlayer (Location loc1, Location loc2)
Is same player boolean.
boolean
isSquareEmpty (Location loc)

Is square empty boolean.
boolean
isThreatened (Location loc, PlayerColor threateningPlayer)
Is threatened boolean.
void
makeMove (Move move)
Make move.
void
printBoard()
Print board.
void
setCastlingAbilities (CastlingRights castlingRights)
Sets castling abilities.
void
setCurrentPlayer (PlayerColor currentPlayerColor)
Sets current player.
void
setEnPassantActualLoc (Location enPassantActualLoc)
Sets en passant actual loc.
void
setEnPassantTargetLoc (String enPassantTargetLocStr)
Sets en passant target loc.
void
setEnPassantTargetLoc (Location enPassantTargetLoc)
Sets en passant target loc.
void
setFullMoveCounter (int fullMoveCounter)
Sets full move clock.
void
setHalfMoveClock (int num)
Sets half move clock.
void
setLoadedFen (String loadedFen)
Sets loaded fen.
void
setup (String fen)
Sets .
void
switchTurn()
Switch turn.
String
toString()

void
undoMove (Move move)
Undo move.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Details

Model

public Model (Model other)
Instantiates a new Model.
Parameters:
`other` - the other

Model

public Model (String fen)
Instantiates a new Model.
Parameters:
`fen` - the fen

Model

public Model()
Instantiates a new Model.

Method Details

genFenStr

public String genFenStr()
Generates a fen string of the current position.
Returns:
the fen

setup

public void setup (String fen)
Sets .
Parameters:
`fen` - the fen

getPlayersPieces

public PiecesBBs getPlayersPieces (PlayerColor playerColor)
Gets players pieces.
Parameters:
`playerColor` - the player color
Returns:
the players pieces

getSideRelativeToKing

public static CastlingRights.Side getSideRelativeToKing (Model model, PlayerColor playerColor, Location rookLoc)
Gets side relative to king.
Parameters:
`model` - the model

`playerColor` - the player color
`rookLoc` - the rook loc

Returns:
the side relative to king

♦ setLoadedFen

public void setLoadedFen (String loadedFen)
Sets loaded fen.
Parameters:
`loadedFen` - the loaded fen

♦ getPGN

public String getPGN()
Gets pgn.
Returns:
the pgn

♦ getCastlingRights

public CastlingRights getCastlingRights()
Gets castling rights.
Returns:
the castling rights

♦ setCastlingAbilities

public void setCastlingAbilities (CastlingRights castlingRights)
Sets castling abilities.
Parameters:
`castlingRights` - the castling rights

♦ getEnPassantTargetLoc

public Location getEnPassantTargetLoc()
Gets en passant target loc.
Returns:
the en passant target loc

♦ setEnPassantTargetLoc

public void setEnPassantTargetLoc (Location enPassantTargetLoc)
Sets en passant target loc.
Parameters:
`enPassantTargetLoc` - the en passant target loc

♦ setEnPassantTargetLoc

public void setEnPassantTargetLoc (String enPassantTargetLocStr)
Sets en passant target loc.
Parameters:
`enPassantTargetLocStr` - the en passant target loc str

♦ getEnPassantActualLoc

public Location getEnPassantActualLoc()
Gets en passant actual loc.
Returns:
the en passant actual loc

♦ setEnPassantActualLoc

public void setEnPassantActualLoc (Location enPassantActualLoc)
Sets en passant actual loc.
Parameters:
`enPassantActualLoc` - the en passant actual loc

♦ getHalfMoveClock

public int getHalfMoveClock()
Gets half move clock.
Returns:
the half move clock

♦ setHalfMoveClock

public void setHalfMoveClock (int num)
Sets half move clock.
Parameters:
`num` - the num

♦ getFullMoveCounter

public int getFullMoveCounter()
Gets full move clock.
Returns:
the full move clock

♦ setFullMoveCounter

public void setFullMoveCounter (int fullMoveCounter)
Sets full move clock.
Parameters:
`fullMoveCounter` - the full move clock

♦ findMove

public Move findMove (BasicMove basicMove)
Find move move.
Parameters:
`basicMove` - the basic move
Returns:
the move

♦ generateAllMoves

public ModelMovesList generateAllMoves()
Generate all moves model moves list.
Returns:

the model moves list

♦ bothPlayersNumOfPieces

public int bothPlayersNumOfPieces (PieceType[] arr)
Both players num of pieces int.
Parameters:
`arr` - the arr
Returns:
the int

♦ getNumOfPieces

public int getNumOfPieces (PlayerColor playerColor, PieceType[] arr)
Gets num of pieces.
Parameters:
`playerColor` - the player color
`arr` - the arr
Returns:
the num of pieces

♦ getNumOfPieces

public int getNumOfPieces (PlayerColor playerColor, PieceType pieceType)
Gets num of pieces.
Parameters:
`playerColor` - the player color
`pieceType` - the piece type
Returns:
the num of pieces

♦ bothPlayersNumOfPieces

public int bothPlayersNumOfPieces (PieceType pieceType)
Both players num of pieces int.
Parameters:
`pieceType` - the piece type
Returns:
the int

♦ isInCheck

public boolean isInCheck()
Is in check boolean.
Returns:
the boolean

♦ isInCheck

public boolean isInCheck (PlayerColor playerColor)
Is in check boolean.
Parameters:
`playerColor` - the player color
Returns:
the boolean

♦ isThreatened

public boolean isThreatened (Location loc, PlayerColor threateningPlayer)
Is threatened boolean.
Parameters:
`loc` - the loc
`threateningPlayer` - the threatening player
Returns:
the boolean

♦ getKing

public Location getKing (PlayerColor playerColor)
Gets king.
Parameters:
`playerColor` - the player color
Returns:
the king

♦ getPieceBitBoard

public Bitboard getPieceBitBoard (PlayerColor playerColor, PieceType pieceType)
Gets piece bit board.
Parameters:
`playerColor` - the player color
`pieceType` - the piece type
Returns:
the piece bit board

♦ getKing

public Location getKing()
Gets king.
Returns:
the king

♦ anyLegalMove

public boolean anyLegalMove (PlayerColor playerColor)
Any legal move boolean.
Parameters:
`playerColor` - the player color
Returns:
the boolean

♦ getCurrentPlayer

public PlayerColor getCurrentPlayer()
Gets current player.
Returns:
the current player

♦ setCurrentPlayer

public void setCurrentPlayer (PlayerColor currentPlayerColor)
Sets current player.
Parameters:
`currentPlayerColor` - the current player color

♦ applyMove

public void applyMove (Move move)
Apply move.
Parameters:
`move` - the move

♦ undoMove

public void undoMove (Move move)
Undo move.
Parameters:
`move` - the move

♦ getMoveStack

public Stack<Move> getMoveStack()
Gets move stack.
Returns:
the move stack

♦ switchTurn

public void switchTurn()
Switch turn.

♦ getPiecesCount

public int[] getPiecesCount (PlayerColor playerColor)
Get pieces count int [ ].
Parameters:
`playerColor` - the player color
Returns:
the int [ ]

♦ printBoard

public void printBoard()
Print board.

♦ isSquareEmpty

public boolean isSquareEmpty (Location loc)
Is square empty boolean.
Parameters:
`loc` - the loc
Returns:
the boolean

♦ getSquare

public Square getSquare (Location loc)
Gets square.
Parameters:
`loc` - the loc
Returns:
the square

♦ makeMove

public void makeMove (Move move)
Make move.
Parameters:
`move` - the move

♦ getLogicBoard

public Board getLogicBoard()
Gets logic board.
Returns:
the logic board

♦ getPieces

public PiecesBBs[] getPieces()
Get pieces pieces b bs [ ].
Returns:
the pieces b bs [ ]

♦ getBoardHash

public BoardHash getBoardHash()
Gets board hash.
Returns:
the board hash

♦ isSamePlayer

public boolean isSamePlayer (Location loc1, Location loc2)
Is same player boolean.
Parameters:
`loc1` - the loc 1
`loc2` - the loc 2
Returns:
the boolean

♦ toString

public String toString()
Overrides:
`toString` in class `Object`

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SEARCH:
Package ver14.Model.Minimax

Class NewMinimax

java.lang.Object

ver14.Model.Minimax.NewMinimax

---

public class NewMinimax extends Object

Constructor Summary

Constructors
Constructor
Description
`NewMinimax (Model model, PlayerColor playerColor)`

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`Evaluation minimax (int depth, int maxDepth, boolean isMax, double a, double b)`

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Details

NewMinimax

public NewMinimax (Model model, PlayerColor playerColor)

Method Details

minimax

public Evaluation minimax (int depth, int maxDepth, boolean isMax, double a, double b)

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SEARCH:
Package ver14.Model.Minimax

Class MinimaxView

java.lang.Object

java.awt.Component

java.awt.Container

java.awt.Window

java.awt.Frame

javax.swing.JFrame

ver14.Model.Minimax.MinimaxView

All Implemented Interfaces:
`ImageObserver`, `MenuContainer`, `Serializable`, `Accessible`, `RootPaneContainer`, `WindowConstants`

---

public class MinimaxView extends JFrame
Minimax view - .

Author:
Bezalel Avrahami (bezalel3250@gmail.com)
See Also:

Serialized Form

- ## Nested Class Summary

Nested classes/interfaces inherited from class java.awt.Window

Window.Type

Nested classes/interfaces inherited from class java.awt.Component

Component.BaselineResizeBehavior

- ## Field Summary

Fields inherited from class java.awt.Frame

CROSSHAIR_CURSOR, DEFAULT_CURSOR, E_RESIZE_CURSOR, HAND_CURSOR, ICONIFIED, MAXIMIZED_BOTH, MAXIMIZED_HORIZ, MAXIMIZED_VERT, MOVE_CURSOR, N_RESIZE_CURSOR, NE_RESIZE_CURSOR, NORMAL, NW_RESIZE_CURSOR, S_RESIZE_CURSOR, SE_RESIZE_CURSOR, SW_RESIZE_CURSOR, TEXT_CURSOR, W_RESIZE_CURSOR, WAIT_CURSOR

Fields inherited from class java.awt.Component

BOTTOM_ALIGNMENT, CENTER_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT, TOP_ALIGNMENT

Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

Fields inherited from interface javax.swing.WindowConstants

DISPOSE_ON_CLOSE, DO_NOTHING_ON_CLOSE, EXIT_ON_CLOSE, HIDE_ON_CLOSE

- ## Constructor Summary

Constructors
Constructor
Description
MinimaxView (boolean show, Minimax minimax)
Instantiates a new Minimax view.

- ## Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type

Method
Description
void
resetBestMoves()
Reset best moves.
void
setBestMoveSoFar()
Sets best move so far.
void
setBestMoveSoFar (String str)
Sets best move so far.
void
setBestMoveSoFar (Move move)
Sets best move so far.
void
setChosenMove (String str)
Sets chosen move.
void
setCpuUsage (double usage)
Sets cpu usage.
void
setCurrentDepth (int depth, long reachedIn)
Sets current depth.
void
setMoveEval (Evaluation eval)
Sets move eval.
void
setNumOfThreads (int num)
Sets num of threads.
void
setTime (long millis)
Sets time.
void
startTime()
Start time.
void
stop()
Stop.
void
stopTimer()
Stop timer.
void
update (MinimaxMove bestMoveSoFar)
Update.

Methods inherited from class javax.swing.JFrame

getAccessibleContext, getContentPane, getDefaultCloseOperation, getGlassPane, getGraphics, getJMenuBar, getLayeredPane, getRootPane, getTransferHandler, isDefaultLookAndFeelDecorated, remove, repaint, setContentPane, setDefaultCloseOperation, setDefaultLookAndFeelDecorated, setGlassPane, setIconImage,

setJMenuBar, setLayeredPane, setLayout, setTransferHandler, update

Methods inherited from class java.awt.Frame

addNotify, getCursorType, getExtendedState, getFrames, getIconImage, getMaximizedBounds, getMenuBar, getState, getTitle, isResizable, isUndecorated, remove, removeNotify, setBackground, setCursor, setExtendedState, setMaximizedBounds, setMenuBar, setOpacity, setResizable, setShape, setState, setTitle, setUndecorated

Methods inherited from class java.awt.Window

addPropertyChangeListener, addPropertyChangeListener, addWindowFocusListener, addWindowListener, addWindowStateListener, applyResourceBundle, applyResourceBundle, createBufferStrategy, createBufferStrategy, dispose, getBackground, getBufferStrategy, getFocusableWindowState, getFocusCycleRootAncestor, getFocusOwner, getFocusTraversalKeys, getIconImages, getInputContext, getListeners, getLocale, getModalExclusionType, getMostRecentFocusOwner, getOpacity, getOwnedWindows, getOwner, getOwnerlessWindows, getShape, getToolkit, getType, getWarningString, getWindowFocusListeners, getWindowListeners, getWindows, getWindowStateListeners, hide, isActive, isAlwaysOnTop, isAlwaysOnTopSupported, isAutoRequestFocus, isFocusableWindow, isFocusCycleRoot, isFocused, isLocationByPlatform, isOpaque, isShowing, isValidateRoot, pack, paint, postEvent, removeWindowFocusListener, removeWindowListener, removeWindowStateListener, reshape, setAlwaysOnTop, setAutoRequestFocus, setBounds, setBounds, setCursor, setFocusableWindowState, setFocusCycleRoot, setIconImages, setLocation, setLocation, setLocationByPlatform, setLocationRelativeTo, setMinimumSize, setModalExclusionType, setSize, setSize, setType, setVisible, show, toBack, toFront

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getAlignmentX, getAlignmentY, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalPolicy, getInsets, getLayout, getMaximumSize, getMinimumSize, getMousePosition, getPreferredSize, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, print, printComponents, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusTraversalKeys, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setFont, transferFocusDownCycle, validate

Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, contains, createImage, createImage, createVolatileImage, createVolatileImage, disable, dispatchEvent, enable, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBaseline, getBaselineResizeBehavior, getBounds, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getFontMetrics, getForeground, getGraphicsConfiguration, getHeight, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocation, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getSize, getTreeLock, getWidth, getX, getY, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isDoubleBuffered, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, prepareImage, prepareImage, printAll, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocus, requestFocusInWindow, requestFocusInWindow, resize, resize, revalidate, setComponentOrientation, setDropTarget, setEnabled, setFocusable, setFocusTraversalKeysEnabled, setForeground, setIgnoreRepaint, setLocale, setMaximumSize, setMixingCutoutShape, setName, setPreferredSize, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Methods inherited from interface java.awt.MenuContainer

getFont, postEvent

• Constructor Details

♦ MinimaxView

public MinimaxView (boolean show, Minimax minimax)
Instantiates a new Minimax view.
Parameters:
`show` - the show
`minimax` - the minimax

• Method Details

♦ setTime

public void setTime (long millis)
Sets time.
Parameters:
`millis` - the millis

♦ stop

public void stop()
Stop.

♦ stopTimer

public void stopTimer()
Stop timer.

♦ startTime

public void startTime()
Start time.

♦ resetBestMoves

public void resetBestMoves()
Reset best moves.

♦ setBestMoveSoFar

public void setBestMoveSoFar (String str)
Sets best move so far.
Parameters:
`str` - the str

♦ setChosenMove

public void setChosenMove (String str)
Sets chosen move.
Parameters:
`str` - the str

♦ setCpuUsage

public void setCpuUsage (double usage)
Sets cpu usage.
Parameters:
`usage` - the usage

♦ setBestMoveSoFar

public void setBestMoveSoFar()
Sets best move so far.

♦ setNumOfThreads

public void setNumOfThreads (int num)
Sets num of threads.
Parameters:
`num` - the num

♦ setCurrentDepth

public void setCurrentDepth (int depth, long reachedIn)
Sets current depth.
Parameters:
`depth` - the depth
`reachedIn` - the reached in

♦ update

public void update (MinimaxMove bestMoveSoFar)
Update.
Parameters:
`bestMoveSoFar` - the best move so far

♦ setBestMoveSoFar

public void setBestMoveSoFar (Move move)
Sets best move so far.
Parameters:
`move` - the move

♦ setMoveEval

public void setMoveEval (Evaluation eval)
Sets move eval.
Parameters:
`eval` - the eval

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SEARCH:
Package ver14.Model.Minimax

Class MinimaxParametersAdjuster

java.lang.Object

ver14.Model.Minimax.MinimaxParametersAdjuster

---

public class MinimaxParametersAdjuster extends Object

Constructor Summary

Constructors
Constructor
Description
`MinimaxParametersAdjuster()`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
`static void`
`main (String[] args)`

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Details

MinimaxParametersAdjuster

public MinimaxParametersAdjuster()

Method Details

main

public static void main (String[] args)

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SEARCH:
Package ver14.Model.Minimax

Class MinimaxParameters

java.lang.Object

ver14.Model.Minimax.MinimaxParameters

---

public class MinimaxParameters extends Object

- ## Field Summary

Fields
Modifier and Type
Field
Description
`double`
a

`double`
b

`int`
currentDepth

`int`
genSettings

boolean
isMax

int
maxDepth

PlayerColor
minimaxPlayerColor

Model
model

• Constructor Summary

Constructors
Constructor
Description
MinimaxParameters (Model model, boolean isMax, int currentDepth, int maxDepth, PlayerColor minimaxPlayerColor, double a, double b, int genSettings)

MinimaxParameters (Model model, boolean isMax, int maxDepth, PlayerColor minimaxPlayerColor, Move rootMove)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
double
getA()

double
getB()

int
getCurrentDepth()

int
getMaxDepth()

PlayerColor
getMinimaxPlayer()

boolean
isMax()

MinimaxParameters
nextDepth()

boolean
prune (Evaluation bestEval)

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

model

public final Model model

isMax

public final boolean isMax

minimaxPlayerColor

public final PlayerColor minimaxPlayerColor

currentDepth

public final int currentDepth

maxDepth

public final int maxDepth

genSettings

public int genSettings

a

public double a

b

public double b

Constructor Details

MinimaxParameters

public MinimaxParameters (Model model, boolean isMax, int maxDepth, PlayerColor minimaxPlayerColor, Move rootMove)

MinimaxParameters

public MinimaxParameters (Model model, boolean isMax, int currentDepth, int maxDepth, PlayerColor minimaxPlayerColor, double a, double b, int genSettings)

Method Details

prune

public boolean prune (Evaluation bestEval)

isMax

public boolean isMax()

getMinimaxPlayer

public PlayerColor getMinimaxPlayer()

getCurrentDepth

public int getCurrentDepth()

getMaxDepth

public int getMaxDepth()

getA

public double getA()

getB

public double getB()

nextDepth

public MinimaxParameters nextDepth()

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SEARCH:
Package ver14.Model.Minimax

Class Minimax

java.lang.Object

ver14.Model.Minimax.Minimax

---

public class Minimax extends Object
The type Minimax.

Author:
Bezalel Avrahami (bezalel3250@gmail.com)

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`Minimax.CpuUsages`
The type Cpu usages.

• Field Summary

Fields
Modifier and Type
Field
Description
static String
DEBUG_MINIMAX

static boolean
LOG
The constant LOG.
static boolean
SHOW_UI
if set to true the debugging ui will show up in the server while the minimax is running

• Constructor Summary

Constructors
Constructor
Description
Minimax (Model model, long scanTimeInMillis)
Instantiates a new Minimax.
Minimax (Model model, long scanTimeInMillis, long flexibility)
Instantiates a new Minimax.

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
void
end()
End.
Move
getBestMove()
Gets best move.
Minimax.CpuUsages
getCpuUsageRecords()
Gets cpu usage records.
long
getElapsed()
Gets elapsed from minimax start time in ms
Evaluation
getEvaluation (PlayerColor evaluatingFor)
Gets evaluation.
long
getPositionsReached()

Gets positions reached.
`void`
`interrupt (MyError error)`
Interrupt.
`void`
`quietInterrupt()`
Quiet interrupt.
`void`
`setModel (Model model)`
Sets model.
`void`
`setNumOfThreads (int numOfThreads)`
Sets num of threads.
`void`
`setRecordCpuUsage (boolean recordCpuUsage)`
Sets record cpu usage.

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Field Details

DEBUG_MINIMAX

public static final String DEBUG_MINIMAX
See Also:
Constant Field Values

SHOW_UI

public static boolean SHOW_UI
if set to true the debugging ui will show up in the server while the minimax is running

LOG

public static boolean LOG
The constant LOG.

Constructor Details

Minimax

public Minimax (Model model, long scanTimeInMillis)
Instantiates a new Minimax.
Parameters:
`model` - the model
`scanTimeInMillis` - the scan time in millis

♦ Minimax

public Minimax (Model model, long scanTimeInMillis, long flexibility)
Instantiates a new Minimax.
Parameters:
`model` - the model
`scanTimeInMillis` - the scan time in millis
`flexibility` - the flexibility

• Method Details

♦ getElapsed

public long getElapsed()
Gets elapsed from minimax start time in ms
Returns:
the elapsed

♦ setModel

public void setModel (Model model)
Sets model.
Parameters:
`model` - the model

♦ setRecordCpuUsage

public void setRecordCpuUsage (boolean recordCpuUsage)
Sets record cpu usage.
Parameters:
`recordCpuUsage` - the record cpu usage

♦ end

public void end()
End.

♦ quietInterrupt

public void quietInterrupt()
Quiet interrupt.

♦ interrupt

public void interrupt (MyError error)
Interrupt.
Parameters:
`error` - the error

♦ getPositionsReached

public long getPositionsReached()
Gets positions reached.
Returns:
the positions reached

♦ setNumOfThreads

public void setNumOfThreads (int numOfThreads)
Sets num of threads.
Parameters:
`numOfThreads` - the num of threads

♦ getBestMove

public Move getBestMove()
Gets best move.
Returns:
the best move the minimax found

♦ getEvaluation

public Evaluation getEvaluation (PlayerColor evaluatingFor)
Gets evaluation.
Parameters:
`evaluatingFor` - the evaluating for
Returns:
the evaluation

♦ getCpuUsageRecords

public Minimax.CpuUsages getCpuUsageRecords()
Gets cpu usage records.
Returns:
the cpu usage records

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SEARCH:
Package ver14.Model.Minimax

Class Minimax.CpuUsages

java.lang.Object

ver14.Model.Minimax.Minimax.CpuUsages

Enclosing class:
Minimax

---

public static class Minimax.CpuUsages extends Object
The type Cpu usages.

Author:
Bezalel Avrahami (bezalel3250@gmail.com)

- ## Constructor Summary

Constructors
Constructor
Description
`CpuUsages()`
Instantiates a new Cpu usages.

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`void`
`add (double usage, int depth)`
Add.
`void`
`clear()`
Clear.
`ArrayList<Integer>`
`getDepths()`
Gets depths.
`ArrayList<Double>`
`getUsages()`
Gets usages.

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

• Constructor Details

♦ CpuUsages

public CpuUsages()
Instantiates a new Cpu usages.

• Method Details

♦ add

public void add (double usage, int depth)
Add.
Parameters:
`usage` - the usage
`depth` - the depth

♦ getUsages

public ArrayList<Double> getUsages()
Gets usages.
Returns:
the usages

♦ getDepths

public ArrayList<Integer> getDepths()
Gets depths.
Returns:
the depths

♦ clear

public void clear()
Clear.

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SEARCH:
Package ver14.Model

Class Locs

java.lang.Object

java.util.AbstractCollection<E>

java.util.AbstractList<E>

java.util.ArrayList<Location>

ver14.Model.Locs

All Implemented Interfaces:
`Serializable`, `Cloneable`, `Iterable`<`Location`>, `Collection`<`Location`>, `List`<`Location`>, `RandomAccess`

---

public class Locs extends ArrayList<Location>

See Also:
Serialized Form

- ## Constructor Summary

Constructors
Constructor

Description
Locs()

Locs (Locs other)

Method Summary

Methods inherited from class java.util.ArrayList

add, add, addAll, addAll, clear, clone, contains, ensureCapacity, equals, forEach, get, hashCode, indexOf, isEmpty, iterator, lastIndexOf, listIterator, listIterator, remove, remove, removeAll, removeIf, replaceAll, retainAll, set, size, sort, spliterator, subList, toArray, toArray, trimToSize

Methods inherited from class java.util.AbstractCollection

containsAll, toString

Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

Methods inherited from interface java.util.Collection

parallelStream, stream, toArray

Methods inherited from interface java.util.List

containsAll

Constructor Details

Locs

public Locs()

Locs

public Locs (Locs other)

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SEARCH:
Package ver14.Model.Hashing

Class Transposition

java.lang.Object

ver14.Model.Hashing.Transposition

---

public class Transposition extends Object

Constructor Summary

Constructors
Constructor
Description
`Transposition (MinimaxParameters parms, Evaluation evaluation)`

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`Evaluation`
`getEvaluation()`

int
getMaxDepth()

PlayerColor
getPlayer()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Details

Transposition

public Transposition (MinimaxParameters parms, Evaluation evaluation)

Method Details

getPlayer

public PlayerColor getPlayer()

getEvaluation

public Evaluation getEvaluation()

getMaxDepth

public int getMaxDepth()

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SEARCH:
Package ver14.Model.Hashing

Class BoardHash

java.lang.Object

ver14.Model.Hashing.BoardHash

All Implemented Interfaces:
`Serializable`

---

public class BoardHash extends Object implements Serializable

See Also:
Serialized Form

- ## Constructor Summary

Constructors
Constructor
Description
`BoardHash (BoardHash boardHash)`

`BoardHash (Model model)`

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
long
getCastlingAbilityHash()

long
getCurrentPlayerHash()

long
getEnPassantHash()

long
getFullHash()

long
getPiecesHash()

long
getRepetitionHash()

void
setAll (Model model)

void
setCastlingAbilityHash (Model model)

void
setCurrentPlayerHash (Model model)

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

• Constructor Details

- **BoardHash**

  public BoardHash (Model model)
- **BoardHash**

  public BoardHash (BoardHash boardHash)

- ## Method Details

  - ### setAll

    public void setAll (Model model)
  - ### getPiecesHash

    public long getPiecesHash()
  - ### getEnPassantHash

    public long getEnPassantHash()
  - ### getCastlingAbilityHash

    public long getCastlingAbilityHash()
  - ### setCastlingAbilityHash

    public void setCastlingAbilityHash (Model model)
  - ### getCurrentPlayerHash

    public long getCurrentPlayerHash()
  - ### setCurrentPlayerHash

    public void setCurrentPlayerHash (Model model)
  - ### getRepetitionHash

    public long getRepetitionHash()
  - ### getFullHash

    public long getFullHash()

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SEARCH:
Package ver14.Model

Class FEN

java.lang.Object

ver14.Model.FEN

---

public class FEN extends Object
Fen - utility class used for loading a position from a FEN string, and creating a FEN string from a given position.

Author:
Bezalel Avrahami (bezalel3250@gmail.com)
See Also:
...

Field Summary

Fields
Modifier and Type
Field
Description
`static String`
`castling`
The constant castling.
`static String[]`

rndFens
The constant rndFens.
static String
startingFen
The constant startingFen.

• Constructor Summary

Constructors
Constructor
Description
FEN()

• Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static void
assertFen (String fen)
Asserts fen by using regex.
static String
extractEnPassantTargetLoc (String fen)
Extract en passant target loc string.
static String
generateFEN (Model model)
Generate fen string.
static boolean
isValidFen (String fen)
Is valid fen.
static void
loadFEN (String fen, Model model)
Loads a fen.
static String
rndFen()
Rnd fen string.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

• Field Details

♦ rndFens

public static final String[] rndFens
The constant rndFens.

♦ castling

public static final String castling
The constant castling.
See Also:
Constant Field Values

♦ startingFen

public static final String startingFen
The constant startingFen.
See Also:
Constant Field Values

• Constructor Details

♦ FEN

public FEN()

• Method Details

♦ rndFen

public static String rndFen()
Rnd fen string. not actually random just random element from the arr
Returns:
the string

♦ generateFEN

public static String generateFEN (Model model)
Generate fen string.
Parameters:
`model` - the model
Returns:
the fen for the given model's position

♦ assertFen

public static void assertFen (String fen)
Asserts fen by using regex. NOTE: this isn't a legality check.
Parameters:
`fen` - the fen

♦ isValidFen

public static boolean isValidFen (String fen)
Is valid fen.
Parameters:
`fen` - the fen
Returns:
true if the fen is valid and false otherwise

♦ extractEnPassantTargetLoc

public static String extractEnPassantTargetLoc (String fen)
Extract en passant target loc string.
Parameters:
`fen` - the fen
Returns:
the string

♦ loadFEN

public static void loadFEN (String fen, Model model)
Loads a fen.
Parameters:
`fen` - the fen
`model` - the model

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SEARCH:
Package ver14.Model.Eval

Class Tables

java.lang.Object

ver14.Model.Eval.Tables

---

public class Tables extends Object

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`Tables.PieceTable`

Constructor Summary

Constructors
Constructor
Description
`Tables()`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static Tables.PieceTable
getPieceTable (PieceType pieceType)

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Details

Tables

public Tables()

Method Details

getPieceTable

public static Tables.PieceTable getPieceTable (PieceType pieceType)

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SEARCH:
Package ver14.Model.Eval

Class Tables.PieceTable

java.lang.Object

ver14.Model.Eval.Tables.PieceTable

Enclosing class:
Tables

---

public static class Tables.PieceTable extends Object

Constructor Summary

Constructors
Constructor
Description
`PieceTable (int[][] middleGame, int[][] endGame)`

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description

```
int
getValue (double egWeight, PlayerColor player, Location loc)
```

Methods inherited from class java.lang.Object

```
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait,
wait
```

Constructor Details

PieceTable

public PieceTable (int[][] middleGame, int[][] endGame)

Method Details

getValue

public int getValue (double egWeight, PlayerColor player, Location loc)

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SEARCH:
Package ver14.Model.Eval

Class Eval

java.lang.Object

ver14.Model.Eval.Eval

All Implemented Interfaces:
`Serializable`

---

public class Eval extends Object implements Serializable

See Also:
Serialized Form

- ## Field Summary

Fields
Modifier and Type
Field
Description
`static boolean`
`PRINT_REP_LIST`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static Evaluation
getEvaluation (Model model)
evaluation for current player
static Evaluation
getEvaluation (Model model, PlayerColor playerColor)

static boolean
isGameOver (Model model)

static boolean
isSufficientMaterial (PlayerColor checkingFor, Model model)

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

PRINT_REP_LIST

public static boolean PRINT_REP_LIST

Method Details

isSufficientMaterial

public static boolean isSufficientMaterial (PlayerColor checkingFor, Model model)

getEvaluation

public static Evaluation getEvaluation (Model model, PlayerColor playerColor)

getEvaluation

public static Evaluation getEvaluation (Model model)
evaluation for current player
Parameters:
model -
Returns:

♦ isGameOver

public static boolean isGameOver (Model model)

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SEARCH:
Package ver14.Model.Eval

Class Book

java.lang.Object

ver14.Model.Eval.Book

---

public class Book extends Object

Constructor Summary

Constructors
Constructor
Description
`Book()`

Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
`static String`
`getBookMove (Model model)`
looks for a game matching the current game inside the book games database.

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Constructor Details

Book

public Book()

Method Details

getBookMove

public static String getBookMove (Model model)
looks for a game matching the current game inside the book games database. if one is found, the next move is saved. after going through all games in the database, if any matching game was found, a random move from the saved moves is returned. if no matching game was found, null is returned.
Parameters:
`model` - - current game position
Returns:
a random move from every game found in the games database if one is found. null otherwise

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SEARCH:
Package ver14.Model

Class Bitboard

java.lang.Object

ver14.Model.Bitboard

All Implemented Interfaces:
`Serializable`

---

public class Bitboard extends Object implements Serializable
Bitboard - a bitboard representation of the chess board. every bit set is a chess piece on that square.

Author:
Bezalel Avrahami (bezalel3250@gmail.com)
See Also:
Bitboards, Serialized Form

- ## Constructor Summary

Constructors
Constructor
Description
`Bitboard()`
Instantiates a new empty Bitboard.
`Bitboard (long bitBoard)`

Instantiates a new Bitboard.
Bitboard (Bitboard start, Bitboard end, Direction direction, PlayerColor playerColor)
Instantiates a new Bitboard. and filling it in the direction
Bitboard (Location loc)
creates an empty bitboard and sets loc to true

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
Bitboard
and (long other)
performes a bitwise and on a new copy of this bitboard.
Bitboard
and (Bitboard other)
performes a bitwise and on a new copy of this bitboard.
Bitboard
andEqual (long l)
performs a bitwise and on this board and l. also invalidates set locs which might be expensive
boolean
anyMatch (long otherBB)
Any match with the other board.
boolean
anyMatch (Bitboard other)
Any match with the other board.
Bitboard
cp()
creates a copy of this bitboard.
boolean
equals (Object o)
Equals boolean.
Bitboard
exclude (Bitboard other)
performs a bitwise and with 2's compliment of other. practically setting all other bits to zero
long
getBitBoard()
Gets bit board.
Location
getLastSetLoc()
Gets the location last set to true
Locs
getSetLocs()
Gets all the locations set to true
int
hashCode()
Hash code
boolean

isEmpty()
Is this board empty
boolean
isSet (Location loc)
Is a location set.
boolean
notEmpty()
if the board is not empty
Bitboard
orEqual (long l)
Or equal bitboard.
Bitboard
orEqual (Bitboard other)
Or equal bitboard.
Bitboard
orEqual (Location loc)
Or equal bitboard.
String
prettyBoard()
Pretty board string.
String
prettyBoard (String desc)
Pretty board string.
void
prettyPrint()
Pretty print.
void
prettyPrint (String desc)
Pretty print.
void
reset()
Resets the bitboard to zero
void
set (Location loc, boolean state)
Sets the bit on the loc according to state. if state is true, the bit is set to 1 if state is false the bit is set to 0
void
setOnSet (VoidCallback onSet)
Sets the callback on change of any bit in this bitboard
Bitboard
shift (PlayerColor playerColor, Direction direction)
Shift bitboard.
Bitboard
shiftMe (PlayerColor playerColor, Direction direction)
performs a bitwise shift on this bitboard instance.
String
toString()
To string string.

Methods inherited from class java.lang.Object

`getClass`, `notify`, `notifyAll`, `wait`, `wait`, `wait`

Constructor Details

Bitboard

public Bitboard (Location loc)
creates an empty bitboard and sets loc to true
Parameters:
`loc` - the location to set

Bitboard

public Bitboard()
Instantiates a new empty Bitboard.

Bitboard

public Bitboard (long bitBoard)
Instantiates a new Bitboard.
Parameters:
`bitBoard` - the bit board

Bitboard

public Bitboard (Bitboard start, Bitboard end, Direction direction, PlayerColor playerColor)
Instantiates a new Bitboard. and filling it in the direction
Parameters:
`start` - the start
`end` - the end
`direction` - the direction
`playerColor` - the player color

Method Details

set

public void set (Location loc, boolean state)
Sets the bit on the loc according to state. if state is true, the bit is set to 1 if state is false the bit is set to 0
Parameters:
`loc` - the loc
`state` - the state.

cp

public Bitboard cp()
creates a copy of this bitboard.
Returns:
the copied bitboard

♦ notEmpty

public boolean notEmpty()
if the board is not empty
Returns:
the boolean

♦ orEqual

public Bitboard orEqual (Bitboard other)
Or equal bitboard. performs a bitwise or on this board
Parameters:
`other` - the other
Returns:
the bitboard

♦ shiftMe

public Bitboard shiftMe (PlayerColor playerColor, Direction direction)
performs a bitwise shift on this bitboard instance.
Parameters:
`playerColor` - the player color. used for perspective
`direction` - the direction to shift in
Returns:
the changed bitboard. used to chain actions

♦ orEqual

public Bitboard orEqual (long l)
Or equal bitboard. performs a bitwise or on this board
Parameters:
`l` - the other board to or with
Returns:
the changed bitboard

♦ setOnSet

public void setOnSet (VoidCallback onSet)
Sets the callback on change of any bit in this bitboard
Parameters:
`onSet` - the on set

♦ isEmpty

public boolean isEmpty()
Is this board empty
Returns:
is this board empty

♦ hashCode

public int hashCode()
Hash code
Overrides:
`hashCode` in class `Object`

Returns:
the hash code

♦ equals

public boolean equals (Object o)
Equals boolean.
Overrides:
`equals` in class `Object`
Parameters:
`o` - the o
Returns:
the boolean

♦ toString

public String toString()
To string string.
Overrides:
`toString` in class `Object`
Returns:
the string

♦ shift

public Bitboard shift (PlayerColor playerColor, Direction direction)
Shift bitboard.
Parameters:
`playerColor` - the player color
`direction` - the direction
Returns:
the bitboard

♦ getLastSetLoc

public Location getLastSetLoc()
Gets the location last set to true
Returns:
the last set loc

♦ getSetLocs

public Locs getSetLocs()
Gets all the locations set to true
Returns:
the set locs

♦ orEqual

public Bitboard orEqual (Location loc)
Or equal bitboard.
Parameters:
`loc` - the loc
Returns:
the bitboard

♦ getBitBoard

public long getBitBoard()
Gets bit board.
Returns:
the bit board

♦ reset

public void reset()
Resets the bitboard to zero

♦ exclude

public Bitboard exclude (Bitboard other)
performs a bitwise and with 2's compliment of other. practically setting all other bits to zero
Parameters:
`other` - the other
Returns:
MY CHANGED SELF

♦ prettyPrint

public void prettyPrint()
Pretty print.

♦ prettyPrint

public void prettyPrint (String desc)
Pretty print.
Parameters:
`desc` - the desc

♦ prettyBoard

public String prettyBoard (String desc)
Pretty board string.
Parameters:
`desc` - the desc
Returns:
the string

♦ isSet

public boolean isSet (Location loc)
Is a location set.
Parameters:
`loc` - the loc
Returns:
the boolean

♦ prettyBoard

public String prettyBoard()
Pretty board string.
Returns:

the string

♦ anyMatch

public boolean anyMatch (Bitboard other)
Any match with the other board.
Parameters:
`other` - the other
Returns:
the boolean

♦ anyMatch

public boolean anyMatch (long otherBB)
Any match with the other board.
Parameters:
`otherBB` - the other bb
Returns:
the boolean

♦ and

public Bitboard and (Bitboard other)
performes a bitwise and on a new copy of this bitboard.
Parameters:
`other` - the other
Returns:
the new changed bitboard

♦ and

public Bitboard and (long other)
performes a bitwise and on a new copy of this bitboard.
Parameters:
`other` - the other
Returns:
the new changed bitboard

♦ andEqual

public Bitboard andEqual (long l)
performs a bitwise and on this board and l. also invalidates set locs which might be expensive
Parameters:
`l` - the l
Returns:
myself bitboard

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SEARCH:
Package ver14.Model

Class AttackedSquares

java.lang.Object

ver14.Model.AttackedSquares

---

public class AttackedSquares extends Object

Field Summary

Fields
Modifier and Type
Field
Description
`Bitboard`
`attackedSquares`

Constructor Summary

Constructors
Constructor
Description
`AttackedSquares (Model model, PlayerColor attackingPlayerColor)`

Method Summary

All MethodsStatic MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
void
attack (PieceType pieceType, Direction... attackingDirections)

Bitboard
getAttackedSquares()

static Bitboard
getAttackedSquares (Model model, PlayerColor attackingPlayerColor)

static Bitboard
getPieceAttacksFrom (PieceType pieceType, Bitboard pieceBB,
PlayerColor attackingPlayerColor, Model model)

static boolean
isAttacked (Model model, Location loc,
PlayerColor attackingPlayerColor)

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

attackedSquares

public Bitboard attackedSquares

Constructor Details

AttackedSquares

public AttackedSquares (Model model, PlayerColor attackingPlayerColor)

Method Details

getAttackedSquares

public static Bitboard getAttackedSquares (Model model, PlayerColor attackingPlayerColor)

♦ getAttackedSquares

public Bitboard getAttackedSquares()

♦ attack

public void attack (PieceType pieceType, Direction... attackingDirections)

♦ isAttacked

public static boolean isAttacked (Model model, Location loc, PlayerColor attackingPlayerColor)

♦ getPieceAttacksFrom

public static Bitboard getPieceAttacksFrom (PieceType pieceType, Bitboard pieceBB, PlayerColor attackingPlayerColor, Model model)

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SEARCH:
Package ver14.Game

Class GameSession

java.lang.Object

java.lang.Thread

ver14.SharedClasses.Threads.MyThread

ver14.SharedClasses.Threads.HandledThread

ver14.Game.GameSession

All Implemented Interfaces:
`Runnable`, `SyncableItem`

---

public class GameSession extends HandledThread implements SyncableItem

- ## Nested Class Summary

Nested classes/interfaces inherited from class ver14.SharedClasses.Threads.MyThread

`MyThread.ThreadStatus`

Nested classes/interfaces inherited from class java.lang.Thread

Thread.State, Thread.UncaughtExceptionHandler

- ## Field Summary

Fields
Modifier and Type
Field
Description
String
gameID

Fields inherited from class java.lang.Thread

MAX_PRIORITY, MIN_PRIORITY, NORM_PRIORITY

- ## Constructor Summary

Constructors
Constructor
Description
GameSession (String gameID, Player creator, Player p2, GameSettings gameSettings, Server server)

GameSession (EstablishedGameInfo gameInfo, Player creator, Player otherPlayer, Server server)

GameSession (GameInfo gameInfo, Player creator, Player otherPlayer, Server server)

GameSession (UnfinishedGame unfinishedGame, Player creator, Player otherPlayer, Server server)

- ## Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
void
askedQuestion (Player player, Question question)

boolean
askForRematch()

Game
getGame()

List<Player>
getPlayers()

SyncableItem
getSyncableItem()

void
handledRun()

String
ID()

boolean
isSaveWorthy (GameStatus gameResult)

void
log (String str)

void
playerDisconnected (Player player)

void
resigned (Player player)

void
saveGame (GameStatus gameResult)

void
serverStop (String cause)

String
sessionsDesc()

String
toString()

Methods inherited from class ver14.SharedClasses.Threads.HandledThread

runInHandledThread, setRunnable

Methods inherited from class ver14.SharedClasses.Threads.MyThread

addHandler, currentThread, ignoreErrs, isIgnoreErrs, reactivateErrs, run, setEnvManager, stopRun

Methods inherited from class java.lang.Thread

activeCount, checkAccess, countStackFrames, currentThread, dumpStack, enumerate, getAllStackTraces, getContextClassLoader, getDefaultUncaughtExceptionHandler, getId, getName, getPriority, getStackTrace, getState, getThreadGroup, getUncaughtExceptionHandler, holdsLock, interrupt, interrupted, isAlive, isDaemon, isInterrupted, join, join, join, onSpinWait, resume, setContextClassLoader, setDaemon, setDefaultUncaughtExceptionHandler, setName, setPriority, setUncaughtExceptionHandler, sleep, sleep, start, stop, suspend, yield

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

gameID

public final String gameID

Constructor Details

GameSession

public GameSession (UnfinishedGame unfinishedGame, Player creator, Player otherPlayer, Server server)

GameSession

public GameSession (EstablishedGameInfo gameInfo, Player creator, Player otherPlayer, Server server)

GameSession

public GameSession (GameInfo gameInfo, Player creator, Player otherPlayer, Server server)

GameSession

public GameSession (String gameID, Player creator, Player p2, GameSettings gameSettings, Server server)

Method Details

getGame

public Game getGame()

handledRun

public void handledRun()

saveGame

public void saveGame (GameStatus gameResult)

askForRematch

public boolean askForRematch()

isSaveWorthy

public boolean isSaveWorthy (GameStatus gameResult)

log

public void log (String str)

getPlayers

public List<Player> getPlayers()

playerDisconnected

public void playerDisconnected (Player player)

toString

public String toString()
Overrides:
`toString` in class `Thread`

getSyncableItem

public SyncableItem getSyncableItem()
Specified by:
`getSyncableItem` in interface `SyncableItem`

ID

public String ID()
Specified by:
`ID` in interface `SyncableItem`

resigned

public void resigned (Player player)

sessionsDesc

public String sessionsDesc()

askedQuestion

public void askedQuestion (Player player, Question question)

♦ serverStop

public void serverStop (String cause)

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SEARCH:
Package ver14.Game

Class Game

java.lang.Object

ver14.Game.Game

---

public class Game extends Object
Game. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021

- ## Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`Game.GameOverError`

`static class`
`Game.PlayerDisconnectedError`

• Field Summary

Fields
Modifier and Type
Field
Description
static int
COLS

static int
ROWS

static boolean
showGameView

• Constructor Summary

Constructors
Constructor
Description
Game (Player gameCreator, Player p2, GameSettings gameSettings, GameSession session)

• Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
void
forEachPlayer (Callback<Player> callback)

PlayerColor
getCreatorColor()

EstablishedGameInfo
getCurrentGameState()

Player
getCurrentPlayer()

Player
getGameCreator()

GameSettings
getGameSettings()

GameTime
getGameTime()

Model
getModel()

MovesList
getMoves()

Stack<Move>
getMoveStack()

Player[]
getPlayers()

void
parallelForEachPlayer (Callback<Player> callback)

void
setCreatorColor (PlayerColor creatorColor)

void
setMoveStack (Stack<Move> moveStack)

GameStatus
startNewGame()

String
toString()

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Details

ROWS

public static final int ROWS
See Also:
Constant Field Values

COLS

public static final int COLS
See Also:
Constant Field Values

♦ showGameView

public static boolean showGameView

• Constructor Details

♦ Game

public Game (Player gameCreator, Player p2, GameSettings gameSettings, GameSession session)

• Method Details

♦ getCurrentGameState

public EstablishedGameInfo getCurrentGameState()

♦ getGameSettings

public GameSettings getGameSettings()

♦ getGameCreator

public Player getGameCreator()

♦ getGameTime

public GameTime getGameTime()

♦ getModel

public Model getModel()

♦ startNewGame

public GameStatus startNewGame()

♦ getCurrentPlayer

public Player getCurrentPlayer()

♦ forEachPlayer

public void forEachPlayer (Callback<Player> callback)

♦ getMoves

public MovesList getMoves()

♦ getCreatorColor

public PlayerColor getCreatorColor()

- **setCreatorColor**

  public void setCreatorColor (PlayerColor creatorColor)

- **getMoveStack**

  public Stack<Move> getMoveStack()

- **setMoveStack**

  public void setMoveStack (Stack<Move> moveStack)

- **parallelForEachPlayer**

  public void parallelForEachPlayer (Callback<Player> callback)

- **getPlayers**

  public Player[] getPlayers()

- **toString**

  public String toString()
  Overrides:
  `toString` in class `Object`

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SEARCH:
Package ver14.Game

Class Game.PlayerDisconnectedError

java.lang.Object

java.lang.Throwable

java.lang.Error

ver14.SharedClasses.Threads.ErrorHandling.MyError

ver14.SharedClasses.Threads.ErrorHandling.MyError.DisconnectedError

ver14.Game.Game.PlayerDisconnectedError

All Implemented Interfaces:
`Serializable`

Enclosing class:
Game

---

public static class Game.PlayerDisconnectedError extends MyError.DisconnectedError

See Also:
Serialized Form

- ## Nested Class Summary

Nested classes/interfaces inherited from class ver14.SharedClasses.Threads.ErrorHandling.MyError

MyError.DBErr, MyError.DisconnectedError

- ## Constructor Summary

Constructors
Constructor
Description
PlayerDisconnectedError (Player disconnectedPlayer)

- ## Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
GameStatus
createGameStatus()

Player
getDisconnectedPlayer()

Methods inherited from class ver14.SharedClasses.Threads.ErrorHandling.MyError

errToString, getHandledStr, toString

Methods inherited from class java.lang.Throwable

addSuppressed, fillInStackTrace, getCause, getLocalizedMessage, getMessage, getStackTrace, getSuppressed, initCause, printStackTrace, printStackTrace, printStackTrace, setStackTrace

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

- ## Constructor Details

  - ### PlayerDisconnectedError

    public PlayerDisconnectedError (Player disconnectedPlayer)

Method Details

createGameStatus

public GameStatus createGameStatus()

getDisconnectedPlayer

public Player getDisconnectedPlayer()

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SEARCH:
Package ver14.Game

Class Game.GameOverError

java.lang.Object

java.lang.Throwable

java.lang.Error

ver14.SharedClasses.Threads.ErrorHandling.MyError

ver14.Game.Game.GameOverError

All Implemented Interfaces:
    `Serializable`

Enclosing class:
    Game

---

public static class Game.GameOverError extends MyError

See Also:
    Serialized Form

- ## Nested Class Summary

Nested classes/interfaces inherited from class ver14.SharedClasses.Threads.ErrorHandling.MyError

MyError.DBErr, MyError.DisconnectedError

- ## Field Summary

Fields
Modifier and Type
Field
Description
GameStatus
gameOverStatus

- ## Constructor Summary

Constructors
Constructor
Description
GameOverError (GameStatus gameOverStatus)

- ## Method Summary

Methods inherited from class ver14.SharedClasses.Threads.ErrorHandling.MyError

errToString, getHandledStr, toString

Methods inherited from class java.lang.Throwable

addSuppressed, fillInStackTrace, getCause, getLocalizedMessage, getMessage, getStackTrace, getSuppressed, initCause, printStackTrace, printStackTrace, printStackTrace, setStackTrace

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

- ## Field Details

  - ### gameOverStatus

    public final GameStatus gameOverStatus

• Constructor Details

♦ GameOverError

public GameOverError (GameStatus gameOverStatus)

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SEARCH:
Package ver14.DB

Class DB

java.lang.Object

ver14.DB.DB

---

public class DB extends Object
DB - SQL× × × ×§×ª ×©× ×¨× ×ª× × × ×¦× × × × ×¨× × ×¡× ××ª× ×× × × ×¡× × × × ×¦× × ×©×¤× × × × ×¦× × ×¤× × × ×¦× × ×¡× × × × ×¦× × ×©× × × × ×¦× × ×¤× × × . ---------- by Ilan Peretz(ilanperets@gmail.com) 5/11/2021

Author:
Bezalel Avrahami (bezalel3250@gmail.com)

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`DB.UserDetails`
User details - .

• Field Summary

Fields
Modifier and Type
Field
Description
static String
APP_DB_FILE_PATH
The constant APP_DB_FILE_PATH.
static String
TIE_STR
The constant TIE_STR.

• Constructor Summary

Constructors
Constructor
Description
DB()

• Method Summary

All MethodsStatic MethodsConcrete Methods
Modifier and Type
Method
Description
static void
addUser (String un, String pw)
Add user.
static void
clearGames()
Clear games.
static void
createRndGames (int numOfGames)
Create rnd games.
static void
deleteGame (Table table, String gameId)
Delete game.
static void
deleteUnfinishedGame (UnfinishedGame game)
Delete unfinished game.
static void
delUser (String un, String pw)
Del user.
static ArrayList<DB.UserDetails>
getAllUserDetails()
Gets all user details.
static Connection

getConnection (String... dbFileRelativePath)
× ×¤×¢× × × × × ×¦×ª × × × × ×¨× × ×¡× × × ×ª× ××× ×©× ××ª× ×
× × × × × ×ª×§× × × ×¤×¨× × ×¨

static String
getProfilePic (String username)
Gets profile pic.

static SyncedItems<GameInfo>
getUnfinishedGames (String username)
Gets unfinished games.

static boolean
isGameIdExists (String gameID)
Is game id exists boolean.

static boolean
isGameIdExists (String gameID, Table gamesTable)
Is game id exists boolean.

static boolean
isUserExists (String un, String pw)
× × × ×§× × × × × × × ×¨×©×© × × ×©×ª× ×© × × ×¡× ×¡× ×
× × ×ª×§× × × × × ×¤×¨× × × ×¨× × ×§× × × × × × × ×ª × × × × ×¨× ×

static boolean
isUsernameExists (String un)
Is username exists boolean.

static UnfinishedGame
loadUnfinishedGame (String gameID)
Load unfinished game unfinished game.

static void
main (String[] args)
The entry point of application.

static void
printTable (Table table)
Print table.

static DBResponse
request (DBRequest request)
Request db response.

static DBResponse
runQuery (DBRequest request)
Run query db response.

static StatusResponse
runUpdate (String sql)
Run update status response.

static StatusResponse
runUpdate (DBRequest request)
Run SQL Update Statement - INSERT, DELETE, UPDATE × ×¤×¢× × × × ×¨× ×¦×
× ×©×¤× ×¢× × × ×

static void
saveGameResult (ArchivedGameInfo gameInfo)
Save game result.

static void
saveUnFinishedGame (UnfinishedGame gameInfo)
Save un finished game.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

APP_DB_FILE_PATH

public static final String APP_DB_FILE_PATH
The constant APP_DB_FILE_PATH.
See Also:
Constant Field Values

TIE_STR

public static final String TIE_STR
The constant TIE_STR.
See Also:
Constant Field Values

Constructor Details

DB

public DB()

Method Details

delUser

public static void delUser (String un, String pw)
Del user.
Parameters:
`un` - the un
`pw` - the pw

runUpdate

public static StatusResponse runUpdate (String sql)
Run update status response.
Parameters:
`sql` - the sql
Returns:
the status response

runUpdate

public static StatusResponse runUpdate (DBRequest request)
Run SQL Update Statement - INSERT, DELETE, UPDATE × ×¤×¢× × × × ×¨× ×¦× × ×©×¤× ×¢× × × ×

Parameters:

`request` - the request

Returns:

the status response

♦ getConnection

public static Connection getConnection (String... dbFileRelativePath)

× ×¤×¢× × × × × ×¦×ª × × × × ×¨× × ×¡× × ××ª× ×× × ×©× ××ª× × × × × × × ×ª×§× × × ×¤×¨× × ×¨

Parameters:

`dbFileRelativePath` - × ××ª× × × × × ×¡× × × ×¡× × ××ª× ×× × ×©× × × × × ×¦× × × × × × × ×¨

Returns:

× × × × ×¨× × × × ×¨× × ×¡× × ××ª× ×× ×

♦ isUsernameExists

public static boolean isUsernameExists (String un)

Is username exists boolean.

Parameters:

`un` - the un

Returns:

the boolean

♦ runQuery

public static DBResponse runQuery (DBRequest request)

Run query db response.

Parameters:

`request` - the request

Returns:

the db response

♦ getAllUserDetails

public static ArrayList<DB.UserDetails> getAllUserDetails()

Gets all user details.

Returns:

the all user details

♦ main

public static void main (String[] args)

The entry point of application.

Parameters:

`args` - the input arguments

♦ addUser

public static void addUser (String un, String pw)

Add user.

Parameters:

`un` - the un

`pw` - the pw

♦ clearGames

public static void clearGames()
Clear games.

♦ request

public static DBResponse request (DBRequest request)
Request db response.
Parameters:
`request` - the request
Returns:
the db response

♦ isUserExists

public static boolean isUserExists (String un, String pw)
× × × ×§× × × × × × × × ×¨×©××© × × ×©×ª× ×© × × ×¡× ×¡× ×
× × ×ª×§× × × × × ×¤×¨× × × ×¨× × ×§× × × × × × × × ×ª× × × × × ×¨× ×
Parameters:
`un` - ×©× × × ×©×ª× ×© ×©× × × × × ×¨
`pw` - × ×¡× ×¡× × ×©× × × × × ×¨
Returns:
× × × × ×¨× × ×ª× × ×§× × × × × × ×¨× × × × ×©×§×¨× × ×¨×ª

♦ getUnfinishedGames

public static SyncedItems<GameInfo> getUnfinishedGames (String username)
Gets unfinished games.
Parameters:
`username` - the username
Returns:
the unfinished games

♦ printTable

public static void printTable (Table table)
Print table.
Parameters:
`table` - the table

♦ saveGameResult

public static void saveGameResult (ArchivedGameInfo gameInfo)
Save game result.
Parameters:
`gameInfo` - the game info

♦ saveUnFinishedGame

public static void saveUnFinishedGame (UnfinishedGame gameInfo)
Save un finished game.
Parameters:
`gameInfo` - the game info

♦ isGameIdExists

public static boolean isGameIdExists (String gameID)
Is game id exists boolean.
Parameters:
`gameID` - the game id
Returns:
the boolean

♦ isGameIdExists

public static boolean isGameIdExists (String gameID, Table gamesTable)
Is game id exists boolean.
Parameters:
`gameID` - the game id
`gamesTable` - the games table
Returns:
the boolean

♦ loadUnfinishedGame

public static UnfinishedGame loadUnfinishedGame (String gameID)
Load unfinished game unfinished game.
Parameters:
`gameID` - the game id
Returns:
the unfinished game

♦ deleteUnfinishedGame

public static void deleteUnfinishedGame (UnfinishedGame game)
Delete unfinished game.
Parameters:
`game` - the game

♦ deleteGame

public static void deleteGame (Table table, String gameId)
Delete game.
Parameters:
`table` - the table
`gameId` - the game id

♦ createRndGames

public static void createRndGames (int numOfGames)
Create rnd games.
Parameters:
`numOfGames` - the num of games

♦ getProfilePic

public static String getProfilePic (String username)
Gets profile pic.
Parameters:

`username` - the username

Returns:

the profile pic

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SEARCH:
Package ver14.DB

Record Class DB.UserDetails

java.lang.Object

java.lang.Record

ver14.DB.DB.UserDetails

Enclosing class:
DB

---

public static record DB.UserDetails(String username, String password) extends Record
User details - .

Author:
Bezalel Avrahami (bezalel3250@gmail.com)

Constructor Summary

Constructors
Constructor
Description
`UserDetails (String username, String password)`
Creates an instance of a `UserDetails` record class.

Method Summary

All MethodsInstance MethodsConcrete Methods
Modifier and Type
Method
Description
`boolean`
`equals (Object o)`
Indicates whether some other object is "equal to" this one.
`int`
`hashCode()`
Returns a hash code value for this object.
`String`
`password()`
Returns the value of the `password` record component.
`String`
`toString()`
To string string.
`String`
`username()`
Returns the value of the `username` record component.

Methods inherited from class java.lang.Object

`getClass, notify, notifyAll, wait, wait, wait`

Constructor Details

UserDetails

public UserDetails (String username, String password)
Creates an instance of a `UserDetails` record class.
Parameters:
`username` - the value for the `username` record component
`password` - the value for the `password` record component

Method Details

toString

public String toString()
To string string.
Specified by:
`toString` in class `Record`
Returns:
the string

♦ hashCode

public final int hashCode()
Returns a hash code value for this object. The value is derived from the hash code of each of the record components.
Specified by:
`hashCode` in class `Record`
Returns:
a hash code value for this object

♦ equals

public final boolean equals (Object o)
Indicates whether some other object is "equal to" this one. The objects are equal if the other object is of the same class and if all the record components are equal. All components in this record class are compared with `Objects::equals(Object,Object)`.
Specified by:
`equals` in class `Record`
Parameters:
`o` - the object with which to compare
Returns:
`true` if this object is the same as the `o` argument; `false` otherwise.

♦ username

public String username()
Returns the value of the `username` record component.
Returns:
the value of the `username` record component

♦ password

public String password()
Returns the value of the `password` record component.
Returns:
the value of the `password` record component

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Serialized Form

Package ver14.Game

Class ver14.Game.Game.GameOverError extends MyError implements Serializable

Serialized Fields

gameOverStatus

```
GameStatus gameOverStatus
```

Class ver14.Game.Game.PlayerDisconnectedError extends MyError.DisconnectedError implements Serializable

Serialized Fields

disconnectedPlayer

```
Player disconnectedPlayer
```

Package ver14.Model

Class ver14.Model.Bitboard extends Object implements Serializable

Serialized Fields

bitBoard

```
long bitBoard
```

lastSet

```
long lastSet
```

. **lastSetLoc**

```
Location lastSetLoc
```

. **onSet**

```
VoidCallback onSet
```

. **setLocs**

```
Locs setLocs
```

- **Class ver14.Model.Locs extends ArrayList<Location> implements Serializable**
- **Class ver14.Model.Model extends Object implements Serializable**

◊ **Serialized Fields**

. **board**

```
Board board
```

the current position board

. **boardHash**

```
BoardHash boardHash
```

current position hash

. **castlingRights**

```
CastlingRights castlingRights
```

current position castling rights for both sides

. **currentPlayerColor**

```
PlayerColor currentPlayerColor
```

the current player to move

. **enPassantActualLoc**

```
Location enPassantActualLoc
```

where an en passant captured piece is actually on(somewhere on the 4th or 5th row)

. **enPassantTargetLoc**

```
Location enPassantTargetLoc
```

where the en passant capture is done(somewhere on the 3rd or 6th row)

. **fullMoveCounter**

```
int fullMoveCounter
```

number of the full moves in game. incremented after each black's moves
See Also:

...

. **halfMoveClock**

```
int halfMoveClock
```

number of plies since the last reversible move. used for the fifty move rule
See Also:
more info about the fifty move rule

. **loadedFen**

```
String loadedFen
```

the position this model first setup

. **moveStack**

```
Stack<Move> moveStack
```

stack to keep track of the applied moves

. **pgnBuilder**

```
StringBuilder pgnBuilder
```

. **pieces**

```
PiecesBBs[] pieces
```

bitboards to keep track of pieces locations by their types.

. **piecesCount**

```
int[][] piecesCount
```

keeping track of the number of pieces by piece type and color

- **Class ver14.Model.ModelMovesList extends MovesList implements Serializable**

  ◊ **Serialized Fields**

  . **generationSettings**

  ```
  int generationSettings
  ```

  . **generator**

  ```
  MoveGenerator generator
  ```

  . **rejectedPseudoLegal**

  ```
  ArrayList<Move> rejectedPseudoLegal
  ```

  . **uniqueMoves**

  ```
  HashMap<Integer, ArrayList<Move>> uniqueMoves
  ```

- **Class ver14.Model.ModelMovesList.FoundLegalMove extends Throwable implements Serializable**

• Package ver14.Model.Eval

♦ Class ver14.Model.Eval.Eval extends Object implements Serializable

◊ Serialized Fields

. **egWeight**

```
double egWeight
```

. **evaluation**

```
Evaluation evaluation
```

. **evaluationFor**

```
PlayerColor evaluationFor
```

. **model**

```
Model model
```

. **opponentColor**

```
PlayerColor opponentColor
```

. **playerToMove**

```
PlayerColor playerToMove
```

• Package ver14.Model.Hashing

♦ Class ver14.Model.Hashing.BoardHash extends Object implements Serializable

◊ Serialized Fields

. **castlingAbilityHash**

```
long castlingAbilityHash
```

. **currentPlayerHash**

```
long currentPlayerHash
```

. **enPassantHash**

```
long enPassantHash
```

. **fullHash**

```
long fullHash
```

. **piecesHash**

```
long piecesHash
```

• Package ver14.Model.Minimax

- **Class ver14.Model.Minimax.MinimaxView extends JFrame implements Serializable**

  - **Serialized Fields**

    - **bestMoveSoFarLbl**

      JLabel bestMoveSoFarLbl

    - **chosenMoveLbl**

      JLabel chosenMoveLbl

    - **cpuUsageLbl**

      JLabel cpuUsageLbl

    - **currentDepthLbl**

      JLabel currentDepthLbl

    - **moveEvaluationLbl**

      JLabel moveEvaluationLbl

    - **numOfThreadsLbl**

      JLabel numOfThreadsLbl

    - **reachedDepthTimeLbl**

      JLabel reachedDepthTimeLbl

    - **timeLbl**

      JLabel timeLbl

    - **timer**

      Timer timer

Package ver14.SharedClasses.DBActions

- **Class ver14.SharedClasses.DBActions.Condition extends Object implements Serializable**

  - **Serialized Fields**

    - **parms**

      Object[] parms

    - **str**

      String str

- **Class ver14.SharedClasses.DBActions.RequestBuilder extends Object implements Serializable**

  - **Serialized Fields**

. **args**

```
Arg[] args
```

. **builtArgsVals**

```
String[] builtArgsVals
```

. **name**

```
String name
```

. **postDescription**

```
String postDescription
```

. **preDescription**

```
String preDescription
```

. **shouldSync**

```
ArrayList<SyncedListType> shouldSync
```

. **statement**

```
SQLStatement statement
```

. **subBuilder**

```
RequestBuilder subBuilder
```

- **Class ver14.SharedClasses.DBActions.RequestBuilder.GraphableSelection extends RequestBuilder implements Serializable**

  ◊ **Serialized Fields**

  . **elements**

```
ArrayList<GraphElement> elements
```

• Package ver14.SharedClasses.DBActions.Arg

- **Class ver14.SharedClasses.DBActions.Arg.Arg extends Object implements Serializable**

  ◊ **Serialized Fields**

  . **argType**

```
ArgType argType
```

The Arg type.

. **config**

```
Config<?> config
```

The Config.

. **escape**

```
boolean escape
```

The Escape.

. **isUserInput**

```
boolean isUserInput
```

. **repInStr**

```
String repInStr
```

The Rep in str.

- **Class ver14.SharedClasses.DBActions.Arg.Config extends Object implements Serializable**

  - **Serialized Fields**

. **canUseDefault**

```
boolean canUseDefault
```

The Can use default.

. **defaultValue**

```
Described<V> defaultValue
```

. **description**

```
String description
```

The Description.

. **valuesSuggestion**

```
ArrayList<Described<V>> valuesSuggestion
```

- **Class ver14.SharedClasses.DBActions.Arg.Described extends Record implements Serializable**

  - **Serialized Fields**

. **description**

```
String description
```

. **obj**

```
T obj
```

Package ver14.SharedClasses.DBActions.DBRequest

- **Class ver14.SharedClasses.DBActions.DBRequest.DBRequest extends Object implements Serializable**

UsernameSuggestions

◊ **Serialized Fields**

. **builder**

RequestBuilder builder

. **request**

String request

. **subRequest**

DBRequest subRequest

. **type**

DBRequest.Type type

• Package ver14.SharedClasses.DBActions.DBResponse

♦ Class ver14.SharedClasses.DBActions.DBResponse.DBResponse extends Object implements Serializable

◊ **Serialized Fields**

. **addedRes**

DBResponse addedRes

. **request**

DBRequest request

. **status**

DBResponse.Status status

♦ Class ver14.SharedClasses.DBActions.DBResponse.StatusResponse extends DBResponse implements Serializable

◊ **Serialized Fields**

. **details**

String details

optional

. **updatedRows**

int updatedRows

♦ Class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse extends DBResponse implements Serializable

UsernameSuggestions

◊ **Serialized Fields**

. **calcedLengths**

```
int[] calcedLengths
```

. **columns**

```
String[] columns
```

. **rows**

```
String[][] rows
```

• Package ver14.SharedClasses.DBActions.DBResponse.Graphabl

♦ Class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphableDBR extends DBResponse implements Serializable

♦ Class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElement extends Object implements Serializable

◊ **Serialized Fields**

. **graphElementType**

```
GraphElementType graphElementType
```

. **name**

```
String name
```

. **num**

```
double num
```

• Package ver14.SharedClasses.DBActions.Statements

♦ Class ver14.SharedClasses.DBActions.Statements.CustomStatement extends SQLStatement implements Serializable

◊ **Serialized Fields**

. **statement**

```
String statement
```

♦ Class ver14.SharedClasses.DBActions.Statements.Selection extends SQLStatement implements Serializable

◊ **Serialized Fields**

Classver14.SharedClasses.DBActions.DBResponse.TableDBResponseextends DBResponse implements S

. **condition**

```
Condition condition
```

. **postFix**

```
String postFix
```

. **select**

```
Object[] select
```

. **selectFrom**

```
String selectFrom
```

. **selectPrefix**

```
String selectPrefix
```

- **Class ver14.SharedClasses.DBActions.Statements.SQLStatement extends Object implements Serializable**

  ◊ **Serialized Fields**

  . **statement**

  ```
  String statement
  ```

  . **type**

  ```
  DBRequest.Type type
  ```

- **Class ver14.SharedClasses.DBActions.Statements.Update extends SQLStatement implements Serializable**

  ◊ **Serialized Fields**

  . **condition**

  ```
  Condition condition
  ```

  . **newValues**

  ```
  Update.NewValue[] newValues
  ```

  . **updating**

  ```
  Table updating
  ```

- **Class ver14.SharedClasses.DBActions.Statements.Update.Delete extends SQLStatement implements Serializable**

  ◊ **Serialized Fields**

  . **condition**

  ```
  Condition condition
  ```

  . **deletingFrom**

  ```
  Table deletingFrom
  ```

- **Class ver14.SharedClasses.DBActions.Statements.Update.NewValue extends Object implements Serializable**

  - **Serialized Fields**

    - **col**

      Col col

    - **value**

      Object value

Package ver14.SharedClasses.DBActions.Table

- **Class ver14.SharedClasses.DBActions.Table.Col extends Object implements Serializable**

  - **Serialized Fields**

    - **alias**

      String alias

    - **colName**

      String colName

    - **isWrapped**

      boolean isWrapped

- **Class ver14.SharedClasses.DBActions.Table.Col.CustomCol extends Col implements Serializable**

Package ver14.SharedClasses.Game.Evaluation

- **Class ver14.SharedClasses.Game.Evaluation.Evaluation extends Object implements Serializable**

  - **Serialized Fields**

    - **detailedEval**

      ArrayList<Evaluation.EvaluationDetail> detailedEval

    - **eval**

      int eval

    - **evaluationDepth**

      Integer evaluationDepth

    - **evaluationFor**

      PlayerColor evaluationFor

. **gameStatus**

```
GameStatus gameStatus
```

- **Class ver14.SharedClasses.Game.Evaluation.Evaluation.EvaluationDetail extends Record implements Serializable**

  ◊ **Serialized Fields**

  . **eval**

  ```
  double eval
  ```

  . **parm**

  ```
  EvaluationParameters parm
  ```

- **Class ver14.SharedClasses.Game.Evaluation.GameStatus extends Object implements Serializable**

  ◊ **Serialized Fields**

  . **checkedKingLoc**

  ```
  Location checkedKingLoc
  ```

  . **customStr**

  ```
  String customStr
  ```

  . **depth**

  ```
  int depth
  ```

  . **gameStatusType**

  ```
  GameStatus.GameStatusType gameStatusType
  ```

  . **specificStatus**

  ```
  GameStatus.SpecificStatus specificStatus
  ```

  . **winningPlayerColor**

  ```
  PlayerColor winningPlayerColor
  ```

• Package ver14.SharedClasses.Game.GameSetup

- **Class ver14.SharedClasses.Game.GameSetup.AiParameters extends Object implements Serializable**

  ◊ **Serialized Fields**

  . **aiType**

  ```
  AiParameters.AiType aiType
  ```

. **moveSearchTimeout**

```
TimeFormat moveSearchTimeout
```

♦ Class ver14.SharedClasses.Game.GameSetup.GameSettings extends Object implements Serializable

◊ Serialized Fields

. **aiParameters**

```
AiParameters aiParameters
```

. **fen**

```
String fen
```

. **gameID**

```
String gameID
```

. **gameType**

```
GameSettings.GameType gameType
```

. **playerToMove**

```
PlayerColor playerToMove
```

. **timeFormat**

```
TimeFormat timeFormat
```

♦ Class ver14.SharedClasses.Game.GameSetup.GameTime extends Object implements Serializable

◊ Serialized Fields

. **currentlyRunning**

```
PlayerColor currentlyRunning
```

. **gameTime**

```
GameTime.RunningTime[] gameTime
```

. **timeFormats**

```
TimeFormat[] timeFormats
```

♦ Class ver14.SharedClasses.Game.GameSetup.GameTime.RunningTime extends Object implements Serializable

◊ Serialized Fields

. **lastStarted**

```
long lastStarted
```

. **timeInMillis**

```
long timeInMillis
```

- **Class ver14.SharedClasses.Game.GameSetup.TimeFormat extends Object implements Serializable**

  ◊ **Serialized Fields**

  . **timeInMillis**

```
long timeInMillis
```

• Package ver14.SharedClasses.Game.GameSetup.BoardSetup

- **Class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board extends Object implements Serializable**

  ◊ **Serialized Fields**

  . **boardMap**

```
Map<Location, Square> boardMap
```

- **Class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square extends Object implements Serializable**

  ◊ **Serialized Fields**

  . **loc**

```
Location loc
```

  . **piece**

```
Piece piece
```

• Package ver14.SharedClasses.Game.Moves

- **Class ver14.SharedClasses.Game.Moves.BasicMove extends Object implements Serializable**

  ◊ **Serialized Fields**

  . **movingFrom**

```
Location movingFrom
```

  . **movingTo**

```
Location movingTo
```

- **Class ver14.SharedClasses.Game.Moves.CastlingRights extends Object implements Serializable**

  - **Serialized Fields**

    - **rights**

      ```
      byte rights
      ```

- **Class ver14.SharedClasses.Game.Moves.MinimaxMove extends Object implements Serializable**

  - **Serialized Fields**

    - **move**

      ```
      Move move
      ```

    - **moveDepth**

      ```
      int moveDepth
      ```

    - **moveEvaluation**

      ```
      Evaluation moveEvaluation
      ```

- **Class ver14.SharedClasses.Game.Moves.Move extends BasicMove implements Serializable**

  - **Serialized Fields**

    - **capturingPieceType**

      ```
      PieceType capturingPieceType
      ```

    - **creatorList**

      ```
      MovesList creatorList
      ```

    - **disabledCastling**

      ```
      byte disabledCastling
      ```

    - **enPassantLoc**

      ```
      Location enPassantLoc
      ```

    - **intermediateMove**

      ```
      BasicMove intermediateMove
      ```

    - **isReversible**

      ```
      boolean isReversible
      ```

    - **moveAnnotation**

      ```
      String moveAnnotation
      ```

    - **moveEvaluation**

      ```
      Evaluation moveEvaluation
      ```

. **moveFlag**

```
Move.MoveFlag moveFlag
```

. **movingPlayerColor**

```
PlayerColor movingPlayerColor
```

. **prevFullMoveClock**

```
int prevFullMoveClock
```

. **prevHalfMoveClock**

```
int prevHalfMoveClock
```

. **promotingTo**

```
PieceType promotingTo
```

. **threefoldStatus**

```
Move.ThreefoldStatus threefoldStatus
```

- **Class ver14.SharedClasses.Game.Moves.MovesList extends ArrayList<Move> implements Serializable**

  ◊ **Serialized Fields**

  . **hash**

```
long hash
```

• Package ver14.SharedClasses.Game.SavedGames

- **Class ver14.SharedClasses.Game.SavedGames.ArchivedGameInfo extends EstablishedGameInfo implements Serializable**

  ◊ **Serialized Fields**

  . **winner**

```
String winner
```

- **Class ver14.SharedClasses.Game.SavedGames.CreatedGame extends GameInfo implements Serializable**
- **Class ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo extends GameInfo implements Serializable**

  ◊ **Serialized Fields**

  . **createdAt**

```
Date createdAt
```

. **moveStack**

```
Stack<Move> moveStack
```

. **opponentUsername**

```
String opponentUsername
```

- **Class ver14.SharedClasses.Game.SavedGames.GameInfo extends Object implements Serializable**

  ◊ **Serialized Fields**

  . **creatorUsername**

  ```
  String creatorUsername
  ```

  . **gameId**

  ```
  String gameId
  ```

  . **gameSettings**

  ```
  GameSettings gameSettings
  ```

- **Class ver14.SharedClasses.Game.SavedGames.UnfinishedGame extends EstablishedGameInfo implements Serializable**

  ◊ **Serialized Fields**

  . **playerColorToMove**

  ```
  PlayerColor playerColorToMove
  ```

  The Player color to move.

  . **playerToMove**

  ```
  String playerToMove
  ```

  The Player to move.

• Package ver14.SharedClasses.Login

- **Class ver14.SharedClasses.Login.LoginInfo extends Object implements Serializable**

  ◊ **Serialized Fields**

  . **loginType**

  ```
  LoginType loginType
  ```

  . **password**

  ```
  String password
  ```

. **profilePic**

String profilePic

. **username**

String username

• Package ver14.SharedClasses.Misc

♦ Class ver14.SharedClasses.Misc.Question extends Object implements Serializable

◊ Serialized Fields

. **defaultAnswer**

Question.Answer defaultAnswer

. **possibleAnswers**

Question.Answer[] possibleAnswers

. **questionStr**

String questionStr

. **questionType**

Question.QuestionType questionType

♦ Class ver14.SharedClasses.Misc.Question.Answer extends Record implements Serializable

◊ Serialized Fields

. **answerStr**

String answerStr

• Package ver14.SharedClasses.Networking

♦ Class ver14.SharedClasses.Networking.AppSocket.AppSocketError extends MyError.DisconnectedError implements Serializable

• Package ver14.SharedClasses.Networking.Messages

♦ Class ver14.SharedClasses.Networking.Messages.Message extends Object implements Serializable

◊ Serialized Fields

. **answer**

Question.Answer answer

UsernameSuggestions

. **available**

```
Boolean available
```

. **board**

```
Board board
```

. **cancelingQuestionCause**

```
String cancelingQuestionCause
```

. **dbRequest**

```
DBRequest dbRequest
```

. **dbResponse**

```
DBResponse dbResponse
```

. **error**

```
MyError error
```

. **gameSettings**

```
GameSettings gameSettings
```

. **gameStatus**

```
GameStatus gameStatus
```

. **gameTime**

```
GameTime gameTime
```

. **loginInfo**

```
LoginInfo loginInfo
```

. **messageID**

```
String messageID
```

The Message id.

. **messageType**

```
MessageType messageType
```

. **move**

```
Move move
```

. **moveStack**

```
Stack<Move> moveStack
```

. **otherPlayer**

```
String otherPlayer
```

. **playerColor**

```
PlayerColor playerColor
```

. **possibleMoves**

```
MovesList possibleMoves
```

. **preMoves**

```
ArrayList<Move> preMoves
```

. **question**

```
Question question
```

. **respondingToMsgId**

```
String respondingToMsgId
```

. **subject**

```
String subject
```

. **syncedLists**

```
SyncedItems<?>[] syncedLists
```

. **username**

```
String username
```

. **usernameSuggestions**

```
ArrayList<String> usernameSuggestions
```

• Package ver14.SharedClasses.Sync

♦ Class ver14.SharedClasses.Sync.SyncedItems extends ConcurrentHashMap<String, E extends SyncableItem> implements Serializable

◊ Serialized Fields

. **onUpdate**

```
Callback<SyncedItems<E extends SyncableItem>> onUpdate
```

. **syncedListType**

```
SyncedListType syncedListType
```

♦ Class ver14.SharedClasses.Sync.UserInfo extends Object implements Serializable

◊ Serialized Fields

. **id**

```
String id
```

. **profilePic**

```
String profilePic
```

• Package ver14.SharedClasses.Threads.ErrorHandling

- **Class ver14.SharedClasses.Threads.ErrorHandling.MyError extends Error implements Serializable**
- **Class ver14.SharedClasses.Threads.ErrorHandling.MyError.DBErr extends MyError implements Serializable**
- **Class ver14.SharedClasses.Threads.ErrorHandling.MyError.DisconnectedErro extends MyError implements Serializable**

Package ver14.SharedClasses.UI

- **Class ver14.SharedClasses.UI.GameView extends JFrame implements Serializable**

  ◊ **Serialized Fields**

  . **font**

  ```
  Font font
  ```

  . **textArea**

  ```
  JTextArea textArea
  ```

- **Class ver14.SharedClasses.UI.LinkLabel extends MyLbl implements Serializable**
- **Class ver14.SharedClasses.UI.MyJFrame extends JFrame implements Serializable**

  ◊ **Serialized Fields**

  . **myAdapter**

  ```
  MyJFrame.MyAdapter myAdapter
  ```

  . **onClose**

  ```
  MyJFrame.Closing<?> onClose
  ```

  The On close.

- **Class ver14.SharedClasses.UI.MyLbl extends JLabel implements Serializable**

  ◊ **Serialized Fields**

  . **modifier**

  ```
  MyLbl.StringModifier modifier
  ```

Package ver14.SharedClasses.UI.Buttons

- **Class ver14.SharedClasses.UI.Buttons.MyJButton extends JButton implements Serializable**

  - **Serialized Fields**

    - **ogOnClick**

      VoidCallback ogOnClick

    - **ogTxt**

      String ogTxt

    - **onClick**

      VoidCallback onClick

- **Class ver14.SharedClasses.UI.Buttons.ValueBtn extends MyJButton implements Serializable**

Package ver14.SharedClasses.Utils

- **Class ver14.SharedClasses.Utils.RegEx extends Object implements Serializable**

  - **Serialized Fields**

    - **details**

      String details

    - **dontMatch**

      String[] dontMatch

    - **regEx**

      String regEx

    - **useDontMatch**

      boolean useDontMatch

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SEARCH:

Hierarchy For All Packages

Package Hierarchies:

- ver14,
- ver14.DB,
- ver14.Game,
- ver14.Model,
- ver14.Model.Eval,
- ver14.Model.Hashing,
- ver14.Model.Minimax,
- ver14.Model.MoveGenerator,
- ver14.Model.Perft,
- ver14.Players,
- ver14.Players.PlayerAI,
- ver14.Players.PlayerAI.Stockfish,
- ver14.Players.PlayerNet,
- ver14.SharedClasses.Callbacks,
- ver14.SharedClasses.DBActions,
- ver14.SharedClasses.DBActions.Arg,
- ver14.SharedClasses.DBActions.DBRequest,
- ver14.SharedClasses.DBActions.DBResponse,
- ver14.SharedClasses.DBActions.DBResponse.Graphable,
- ver14.SharedClasses.DBActions.Statements,
- ver14.SharedClasses.DBActions.Table,
- ver14.SharedClasses.Game,
- ver14.SharedClasses.Game.Evaluation,
- ver14.SharedClasses.Game.GameSetup,
- ver14.SharedClasses.Game.GameSetup.BoardSetup,
- ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces,
- ver14.SharedClasses.Game.Moves,
- ver14.SharedClasses.Game.SavedGames,
- ver14.SharedClasses.Login,
- ver14.SharedClasses.Misc,
- ver14.SharedClasses.Networking,
- ver14.SharedClasses.Networking.Messages,
- ver14.SharedClasses.Sync,
- ver14.SharedClasses.Threads,

- ver14.SharedClasses.Threads.ErrorHandling,
- ver14.SharedClasses.UI,
- ver14.SharedClasses.UI.Buttons,
- ver14.SharedClasses.UI.dialogs,
- ver14.SharedClasses.Utils,
- ver14.Tests

Class Hierarchy

- java.lang.Object
  - ♦ java.util.AbstractCollection<E> (implements java.util.Collection<E>)
    - ◊ java.util.AbstractList<E> (implements java.util.List<E>)
      - · java.util.ArrayList<E> (implements java.lang.Cloneable, java.util.List<E>, java.util.RandomAccess, java.io.Serializable)
        - ver14.Model.Locs
        - ver14.SharedClasses.Game.Moves.MovesList
          - ♦ ver14.Model.ModelMovesList
  - ♦ java.util.AbstractMap<K, V> (implements java.util.Map<K, V>)
    - ◊ java.util.concurrent.ConcurrentHashMap<K, V> (implements java.util.concurrent.ConcurrentMap<K, V>, java.io.Serializable)
      - · ver14.SharedClasses.Sync.SyncedItems<E>
  - ♦ ver14.SharedClasses.Game.GameSetup.AiParameters (implements java.io.Serializable, ver14.SharedClasses.Game.GameSetup.TimeFormatSettable)
  - ♦ ver14.SharedClasses.DBActions.Arg.Arg (implements java.io.Serializable)
  - ♦ ver14.SharedClasses.Utils.ArgsUtil
  - ♦ ver14.SharedClasses.Utils.ArrUtils
  - ♦ ver14.Model.AttackedSquares
  - ♦ ver14.SharedClasses.Game.Moves.BasicMove (implements java.io.Serializable)
    - ◊ ver14.SharedClasses.Game.Moves.Move (implements java.lang.Comparable<T>)
  - ♦ ver14.Model.Bitboard (implements java.io.Serializable)
  - ♦ ver14.SharedClasses.Game.GameSetup.BoardSetup.Board (implements java.lang.Iterable<T>, java.io.Serializable)
  - ♦ ver14.Model.Hashing.BoardHash (implements java.io.Serializable)
  - ♦ ver14.Model.Eval.Book
  - ♦ ver14.SharedClasses.Game.Moves.CastlingRights (implements java.io.Serializable)
  - ♦ ver14.SharedClasses.DBActions.Table.Col (implements java.io.Serializable)
    - ◊ ver14.SharedClasses.DBActions.Table.Col.CustomCol
  - ♦ java.awt.Component (implements java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable)
    - ◊ java.awt.Container
      - · javax.swing.JComponent (implements java.io.Serializable)
        - javax.swing.AbstractButton (implements java.awt.ItemSelectable, javax.swing.SwingConstants)
          - ♦ javax.swing.JButton (implements javax.accessibility.Accessible)
            - ◊ ver14.SharedClasses.UI.Buttons.MyJButton
              - · ver14.SharedClasses.UI.Buttons.ValueBtn<T>
        - javax.swing.JLabel (implements javax.accessibility.Accessible, javax.swing.SwingConstants)
          - ♦ ver14.SharedClasses.UI.MyLbl

◊ ver14.SharedClasses.UI.LinkLabel
· java.awt.Window (implements javax.accessibility.Accessible)
• java.awt.Frame (implements java.awt.MenuContainer)
♦ javax.swing.JFrame (implements javax.accessibility.Accessible, javax.swing.RootPaneContainer, javax.swing.WindowConstants)
◊ ver14.SharedClasses.UI.GameView
◊ ver14.Model.Minimax.MinimaxView
◊ ver14.SharedClasses.UI.MyJFrame

♦ ver14.SharedClasses.DBActions.Condition (implements java.io.Serializable)
♦ ver14.SharedClasses.DBActions.Arg.Config<V> (implements java.io.Serializable)
♦ ver14.SharedClasses.UI.dialogs.ConfirmDialogs
♦ ver14.DB.DB
♦ ver14.SharedClasses.DBActions.DBRequest.DBRequest (implements java.io.Serializable)
♦ ver14.SharedClasses.DBActions.DBResponse.DBResponse (implements java.io.Serializable)
◊ ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphableDBResponse (implements ver14.SharedClasses.DBActions.DBResponse.Graphable.Graphable)
◊ ver14.SharedClasses.DBActions.DBResponse.StatusResponse
◊ ver14.SharedClasses.DBActions.DBResponse.TableDBResponse
♦ ver14.Model.Eval.Eval (implements java.io.Serializable)
♦ ver14.SharedClasses.Game.Evaluation.Evaluation (implements java.io.Serializable)
♦ ver14.Model.FEN
♦ ver14.SharedClasses.UI.FontManager
♦ ver14.SharedClasses.UI.FontManager.Dialogs
♦ ver14.SharedClasses.UI.FontManager.Dialogs.MessageDialogs
♦ ver14.SharedClasses.UI.FontManager.JMenus
♦ ver14.Game.Game
♦ ver14.SharedClasses.Game.SavedGames.GameInfo (implements java.io.Serializable, ver14.SharedClasses.Sync.SyncableItem)
◊ ver14.SharedClasses.Game.SavedGames.CreatedGame
◊ ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo
· ver14.SharedClasses.Game.SavedGames.ArchivedGameInfo
· ver14.SharedClasses.Game.SavedGames.UnfinishedGame
♦ ver14.SharedClasses.Game.GameSetup.GameSettings (implements java.io.Serializable, ver14.SharedClasses.Game.GameSetup.TimeFormatSettable)
♦ ver14.SharedClasses.Game.Evaluation.GameStatus (implements java.io.Serializable)
♦ ver14.SharedClasses.Game.GameSetup.GameTime (implements java.io.Serializable)
♦ ver14.SharedClasses.Game.GameSetup.GameTime.RunningTime (implements java.io.Serializable)
♦ ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElement (implements java.io.Serializable)
♦ ver14.SharedClasses.Misc.IDsGenerator
♦ java.awt.event.KeyAdapter (implements java.awt.event.KeyListener)
◊ ver14.SharedClasses.UI.MyJFrame.MyAdapter
♦ ver14.Tests.LocationTests
♦ ver14.SharedClasses.Login.LoginInfo (implements java.io.Serializable)
♦ ver14.SharedClasses.Networking.Messages.Message (implements java.io.Serializable)
♦ ver14.SharedClasses.Networking.MessagesHandler
◊ ver14.ServerMessagesHandler
♦ ver14.Model.Minimax.Minimax

- ver14.Model.Minimax.Minimax.CpuUsages
- ver14.SharedClasses.Game.Moves.MinimaxMove (implements java.lang.Comparable<T>, java.io.Serializable)
- ver14.Model.Minimax.MinimaxParameters
- ver14.Model.Minimax.MinimaxParametersAdjuster
- ver14.Model.Model (implements java.io.Serializable)
- ver14.SharedClasses.Game.Moves.MoveAnnotation
- ver14.Model.MoveGenerator.MoveGenerator
- ver14.Model.Minimax.NewMinimax
- ver14.Model.Perft.Perft
  - ver14.Model.Perft.StockfishPerft
- ver14.Model.PiecesBBs
- ver14.Players.Player
  - ver14.Players.PlayerNet.DummyPlayerNet
  - ver14.Players.PlayerAI.PlayerAI
    - ver14.Players.PlayerAI.MyAi
    - ver14.Players.PlayerAI.Stockfish.StockfishPlayer
  - ver14.Players.PlayerNet.PlayerNet (implements ver14.SharedClasses.Sync.SyncableItem)
- ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest
- ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest.Variation
- ver14.SharedClasses.Game.Moves.PremovesGenerator
- ver14.SharedClasses.Misc.Question (implements java.io.Serializable)
- java.lang.Record
  - ver14.SharedClasses.Utils.ArgsUtil.OptionalArg
  - ver14.DB.DB.UserDetails
  - ver14.SharedClasses.DBActions.Arg.Described<T> (implements java.io.Serializable)
  - ver14.SharedClasses.Game.Evaluation.Evaluation.EvaluationDetail (implements java.io.Serializable)
  - ver14.SharedClasses.Misc.Question.Answer (implements java.io.Serializable)
- ver14.SharedClasses.Utils.RegEx (implements java.io.Serializable)
- ver14.SharedClasses.Utils.RegEx.Prefixes
- ver14.SharedClasses.DBActions.RequestBuilder (implements java.io.Serializable)
  - ver14.SharedClasses.DBActions.RequestBuilder.GraphableSelection
- ver14.Server (implements ver14.SharedClasses.Threads.ErrorHandling.EnvManager)
- java.net.ServerSocket (implements java.io.Closeable)
  - ver14.MyServerSocket
- ver14.Tests.Sockets
- ver14.Tests.SocketThingy
- ver14.SharedClasses.DBActions.Statements.SQLStatement (implements java.io.Serializable)
  - ver14.SharedClasses.DBActions.Statements.CustomStatement
  - ver14.SharedClasses.DBActions.Statements.Selection
  - ver14.SharedClasses.DBActions.Statements.Update
  - ver14.SharedClasses.DBActions.Statements.Update.Delete
- ver14.SharedClasses.Game.GameSetup.BoardSetup.Square (implements java.io.Serializable)
- ver14.Players.PlayerAI.Stockfish.Stockfish
- ver14.SharedClasses.Utils.StrUtils
- ver14.SharedClasses.DBActions.Table.SwitchCase
- ver14.Model.Eval.Tables
- ver14.Model.Eval.Tables.PieceTable
- ver14.Tests.Tests (implements org.testng.ITest)

- ◊ ver14.Tests.EvalTests
- ◊ ver14.Tests.FenTests
- ◊ ver14.Tests.MinimaxTests
- ◊ ver14.Tests.MoveGenerationTest

♦ java.lang.Thread (implements java.lang.Runnable)

- ◊ ver14.SharedClasses.Threads.MyThread
  - · ver14.SharedClasses.Networking.AppSocket
  - · ver14.SharedClasses.Threads.HandledThread
    - • ver14.Game.GameSession (implements ver14.SharedClasses.Sync.SyncableItem)

♦ ver14.SharedClasses.Threads.ThreadsManager

♦ ver14.ThreadsUtil

♦ java.lang.Throwable (implements java.io.Serializable)

- ◊ java.lang.Error
  - · ver14.SharedClasses.Threads.ErrorHandling.MyError
    - • ver14.Game.Game.GameOverError
    - • ver14.SharedClasses.Threads.ErrorHandling.MyError.DBErr
    - • ver14.SharedClasses.Threads.ErrorHandling.MyError.DisconnectedError
      - ♦ ver14.SharedClasses.Networking.AppSocket.AppSocketError
      - ♦ ver14.Game.Game.PlayerDisconnectedError
- ◊ ver14.Model.ModelMovesList.FoundLegalMove

♦ ver14.SharedClasses.Game.GameSetup.TimeFormat (implements java.io.Serializable)

♦ ver14.Model.Hashing.Transposition

♦ ver14.SharedClasses.DBActions.Statements.Update.NewValue (implements java.io.Serializable)

♦ ver14.SharedClasses.Sync.UserInfo (implements java.io.Serializable, ver14.SharedClasses.Sync.SyncableItem)

♦ ver14.UsernameSuggestions

♦ ver14.Model.Hashing.Zobrist

Interface Hierarchy

- • ver14.SharedClasses.Callbacks.Callback<T>
  - ♦ ver14.SharedClasses.Callbacks.AnswerCallback
- • ver14.SharedClasses.Threads.ErrorHandling.EnvManager
- • ver14.SharedClasses.Threads.ErrorHandling.ErrorHandler<E>
- • ver14.SharedClasses.DBActions.DBResponse.Graphable.Graphable
- • ver14.SharedClasses.Callbacks.MessageCallback
- • ver14.SharedClasses.Game.Moves.MovesList.CompareMoves
- • ver14.SharedClasses.UI.MyJFrame.Closing<T>
  - ♦ ver14.SharedClasses.UI.MyJFrame.BooleanClosing
  - ♦ ver14.SharedClasses.UI.MyJFrame.StringClosing
- • ver14.SharedClasses.UI.MyJFrame.MyAdapter.HeldDown
- • ver14.SharedClasses.UI.MyLbl.StringModifier
- • ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest.VariationCreator
- • ver14.SharedClasses.Utils.StrUtils.IterationThingy<T>
- • java.util.function.Supplier<T>
  - ♦ ver14.SharedClasses.Callbacks.ObjCallback<T>
- • ver14.SharedClasses.Sync.SyncableItem
- • ver14.SharedClasses.Sync.SyncedItems.Remover<L>

- ver14.SharedClasses.Callbacks.ThrowingCallback<T>
- ver14.SharedClasses.Threads.ErrorHandling.ThrowingRunnable
- ver14.SharedClasses.Game.GameSetup.TimeFormatSettable
- ver14.SharedClasses.Callbacks.VoidCallback

Annotation Interface Hierarchy

- ver14.SharedClasses.Login.AuthSettings (implements java.lang.annotation.Annotation)
- ver14.Model.MoveGenerator.GenerationSettings (implements java.lang.annotation.Annotation)
- ver14.SharedClasses.DBActions.Statements.Selection.Join (implements java.lang.annotation.Annotation)
- ver14.SharedClasses.DBActions.Statements.Selection.Order (implements java.lang.annotation.Annotation)

Enum Class Hierarchy

- java.lang.Object
  - ♦ java.lang.Enum<E> (implements java.lang.Comparable<T>, java.lang.constant.Constable, java.io.Serializable)
    - ◊ ver14.SharedClasses.Game.GameSetup.AiParameters.AiType
    - ◊ ver14.SharedClasses.DBActions.Arg.ArgType
    - ◊ ver14.SharedClasses.Game.Moves.CastlingRights.Side
    - ◊ ver14.SharedClasses.DBActions.Condition.Relation
    - ◊ ver14.SharedClasses.DBActions.DBRequest.DBRequest.Type
    - ◊ ver14.SharedClasses.DBActions.DBResponse.DBResponse.Status
    - ◊ ver14.SharedClasses.Game.Moves.Direction
    - ◊ ver14.SharedClasses.Game.Evaluation.EvaluationParameters
    - ◊ ver14.SharedClasses.Game.GameSetup.GameSettings.GameType
    - ◊ ver14.SharedClasses.Game.Evaluation.GameStatus.GameStatusType (implements java.io.Serializable)
    - ◊ ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus
    - ◊ ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElementType
    - ◊ ver14.SharedClasses.Game.Location
    - ◊ ver14.SharedClasses.Login.LoginType
    - ◊ ver14.SharedClasses.DBActions.Table.Math
    - ◊ ver14.SharedClasses.Networking.Messages.MessageType
    - ◊ ver14.SharedClasses.Game.Moves.Move.MoveFlag
    - ◊ ver14.SharedClasses.Game.Moves.Move.ThreefoldStatus
    - ◊ ver14.SharedClasses.Game.Moves.MoveFlags
    - ◊ ver14.SharedClasses.Threads.MyThread.ThreadStatus
    - ◊ ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece
    - ◊ ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType (implements java.io.Serializable)
    - ◊ ver14.SharedClasses.Game.PlayerColor
    - ◊ ver14.SharedClasses.Misc.Question.QuestionType
    - ◊ ver14.SharedClasses.Sync.SyncedListType
    - ◊ ver14.SharedClasses.DBActions.Table.Table

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icon - Static variable in interface ver14.SharedClasses.UI.MyJFrame.Closing
The constant icon.
Icon - Static variable in class ver14.SharedClasses.Utils.RegEx

iconName() - Method in enum class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElementType

id - Variable in class ver14.SharedClasses.Sync.UserInfo

ID() - Method in class ver14.Game.GameSession

ID() - Method in class ver14.Players.PlayerNet.PlayerNet

ID() - Method in class ver14.SharedClasses.Game.SavedGames.GameInfo

ID() - Method in interface ver14.SharedClasses.Sync.SyncableItem

ID() - Method in class ver14.SharedClasses.Sync.UserInfo

IDsGenerator - Class in ver14.SharedClasses.Misc

IDsGenerator() - Constructor for class ver14.SharedClasses.Misc.IDsGenerator

ifTrue() - Method in class ver14.SharedClasses.DBActions.Table.SwitchCase

ignore(ThrowingRunnable) - Static method in interface ver14.SharedClasses.Threads.ErrorHandling.ErrorHandler
Ignore boolean.
ignoreErrs() - Method in class ver14.SharedClasses.Threads.MyThread
Ignore errs.
indexOf2 - Variable in enum class ver14.SharedClasses.Game.PlayerColor

info - Static variable in class ver14.SharedClasses.UI.FontManager.Dialogs.MessageDialogs

INIT_GAME - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

initAnnotation() - Method in class ver14.Model.ModelMovesList

initDebugLoginValues() - Method in class ver14.SharedClasses.Login.LoginInfo

initDefault1v1() - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

initDefault1vAi() - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

initGame() - Method in class ver14.Players.PlayerAI.MyAi

initGame() - Method in class ver14.Players.PlayerNet.PlayerNet

initGame(Game) - Method in class ver14.Players.Player

initGame(Game) - Method in class ver14.Players.PlayerAI.PlayerAI

initGame(Board, String, PlayerColor, GameTime, Stack<Move>) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Init game message.
initialValue() - Method in interface ver14.SharedClasses.UI.MyJFrame.StringClosing

insufficientMaterial() - Static method in class ver14.SharedClasses.Game.Evaluation.GameStatus

InsufficientMaterial - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

interrupt() - Static method in class ver14.SharedClasses.Networking.Messages.Message
Interrupt message.
interrupt(MyError) - Method in class ver14.Model.Minimax.Minimax
Interrupt.
interrupt(MyError) - Method in class ver14.Players.Player

interrupt(MyError) - Method in class ver14.Players.PlayerAI.MyAi

interrupt(MyError) - Method in class ver14.Players.PlayerAI.PlayerAI

interrupt(MyError) - Method in class ver14.Players.PlayerNet.DummyPlayerNet

interrupt(MyError) - Method in class ver14.Players.PlayerNet.PlayerNet

INTERRUPT - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

interruptBlocking(MyError) - Method in class ver14.SharedClasses.Networking.MessagesHandler
Interrupt blocking.
interruptListener(MyError) - Method in class ver14.SharedClasses.Networking.AppSocket
Interrupt listener.

IPPAddress - Static variable in class ver14.SharedClasses.Utils.RegEx

isAi() - Method in class ver14.Players.Player

isAi() - Method in class ver14.Players.PlayerAI.PlayerAI

isAi() - Method in class ver14.Players.PlayerNet.DummyPlayerNet

isAi() - Method in class ver14.Players.PlayerNet.PlayerNet

isAnyData() - Method in class ver14.SharedClasses.DBActions.DBResponse.DBResponse

isAnyData() - Method in class ver14.SharedClasses.DBActions.DBResponse.StatusResponse

isAnyData() - Method in class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

isAttack(Direction, int) - Method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

isAttacked(Model, Location, PlayerColor) - Static method in class ver14.Model.AttackedSquares

isBlackSquare() - Method in enum class ver14.SharedClasses.Game.Location
Is black square boolean.

isCapturing() - Method in class ver14.SharedClasses.Game.Moves.Move

isCastling - Variable in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag

isCheck() - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

isCheck() - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

isCheck() - Method in class ver14.SharedClasses.Game.Moves.Move

isClosed() - Method in class ver14.SharedClasses.Networking.AppSocket
Is closed boolean.

isConnected() - Method in class ver14.Players.Player

isConnected() - Method in class ver14.Players.PlayerNet.PlayerNet

isConnected() - Method in class ver14.SharedClasses.Networking.AppSocket
Is connected boolean.

isCreator(String) - Method in class ver14.SharedClasses.Game.SavedGames.GameInfo

isCreatorToMove() - Method in class ver14.SharedClasses.Game.SavedGames.UnfinishedGame
Is creator to move boolean.

isDeeperAndBetterThan(MinimaxMove) - Method in class ver14.SharedClasses.Game.Moves.MinimaxMove

isDiagonalPiece(PieceType) - Static method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

isDisconnected() - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

isEmpty() - Method in class ver14.Model.Bitboard
Is this board empty
isEmpty() - Method in class ver14.SharedClasses.Game.GameSetup.AiParameters

isEmpty() - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square
Is empty boolean.
isEmpty(String) - Static method in class ver14.SharedClasses.Utils.StrUtils

isEnabled(PlayerColor, CastlingRights.Side) - Method in class ver14.SharedClasses.Game.Moves.CastlingRights

isGameIdExists(String) - Static method in class ver14.DB.DB
Is game id exists boolean.
isGameIdExists(String, Table) - Static method in class ver14.DB.DB
Is game id exists boolean.
isGameOver() - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

isGameOver() - Method in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.GameStatusType

isGameOver() - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

isGameOver(Model) - Static method in class ver14.Model.Eval.Eval

isGreaterThan(Evaluation) - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

isGuest() - Method in class ver14.Players.Player

isGuest() - Method in class ver14.Players.PlayerAI.PlayerAI

isGuest() - Method in class ver14.Players.PlayerNet.DummyPlayerNet

isGuest() - Method in class ver14.Players.PlayerNet.PlayerNet

isGuest() - Method in class ver14.SharedClasses.Login.LoginInfo

isIgnoreErrs() - Method in class ver14.SharedClasses.Threads.MyThread

isInBounds(Location) - Static method in enum class ver14.SharedClasses.Game.Location
Is in bounds boolean.
isInCheck() - Method in class ver14.Model.Model
Is in check boolean.
isInCheck(PlayerColor) - Method in class ver14.Model.Model
Is in check boolean.
isLegal(Move) - Method in class ver14.Model.MoveGenerator.MoveGenerator

isLinePiece(PieceType) - Static method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

isMax - Variable in class ver14.Model.Minimax.MinimaxParameters

isMax() - Method in class ver14.Model.Minimax.MinimaxParameters

isOnMyTeam(Piece) - Method in enum class
ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

isOnMyTeam(PlayerColor) - Method in enum class
ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

isPlaying() - Method in class ver14.Players.Player

isResponse() - Method in class ver14.SharedClasses.Networking.Messages.Message
Is response boolean.
isReversible() - Method in class ver14.SharedClasses.Game.Moves.Move

isSamePlayer(Location, Location) - Method in class ver14.Model.Model
Is same player boolean.
isSavedDate(String) - Static method in class ver14.SharedClasses.Utils.RegEx

isSaveWorthy() - Method in class ver14.Players.Player

isSaveWorthy(GameStatus) - Method in class ver14.Game.GameSession

isSet(Location) - Method in class ver14.Model.Bitboard
Is a location set.
isSliding - Variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

isSquareEmpty(Location) - Method in class ver14.Model.Model
Is square empty boolean.
isSquareEmpty(Location) - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Is square empty boolean.
isSubject() - Method in class ver14.SharedClasses.Networking.Messages.Message
Is subject boolean.
isSuccess() - Method in class ver14.SharedClasses.DBActions.DBResponse.DBResponse

isSufficientMaterial(PlayerColor, Model) - Static method in class ver14.Model.Eval.Eval

isThreatened(Location, PlayerColor) - Method in class ver14.Model.Model
Is threatened boolean.
isUserExists(String, String) - Static method in class ver14.DB.DB
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isUserInput() - Method in class ver14.SharedClasses.DBActions.Arg.Arg
Is user input boolean.
isUsernameExists(String) - Static method in class ver14.DB.DB
Is username exists boolean.
isValidFen(String) - Static method in class ver14.Model.FEN
Is valid fen.
isVsAi() - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

isWhiteSquare() - Method in enum class ver14.SharedClasses.Game.Location
Is white square boolean.

items - Static variable in class ver14.SharedClasses.UI.FontManager.JMenus

iteration(int, boolean) - Method in interface ver14.SharedClasses.Utils.StrUtils.IterationThingy

iterator() - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Iterator iterator.

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H8 - Enum constant in enum class ver14.SharedClasses.Game.Location

handle(MyError) - Method in interface ver14.SharedClasses.Threads.ErrorHandling.ErrorHandler
Handle.
handledErr(MyError) - Method in class ver14.Server
Handled err.
handledErr(MyError) - Method in interface ver14.SharedClasses.Threads.ErrorHandling.EnvManager
notifies manager of a managed error
handledRun() - Method in class ver14.Game.GameSession

HandledThread - Class in ver14.SharedClasses.Threads
The type Handled thread.
HandledThread() - Constructor for class ver14.SharedClasses.Threads.HandledThread
Instantiates a new Handled thread.
HandledThread(ThrowingRunnable) - Constructor for class ver14.SharedClasses.Threads.HandledThread

Instantiates a new Handled thread.
handleErrors(ThrowingRunnable) - Static method in class ver14.SharedClasses.Threads.ThreadsManager
Handle errors.
HANGING_PIECES - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
Hanging pieces evaluation parameters.
hasAny(PlayerColor) - Method in class ver14.SharedClasses.Game.Moves.CastlingRights

hash(boolean) - Static method in class ver14.Model.Hashing.Zobrist

hash(PiecesBBs, PlayerColor) - Static method in class ver14.Model.Hashing.Zobrist

hash(Piece, Location) - Static method in class ver14.Model.Hashing.Zobrist

hash(PieceType) - Static method in class ver14.Model.Hashing.Zobrist

hash(PieceType) - Method in enum class ver14.SharedClasses.Game.Location
Hash int.
hash(Location) - Static method in class ver14.Model.Hashing.Zobrist

hash(Location, PlayerColor) - Static method in class ver14.Model.Hashing.Zobrist

hash(Direction) - Static method in class ver14.Model.Hashing.Zobrist

hash(Move) - Static method in class ver14.Model.Hashing.Zobrist

hash(PlayerColor) - Static method in class ver14.Model.Hashing.Zobrist

hash(PlayerColor, PieceType, Location) - Static method in class ver14.Model.Hashing.Zobrist

hashCode() - Method in record class ver14.DB.DB.UserDetails
Returns a hash code value for this object.
hashCode() - Method in class ver14.Model.Bitboard
Hash code
hashCode() - Method in record class ver14.SharedClasses.DBActions.Arg.Described
Returns a hash code value for this object.
hashCode() - Method in record class ver14.SharedClasses.Game.Evaluation.Evaluation.EvaluationDetail
Returns a hash code value for this object.
hashCode() - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

hashCode() - Method in class ver14.SharedClasses.Game.Moves.BasicMove

hashCode() - Method in class ver14.SharedClasses.Game.Moves.MinimaxMove

hashCode() - Method in record class ver14.SharedClasses.Misc.Question.Answer
Returns a hash code value for this object.
hashCode() - Method in record class ver14.SharedClasses.Utils.ArgsUtil.OptionalArg
Returns a hash code value for this object.
hashPieceType(int) - Static method in class ver14.Model.Hashing.Zobrist

hashPieceType(PieceType) - Static method in class ver14.Model.Hashing.Zobrist

header - Static variable in interface ver14.SharedClasses.UI.MyJFrame.Closing
The constant header.
header() - Method in interface ver14.SharedClasses.DBActions.DBResponse.Graphable.Graphable

headers - Static variable in class ver14.SharedClasses.UI.FontManager.JMenus

htmlNewLines(String) - Static method in class ver14.SharedClasses.Utils.StrUtils

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Game - Class in ver14.Game
Game. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021
Game(Player, Player, GameSettings, GameSession) - Constructor for class ver14.Game.Game

GAME_GOES_ON - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.GameStatusType

GAME_OVER - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

GAME_OVER - Static variable in class ver14.SharedClasses.Game.Moves.MoveAnnotation

Game.GameOverError - Error in ver14.Game

Game.PlayerDisconnectedError - Error in ver14.Game

gameGoesOn() - Static method in class ver14.SharedClasses.Game.Evaluation.GameStatus

GameGoesOn - Enum constant in enum class
ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

gameId - Variable in class ver14.SharedClasses.Game.SavedGames.GameInfo

gameID - Variable in class ver14.Game.GameSession

GameID - Static variable in class ver14.SharedClasses.DBActions.Table.Col

GameInfo - Class in ver14.SharedClasses.Game.SavedGames

gameOver(GameStatus) - Method in class ver14.Players.Player

gameOver(GameStatus) - Method in class ver14.Players.PlayerAI.PlayerAI

gameOver(GameStatus) - Method in class ver14.Players.PlayerAI.Stockfish.StockfishPlayer

gameOver(GameStatus) - Method in class ver14.Players.PlayerNet.DummyPlayerNet

gameOver(GameStatus) - Method in class ver14.Players.PlayerNet.PlayerNet

gameOver(GameStatus) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Game over message.

GameOverError(GameStatus) - Constructor for error ver14.Game.Game.GameOverError

gameOverStatus - Variable in error ver14.Game.Game.GameOverError

gameOverStr - Variable in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.GameStatusType

games() - Static method in class ver14.SharedClasses.DBActions.RequestBuilder

Games - Enum constant in enum class ver14.SharedClasses.DBActions.Table.Table

Games - Static variable in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest

GameSession - Class in ver14.Game

GameSession(String, Player, Player, GameSettings, Server) - Constructor for class ver14.Game.GameSession

GameSession(EstablishedGameInfo, Player, Player, Server) - Constructor for class ver14.Game.GameSession

GameSession(GameInfo, Player, Player, Server) - Constructor for class ver14.Game.GameSession

GameSession(UnfinishedGame, Player, Player, Server) - Constructor for class ver14.Game.GameSession

gameSettings - Variable in class ver14.SharedClasses.Game.SavedGames.GameInfo

GameSettings - Class in ver14.SharedClasses.Game.GameSetup

GameSettings() - Constructor for class ver14.SharedClasses.Game.GameSetup.GameSettings

GameSettings(AiParameters) - Constructor for class ver14.SharedClasses.Game.GameSetup.GameSettings

GameSettings(GameSettings) - Constructor for class ver14.SharedClasses.Game.GameSetup.GameSettings

GameSettings(PlayerColor, TimeFormat, String, AiParameters, GameSettings.GameType) - Constructor for class ver14.SharedClasses.Game.GameSetup.GameSettings

GameSettings(PlayerColor, TimeFormat, AiParameters, GameSettings.GameType) - Constructor for class ver14.SharedClasses.Game.GameSetup.GameSettings

GameSettings.GameType - Enum Class in ver14.SharedClasses.Game.GameSetup

gameSetup(Player) - Method in class ver14.Server
Game setup.
GameStatus - Class in ver14.SharedClasses.Game.Evaluation

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GameStatus.SpecificStatus - Enum Class in ver14.SharedClasses.Game.Evaluation

gameStatusType - Variable in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

GameTime - Class in ver14.SharedClasses.Game.GameSetup

GameTime(GameTime) - Constructor for class ver14.SharedClasses.Game.GameSetup.GameTime

GameTime(TimeFormat...) - Constructor for class ver14.SharedClasses.Game.GameSetup.GameTime

GameTime.RunningTime - Class in ver14.SharedClasses.Game.GameSetup

GameView - Class in ver14.SharedClasses.UI

GameView() - Constructor for class ver14.SharedClasses.UI.GameView

genDestinationBB() - Method in class ver14.Model.ModelMovesList

generate() - Method in class ver14.SharedClasses.Misc.IDsGenerator

generateAllMoves() - Method in class ver14.Model.Model
Generate all moves model moves list.
generateFEN(Model) - Static method in class ver14.Model.FEN
Generate fen string.
generateKingMoves() - Method in class ver14.Model.MoveGenerator.MoveGenerator

generateKnightMoves() - Method in class ver14.Model.MoveGenerator.MoveGenerator

generateMoves(Model) - Static method in class ver14.Model.MoveGenerator.MoveGenerator

generateMoves(Model, int) - Static method in class ver14.Model.MoveGenerator.MoveGenerator

generatePawnMoves() - Method in class ver14.Model.MoveGenerator.MoveGenerator

generatePreMoves(Board, PlayerColor) - Static method in class ver14.SharedClasses.Game.Moves.PremovesGenerator

generateSlidingMoves() - Method in class ver14.Model.MoveGenerator.MoveGenerator

generateSlidingPieceMoves(Location, PieceType) - Method in class ver14.Model.MoveGenerator.MoveGenerator

GenerationSettings - Annotation Interface in ver14.Model.MoveGenerator

genFenStr() - Method in class ver14.Model.Model
Generates a fen string of the current position.

genMovingFromBB() - Method in class ver14.Model.ModelMovesList

genSettings - Variable in class ver14.Model.Minimax.MinimaxParameters

get(boolean) - Method in class ver14.SharedClasses.Utils.RegEx

GET_GAME_SETTINGS - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

GET_MOVE - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

getA() - Method in class ver14.Model.Minimax.MinimaxParameters

getAddedRes() - Method in class ver14.SharedClasses.DBActions.DBResponse.DBResponse

getAiParameters() - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

getAiType() - Method in class ver14.SharedClasses.Game.GameSetup.AiParameters

getAll() - Method in class ver14.Model.PiecesBBs

getAllUserDetails() - Static method in class ver14.DB.DB
Gets all user details.

getAnnotation() - Method in class ver14.SharedClasses.Game.Moves.Move

getAnswer() - Method in class ver14.SharedClasses.Networking.Messages.Message

getArgs() - Method in class ver14.SharedClasses.DBActions.RequestBuilder

getArgVal(int) - Method in class ver14.SharedClasses.DBActions.RequestBuilder

getAttackedSquares() - Method in class ver14.Model.AttackedSquares

getAttackedSquares(Model, PlayerColor) - Static method in class ver14.Model.AttackedSquares

getAttackingDirections() - Method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

getAttackingDirections(PieceType) - Static method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

getAvailable() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets available.
getB() - Method in class ver14.Model.Minimax.MinimaxParameters

getBasicMoveAnnotation() - Method in class ver14.SharedClasses.Game.Moves.BasicMove

getBB(PieceType) - Method in class ver14.Model.PiecesBBs

getBestMove() - Method in class ver14.Model.Minimax.Minimax
Gets best move.
getBestMove(String, int) - Method in class ver14.Players.PlayerAI.Stockfish.Stockfish
This function returns the best move for a given position after calculating for 'waitTime' ms
getBitBoard() - Method in class ver14.Model.Bitboard
Gets bit board.
getBitboards() - Method in class ver14.Model.PiecesBBs

getBoard() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets board.
getBoardHash() - Method in class ver14.Model.Model
Gets board hash.
getBookMove(Model) - Static method in class ver14.Model.Eval.Book
looks for a game matching the current game inside the book games database.
getBoolean(Boolean) - Method in record class ver14.SharedClasses.Utils.ArgsUtil.OptionalArg

getBuilder() - Method in class ver14.SharedClasses.DBActions.DBRequest.DBRequest

getCancelingQuestionCause() - Method in class ver14.SharedClasses.Networking.Messages.Message

getCapturingPieceType() - Method in class ver14.SharedClasses.Game.Moves.Move

getCastlingAbilityHash() - Method in class ver14.Model.Hashing.BoardHash

getCastlingRights() - Method in class ver14.Model.Model
Gets castling rights.
getCell(int, String) - Method in class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

getCell(int, Col) - Method in class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

getCheckedKingLoc() - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

getCleanList() - Method in class ver14.Model.ModelMovesList

getColor(int) - Static method in enum class ver14.SharedClasses.Game.PlayerColor

getColString() - Method in enum class ver14.SharedClasses.Game.Location
Gets col string.
getColumns() - Method in class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

getCombination() - Method in enum class ver14.SharedClasses.Game.Moves.Direction

getConnection(String...) - Static method in class ver14.DB.DB
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getCpuUsageRecords() - Method in class ver14.Model.Minimax.Minimax
Gets cpu usage records.
getCreatedAt() - Method in class ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

getCreatedGameID() - Method in class ver14.Players.Player

getCreatorColor() - Method in class ver14.Game.Game

getCreatorList() - Method in class ver14.SharedClasses.Game.Moves.Move

getCurrentDepth() - Method in class ver14.Model.Minimax.MinimaxParameters

getCurrentGameState() - Method in class ver14.Game.Game

getCurrentlyRunning() - Method in class ver14.SharedClasses.Game.GameSetup.GameTime

getCurrentPlayer() - Method in class ver14.Game.Game

getCurrentPlayer() - Method in class ver14.Model.Model
Gets current player.
getCurrentPlayerHash() - Method in class ver14.Model.Hashing.BoardHash

getDBRequest() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets db request.
getDBResponse() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets db response.
getDefault() - Method in class ver14.SharedClasses.DBActions.Arg.Config
Gets default.
getDefaultAnswer() - Method in class ver14.SharedClasses.Misc.Question

getDefaultDesc() - Method in class ver14.SharedClasses.DBActions.Arg.Config
Gets default desc.
getDepths() - Method in class ver14.Model.Minimax.Minimax.CpuUsages
Gets depths.
getDescribedDefault() - Method in class ver14.SharedClasses.DBActions.Arg.Config
Gets described default.
getDetailedStr() - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

getDetailedStr(Map<PlayerColor, String>) - Method in class
ver14.SharedClasses.Game.Evaluation.GameStatus

getDetails() - Method in class ver14.SharedClasses.DBActions.DBResponse.StatusResponse

getDetails() - Method in class ver14.SharedClasses.Utils.RegEx

getDifference(Perft) - Method in class ver14.Model.Perft.Perft

getDirectionByOffset(int) - Static method in enum class ver14.SharedClasses.Game.Moves.Direction

getDisabledCastling() - Method in class ver14.SharedClasses.Game.Moves.Move

getDisconnectedPlayer() - Method in error ver14.Game.Game.PlayerDisconnectedError

getElapsed() - Method in class ver14.Model.Minimax.Minimax
Gets elapsed from minimax start time in ms
getEnPassantActualLoc() - Method in class ver14.Model.Model
Gets en passant actual loc.
getEnPassantHash() - Method in class ver14.Model.Hashing.BoardHash

getEnPassantLoc() - Method in class ver14.SharedClasses.Game.Moves.Move

getEnPassantTargetLoc() - Method in class ver14.Model.Model
Gets en passant target loc.
getError() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets error.
getEval() - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

getEvalScore(String, int) - Method in class ver14.Players.PlayerAI.Stockfish.Stockfish
Get the evaluation score of a given board position
getEvaluation() - Method in class ver14.Model.Hashing.Transposition

getEvaluation(Model) - Static method in class ver14.Model.Eval.Eval
evaluation for current player
getEvaluation(Model, PlayerColor) - Static method in class ver14.Model.Eval.Eval

getEvaluation(PlayerColor) - Method in class ver14.Model.Minimax.Minimax
Gets evaluation.
getEvaluationDepth() - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

getEvaluationFor() - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

getFen() - Method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

getFen() - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square
Gets fen.
getFen() - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

getFirstRow() - Method in class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

getFlipped(BasicMove) - Static method in class ver14.SharedClasses.Game.Moves.BasicMove

getFullHash() - Method in class ver14.Model.Hashing.BoardHash

getFullMoveCounter() - Method in class ver14.Model.Model
Gets full move clock.
getGame() - Method in class ver14.Game.GameSession

getGameCreator() - Method in class ver14.Game.Game

getGameDesc() - Method in class ver14.SharedClasses.Game.SavedGames.CreatedGame

getGameDesc() - Method in class ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

getGameDesc() - Method in class ver14.SharedClasses.Game.SavedGames.GameInfo

getGameID() - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

getGameSession() - Method in class ver14.Players.Player

getGameSettings() - Method in class ver14.Game.Game

getGameSettings() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets game settings.
getGameSettings(SyncedItems<?>, SyncedItems<?>) - Method in class ver14.Players.Player

getGameSettings(SyncedItems<?>, SyncedItems<?>) - Method in class ver14.Players.PlayerAI.PlayerAI

getGameSettings(SyncedItems<?>, SyncedItems<?>) - Method in class ver14.Players.PlayerNet.DummyPlayerNet

getGameSettings(SyncedItems<?>, SyncedItems<?>) - Method in class ver14.Players.PlayerNet.PlayerNet

getGameStatus() - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

getGameStatus() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets game status.
getGameStatusStr() - Method in class ver14.SharedClasses.Game.Moves.Move

getGameStatusType() - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

getGameTime() - Method in class ver14.Game.Game

getGameTime() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets game time.
getGameType() - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

getGeneratedMoves() - Method in class ver14.Model.MoveGenerator.MoveGenerator

getGraphElementType() - Method in class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElement

getHalfMoveClock() - Method in class ver14.Model.Model
Gets half move clock.

getHandledStr() - Method in error ver14.SharedClasses.Threads.ErrorHandling.MyError

getHash() - Method in class ver14.SharedClasses.Game.Moves.MovesList

getInt() - Method in record class ver14.SharedClasses.Utils.ArgsUtil.OptionalArg

getInt(int) - Method in record class ver14.SharedClasses.Utils.ArgsUtil.OptionalArg

getIntermediateMove() - Method in class ver14.SharedClasses.Game.Moves.Move

getJoinableGames(Player) - Method in class ver14.Server
Gets joinable games.
getJoiningPlayerColor() - Method in class ver14.SharedClasses.Game.SavedGames.GameInfo

getKing() - Method in class ver14.Model.Model
Gets king.
getKing(PlayerColor) - Method in class ver14.Model.Model
Gets king.
getLastSetLoc() - Method in class ver14.Model.Bitboard
Gets the location last set to true
getLoc() - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square
Gets loc.
getLoc(int) - Static method in enum class ver14.SharedClasses.Game.Location
Gets location corresponding to the locIndex provided (0..63)
getLoc(int, int) - Static method in enum class ver14.SharedClasses.Game.Location
Gets loc.
getLoc(int, int, boolean) - Static method in enum class ver14.SharedClasses.Game.Location
Gets loc.
getLoc(String) - Static method in enum class ver14.SharedClasses.Game.Location
gets the location corresponding to the provided location string.
getLoc(Location, int) - Static method in enum class ver14.SharedClasses.Game.Location
Gets the location that is exactly add squares from loc NOTE: add should be in bitboard format
getLoc(Location, int, Direction) - Static method in enum class ver14.SharedClasses.Game.Location
Gets the location relative to loc in the direction given and the distance is determined by the numOfMult
getLoc(Location, Direction) - Static method in enum class ver14.SharedClasses.Game.Location
Gets the location relative to loc in the direction
getLocalAddress() - Method in class ver14.SharedClasses.Networking.AppSocket
Gets local address.
getLogicBoard() - Method in class ver14.Model.Model
Gets logic board.
getLoginInfo() - Method in class ver14.Players.PlayerNet.PlayerNet

getLoginInfo() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets login info.
getLoginType() - Method in class ver14.SharedClasses.Login.LoginInfo

getMaxDepth() - Method in class ver14.Model.Hashing.Transposition

getMaxDepth() - Method in class ver14.Model.Minimax.MinimaxParameters

getMaxDistance(Location) - Method in enum class ver14.SharedClasses.Game.Location
Gets max distance.
getMessagesHandler() - Method in class ver14.SharedClasses.Networking.AppSocket
Gets messages handler.
getMessageType() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets message type.
getMinimaxPlayer() - Method in class ver14.Model.Minimax.MinimaxParameters

getMinSize() - Method in class ver14.SharedClasses.UI.Buttons.MyJButton
Gets min size.
getModel() - Method in class ver14.Game.Game

getModel() - Method in class ver14.Model.MoveGenerator.MoveGenerator

getMove() - Method in class ver14.Players.Player

getMove() - Method in class ver14.Players.PlayerAI.MyAi

getMove() - Method in class ver14.Players.PlayerAI.Stockfish.StockfishPlayer

getMove() - Method in class ver14.Players.PlayerNet.DummyPlayerNet

getMove() - Method in class ver14.Players.PlayerNet.PlayerNet

getMove() - Method in class ver14.SharedClasses.Game.Moves.MinimaxMove

getMove() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets move.
getMoveDepth() - Method in class ver14.SharedClasses.Game.Moves.MinimaxMove

getMoveEvaluation() - Method in class ver14.SharedClasses.Game.Moves.MinimaxMove

getMoveEvaluation() - Method in class ver14.SharedClasses.Game.Moves.Move

getMoveFlag() - Method in class ver14.SharedClasses.Game.Moves.Move

getMoves() - Method in class ver14.Game.Game

getMoveSearchTimeout() - Method in class ver14.SharedClasses.Game.GameSetup.AiParameters

getMoveStack() - Method in class ver14.Game.Game

getMoveStack() - Method in class ver14.Model.Model
Gets move stack.
getMoveStack() - Method in class ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

getMoveStack() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets move stack.
getMovingColor() - Method in class ver14.SharedClasses.Game.Moves.Move

getMovingFrom() - Method in class ver14.SharedClasses.Game.Moves.BasicMove

getMovingTo() - Method in class ver14.SharedClasses.Game.Moves.BasicMove

getMyAdapter() - Method in class ver14.SharedClasses.UI.MyJFrame
Gets my adapter.
getName() - Method in class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElement

getName() - Method in class ver14.SharedClasses.DBActions.RequestBuilder

getName() - Method in enum class ver14.SharedClasses.Game.PlayerColor

getNum() - Method in class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElement

getNumOfPieces(PlayerColor, PieceType) - Method in class ver14.Model.Model
Gets num of pieces.
getNumOfPieces(PlayerColor, PieceType[]) - Method in class ver14.Model.Model
Gets num of pieces.
getOnGoingGame() - Method in class ver14.Players.Player

getOpponent() - Method in enum class ver14.SharedClasses.Game.PlayerColor

getOtherPlayer() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets other player.
getOutput(int) - Method in class ver14.Players.PlayerAI.Stockfish.Stockfish
This is generally called right after 'sendCommand' for getting the raw output from Stockfish
getPartner() - Method in class ver14.Players.Player

getPassword() - Method in class ver14.SharedClasses.Login.LoginInfo

getPGN() - Method in class ver14.Model.Model
Gets pgn.
getPiece() - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square
Gets piece.
getPiece(PieceType, PlayerColor) - Static method in enum class
ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

getPiece(Location) - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Gets piece.
getPiece(Location, boolean) - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Gets piece.
getPieceAttacksFrom(PieceType, Bitboard, PlayerColor, Model) - Static method in class
ver14.Model.AttackedSquares

getPieceBitBoard(PlayerColor, PieceType) - Method in class ver14.Model.Model
Gets piece bit board.
getPieceFromFen(char) - Static method in enum class
ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

getPieceIcon() - Method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

getPieceIcon() - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square

Gets piece icon.
getPieceIcon(Piece) - Static method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

getPieceIcon(PlayerColor) - Method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

getPieceName() - Method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

getPieces() - Method in class ver14.Model.Model
Get pieces pieces b bs [ ].
getPiecesCount(PlayerColor) - Method in class ver14.Model.Model
Get pieces count int [ ].
getPiecesHash() - Method in class ver14.Model.Hashing.BoardHash

getPieceTable(PieceType) - Static method in class ver14.Model.Eval.Tables

getPieceType(int) - Static method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

getPieceType(Bitboard) - Method in class ver14.Model.PiecesBBs

getPlayer() - Method in class ver14.Model.Hashing.Transposition

getPlayerColor() - Method in class ver14.Players.Player

getPlayerColor() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets player color.
getPlayerFromFen(String) - Static method in enum class ver14.SharedClasses.Game.PlayerColor

getPlayers() - Method in class ver14.Game.Game

getPlayers() - Method in class ver14.Game.GameSession

getPlayersCastling(PlayerColor) - Method in class ver14.SharedClasses.Game.Moves.CastlingRights

getPlayersPieces(PlayerColor) - Method in class ver14.Model.Model
Gets players pieces.
getPlayerToMove() - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

getPort(Socket) - Static method in class ver14.SharedClasses.Utils.StrUtils

getPort(SocketAddress) - Static method in class ver14.SharedClasses.Utils.StrUtils

getPositionsReached() - Method in class ver14.Model.Minimax.Minimax
Gets positions reached.
getPossibleAnswers() - Method in class ver14.SharedClasses.Misc.Question

getPossibleMoves() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets possible moves.

getPostDescription() - Method in class ver14.SharedClasses.DBActions.RequestBuilder

getPreDescription() - Method in class ver14.SharedClasses.DBActions.RequestBuilder

getPreMoves() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets pre moves.
getPrevFullMoveClock() - Method in class ver14.SharedClasses.Game.Moves.Move

getPrevHalfMoveClock() - Method in class ver14.SharedClasses.Game.Moves.Move

getProfilePic() - Method in class ver14.SharedClasses.Login.LoginInfo

getProfilePic(String) - Static method in class ver14.DB.DB
Gets profile pic.
getPromotingTo() - Method in class ver14.SharedClasses.Game.Moves.Move

getQuestion() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets question.
getQuestionStr() - Method in class ver14.SharedClasses.Misc.Question

getRegex() - Method in class ver14.SharedClasses.Utils.RegEx

getRelative(Location, Location) - Static method in enum class ver14.SharedClasses.Game.Moves.Direction

getRemoteAddress() - Method in class ver14.SharedClasses.Networking.AppSocket
Gets remote address.
getRepetitionHash() - Method in class ver14.Model.Hashing.BoardHash

getRequest() - Method in class ver14.SharedClasses.DBActions.DBRequest.DBRequest

getRequest() - Method in class ver14.SharedClasses.DBActions.DBResponse.DBResponse

getRequestVariations() - Method in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest

getRespondingToMsgId() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets responding to msg id.
getResumableGames(Player) - Method in class ver14.Server
Gets resumable games.
getRights() - Method in class ver14.SharedClasses.Game.Moves.CastlingRights

getRow(int, boolean) - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Get row square [ ].
getRows() - Method in class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

getRowString() - Method in enum class ver14.SharedClasses.Game.Location
Gets row string.
getRunningTime(PlayerColor) - Method in class ver14.SharedClasses.Game.GameSetup.GameTime

getSetLocs() - Method in class ver14.Model.Bitboard
Gets all the locations set to true
getShortPrintingStr() - Method in class ver14.SharedClasses.Game.Moves.MinimaxMove

getShouldSync() - Method in class ver14.SharedClasses.DBActions.RequestBuilder

getSideRelativeToKing(Model, PlayerColor, Location) - Static method in class ver14.Model.Model
Gets side relative to king.
getSocketToClient() - Method in class ver14.Players.PlayerNet.PlayerNet

getSpecificStatus() - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

getSquare(Location) - Method in class ver14.Model.Model
Gets square.
getSquare(Location) - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Gets square.
getStartingColor() - Method in class ver14.SharedClasses.Game.SavedGames.GameInfo

getStatement() - Method in class ver14.SharedClasses.DBActions.Statements.SQLStatement

getStatus() - Method in class ver14.SharedClasses.DBActions.DBResponse.DBResponse

getStr() - Method in class ver14.SharedClasses.DBActions.Condition

getString() - Method in record class ver14.SharedClasses.Utils.ArgsUtil.OptionalArg

getSubject() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets subject.
getSubRequest() - Method in class ver14.SharedClasses.DBActions.DBRequest.DBRequest

getSum() - Method in class ver14.Model.Perft.Perft

getSum() - Method in class ver14.Model.Perft.StockfishPerft

getSyncableItem() - Method in class ver14.Game.GameSession

getSyncableItem() - Method in class ver14.Players.PlayerNet.PlayerNet

getSyncableItem() - Method in interface ver14.SharedClasses.Sync.SyncableItem

getSyncedLists() - Method in class ver14.SharedClasses.Networking.Messages.Message
Get synced lists synced items [ ].
getTestName() - Method in class ver14.Tests.Tests

getThreefoldStatus() - Method in class ver14.SharedClasses.Game.Moves.Move

getTimeFormat() - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

getTimeFormat(PlayerColor) - Method in class ver14.SharedClasses.Game.GameSetup.GameTime

getTimeInMillis() - Method in class ver14.SharedClasses.Game.GameSetup.GameTime.RunningTime

getTimeLeft(PlayerColor) - Method in class ver14.SharedClasses.Game.GameSetup.GameTime

getUnfinishedGames(String) - Static method in class ver14.DB.DB
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getUrl(Socket) - Static method in class ver14.SharedClasses.Utils.StrUtils

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getUsages() - Method in class ver14.Model.Minimax.Minimax.CpuUsages
Gets usages.
getUsername() - Method in class ver14.Players.Player

getUsername() - Method in class ver14.SharedClasses.Login.LoginInfo

getUsername() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets username.
getUsernameSuggestions() - Method in class ver14.SharedClasses.Networking.Messages.Message
Gets username suggestions.
getValue(double, PlayerColor, Location) - Method in class ver14.Model.Eval.Tables.PieceTable

getValuesSuggestion() - Method in class ver14.SharedClasses.DBActions.Arg.Config
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getWinner() - Method in class ver14.SharedClasses.Game.SavedGames.ArchivedGameInfo

getWinningColor() - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

Graphable - Interface in ver14.SharedClasses.DBActions.DBResponse.Graphable

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GraphableSelection(Selection, String, String, String, Arg...) - Constructor for class ver14.SharedClasses.DBActions.RequestBuilder.GraphableSelection

GraphElement - Class in ver14.SharedClasses.DBActions.DBResponse.Graphable

GraphElement(double, String, GraphElementType) - Constructor for class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElement

GraphElementType - Enum Class in ver14.SharedClasses.DBActions.DBResponse.Graphable

GREEN - Enum constant in enum class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElementType

GUEST - Enum constant in enum class ver14.SharedClasses.Login.LoginType

GUEST - Static variable in annotation interface ver14.SharedClasses.Login.AuthSettings

GUEST_PREFIX - Static variable in class ver14.SharedClasses.Utils.RegEx.Prefixes

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F2 - Enum constant in enum class ver14.SharedClasses.Game.Location

F3 - Enum constant in enum class ver14.SharedClasses.Game.Location

F4 - Enum constant in enum class ver14.SharedClasses.Game.Location

F5 - Enum constant in enum class ver14.SharedClasses.Game.Location

F6 - Enum constant in enum class ver14.SharedClasses.Game.Location

F7 - Enum constant in enum class ver14.SharedClasses.Game.Location

F8 - Enum constant in enum class ver14.SharedClasses.Game.Location

Fen - Static variable in class ver14.SharedClasses.Utils.RegEx

FEN - Class in ver14.Model
Fen - utility class used for loading a position from a FEN string, and creating a FEN string from a given position.

FEN() - Constructor for class ver14.Model.FEN

fenSetup(String) - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
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FenTests - Class in ver14.Tests

FenTests() - Constructor for class ver14.Tests.FenTests

fetchVerifyLbl - Static variable in class ver14.SharedClasses.UI.FontManager.Dialogs

fiftyMoveRule() - Static method in class ver14.SharedClasses.Game.Evaluation.GameStatus

FiftyMoveRule - Enum constant in enum class
ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

findMove(BasicMove) - Method in class ver14.Model.Model
Find move move.
findMove(BasicMove) - Method in class ver14.SharedClasses.Game.Moves.MovesList

findMove(BasicMove, MovesList.CompareMoves) - Method in class
ver14.SharedClasses.Game.Moves.MovesList

fitInside(String, JComponent) - Static method in class ver14.SharedClasses.Utils.StrUtils

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ver14.SharedClasses.Game.Evaluation.EvaluationParameters
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forEachItem(Callback<E>) - Method in class ver14.SharedClasses.Sync.SyncedItems

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formatNum(Object) - Static method in enum class ver14.SharedClasses.DBActions.Table.Math

formatNum(Object, String) - Static method in enum class ver14.SharedClasses.DBActions.Table.Math

FoundLegalMove() - Constructor for class ver14.Model.ModelMovesList.FoundLegalMove

fromMove(BasicMove) - Method in class ver14.Model.Perft.Perft

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E

E - Static variable in enum class ver14.SharedClasses.Game.Location

E1 - Enum constant in enum class ver14.SharedClasses.Game.Location

E2 - Enum constant in enum class ver14.SharedClasses.Game.Location

E3 - Enum constant in enum class ver14.SharedClasses.Game.Location

E4 - Enum constant in enum class ver14.SharedClasses.Game.Location

E5 - Enum constant in enum class ver14.SharedClasses.Game.Location

E6 - Enum constant in enum class ver14.SharedClasses.Game.Location

E7 - Enum constant in enum class ver14.SharedClasses.Game.Location

E8 - Enum constant in enum class ver14.SharedClasses.Game.Location

EG_WEIGHT - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
Eg weight evaluation parameters.
elements() - Method in interface ver14.SharedClasses.DBActions.DBResponse.Graphable.Graphable

EMPTY_PIECE - Static variable in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square
The constant EMPTY_PIECE.
enable(byte) - Method in class ver14.SharedClasses.Game.Moves.CastlingRights

enableCastling(PlayerColor, CastlingRights.Side) - Method in class ver14.SharedClasses.Game.Moves.CastlingRights

end() - Method in class ver14.Model.Minimax.Minimax
End.

endOfGameSession(GameSession) - Method in class ver14.Server
End of game session.
endPress() - Method in interface ver14.SharedClasses.UI.MyJFrame.MyAdapter.HeldDown
End press.
EnPassant - Enum constant in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag

enPassantHash(Model) - Static method in class ver14.Model.Hashing.Zobrist

EnvManager - Interface in ver14.SharedClasses.Threads.ErrorHandling
Env manager - an object that can handle errors as they occur.
equals(Object) - Method in record class ver14.DB.DB.UserDetails
Indicates whether some other object is "equal to" this one.
equals(Object) - Method in class ver14.Model.Bitboard
Equals boolean.
equals(Object) - Method in class ver14.Model.Perft.Perft

equals(Object) - Method in class ver14.SharedClasses.DBActions.Arg.Arg
Equals boolean.
equals(Object) - Method in record class ver14.SharedClasses.DBActions.Arg.Described
Indicates whether some other object is "equal to" this one.
equals(Object) - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

equals(Object) - Method in record class ver14.SharedClasses.Game.Evaluation.Evaluation.EvaluationDetail
Indicates whether some other object is "equal to" this one.
equals(Object) - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

equals(Object) - Method in class ver14.SharedClasses.Game.Moves.BasicMove

equals(Object) - Method in class ver14.SharedClasses.Game.Moves.MinimaxMove

equals(Object) - Method in class ver14.SharedClasses.Game.Moves.Move

equals(Object) - Method in class ver14.SharedClasses.Game.SavedGames.GameInfo

equals(Object) - Method in record class ver14.SharedClasses.Misc.Question.Answer
Indicates whether some other object is "equal to" this one.
equals(Object) - Method in class ver14.SharedClasses.Misc.Question

equals(Object) - Method in record class ver14.SharedClasses.Utils.ArgsUtil.OptionalArg
Indicates whether some other object is "equal to" this one.
equals(Object, Object) - Static method in class ver14.SharedClasses.DBActions.Condition

equals(Col, String, Col) - Static method in class ver14.SharedClasses.DBActions.Table.SwitchCase

equals(Move) - Method in interface ver14.SharedClasses.Game.Moves.MovesList.CompareMoves

equals(Move, Move) - Method in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag

equalsSign(String) - Method in class ver14.SharedClasses.Utils.ArgsUtil
Equals sign optional arg.
error - Static variable in class ver14.SharedClasses.UI.FontManager.Dialogs.MessageDialogs

error - Static variable in class ver14.SharedClasses.UI.FontManager

error(String) - Method in class ver14.Players.Player

error(String) - Method in class ver14.Players.PlayerAI.PlayerAI

error(String) - Method in class ver14.Players.PlayerNet.DummyPlayerNet

error(String) - Method in class ver14.Players.PlayerNet.PlayerNet

error(String) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Error message.
ERROR - Enum constant in enum class ver14.SharedClasses.DBActions.DBResponse.DBResponse.Status

ERROR - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

ErrorHandler<E extends MyError> - Interface in ver14.SharedClasses.Threads.ErrorHandling
The interface Error handler.
errorLbl - Static variable in class ver14.SharedClasses.UI.FontManager.Dialogs

errToString(Throwable) - Static method in error ver14.SharedClasses.Threads.ErrorHandling.MyError

escape - Variable in class ver14.SharedClasses.DBActions.Arg.Arg
The Escape.
escapeValues(Object[], boolean, boolean) - Static method in enum class
ver14.SharedClasses.DBActions.Table.Table

EstablishedGameInfo - Class in ver14.SharedClasses.Game.SavedGames

eval() - Method in record class ver14.SharedClasses.Game.Evaluation.Evaluation.EvaluationDetail
Returns the value of the `eval` record component.
Eval - Class in ver14.Model.Eval

EVAL - Static variable in annotation interface ver14.Model.MoveGenerator.GenerationSettings

EvalTests - Class in ver14.Tests

EvalTests() - Constructor for class ver14.Tests.EvalTests

Evaluation - Class in ver14.SharedClasses.Game.Evaluation

Evaluation(int, GameStatus, PlayerColor) - Constructor for class
ver14.SharedClasses.Game.Evaluation.Evaluation

Evaluation(Evaluation) - Constructor for class ver14.SharedClasses.Game.Evaluation.Evaluation

Evaluation(GameStatus, PlayerColor) - Constructor for class
ver14.SharedClasses.Game.Evaluation.Evaluation

Evaluation(PlayerColor) - Constructor for class ver14.SharedClasses.Game.Evaluation.Evaluation

Evaluation.EvaluationDetail - Record Class in ver14.SharedClasses.Game.Evaluation

EvaluationDetail(EvaluationParameters, double) - Constructor for record class ver14.SharedClasses.Game.Evaluation.Evaluation.EvaluationDetail
Creates an instance of a `EvaluationDetail` record class.
EvaluationParameters - Enum Class in ver14.SharedClasses.Game.Evaluation
Evaluation parameters - .
example - Static variable in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
The constant example.
example() - Static method in class ver14.SharedClasses.Game.SavedGames.GameInfo

EXAMPLE - Static variable in class ver14.SharedClasses.Game.GameSetup.GameSettings

exampleGames1 - Static variable in class ver14.SharedClasses.Sync.SyncedItems

exampleGames2 - Static variable in class ver14.SharedClasses.Sync.SyncedItems

exampleUsers1 - Static variable in class ver14.SharedClasses.Sync.SyncedItems

exampleUsers2 - Static variable in class ver14.SharedClasses.Sync.SyncedItems

exclude(Bitboard) - Method in class ver14.Model.Bitboard
performs a bitwise and with 2's compliment of other. practically setting all other bits to zero
execute(Col, Object) - Method in enum class ver14.SharedClasses.DBActions.Table.Math

execute(Col, Object, boolean) - Method in enum class ver14.SharedClasses.DBActions.Table.Math

exists() - Method in record class ver14.SharedClasses.Utils.ArgsUtil.OptionalArg

exists(T[], int...) - Static method in class ver14.SharedClasses.Utils.ArrUtils
Exists t.
extractEnPassantTargetLoc(String) - Static method in class ver14.Model.FEN
Extract en passant target loc string.
EZ_MY_AI - Static variable in class ver14.SharedClasses.Game.GameSetup.AiParameters

EZ_STOCKFISH - Static variable in class ver14.SharedClasses.Game.GameSetup.AiParameters

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D

d(T, String) - Static method in record class ver14.SharedClasses.DBActions.Arg.Described
D described.
D - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

D - Static variable in enum class ver14.SharedClasses.Game.Location

D_D - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

D_D_L - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

D_D_R - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

D_L - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

D_L_L - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

D_R - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

D_R_R - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

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D7 - Enum constant in enum class ver14.SharedClasses.Game.Location

D8 - Enum constant in enum class ver14.SharedClasses.Game.Location

date() - Method in class ver14.SharedClasses.DBActions.Table.Col

Date - Enum constant in enum class ver14.SharedClasses.DBActions.Arg.ArgType
Date arg type.
DATE_TIME - Static variable in class ver14.SharedClasses.Utils.RegEx.Prefixes

DateRange - Enum constant in enum class ver14.SharedClasses.DBActions.Arg.ArgType
Date range arg type.
dateTimePrefix(String) - Static method in class ver14.SharedClasses.Utils.StrUtils

DB - Class in ver14.DB
DB - SQL× × × ×§×ª ×©× ×¨× ×ª× × × ×¦× × × × × ×¨× × ×¡× ××ª× ×× ×
× ×¡× × × ×§×¡×¡ × × × ×¦× ×¤× × .
---------- by Ilan Peretz(ilanperets@gmail.com)
5/11/2021
DB() - Constructor for class ver14.DB.DB

DB_REQUEST - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

DB_RESPONSE - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

DB.UserDetails - Record Class in ver14.DB
User details - .
DBErr(String, Throwable) - Constructor for error
ver14.SharedClasses.Threads.ErrorHandling.MyError.DBErr

DBErr(Throwable) - Constructor for error ver14.SharedClasses.Threads.ErrorHandling.MyError.DBErr

dbRequest(DBRequest) - Method in class ver14.Server
Db request db response.
dbRequest(DBRequest) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Db request message.
DBRequest - Class in ver14.SharedClasses.DBActions.DBRequest

DBRequest(DBRequest.Type, String, RequestBuilder) - Constructor for class
ver14.SharedClasses.DBActions.DBRequest.DBRequest

DBRequest(SQLStatement) - Constructor for class ver14.SharedClasses.DBActions.DBRequest.DBRequest

DBRequest(SQLStatement, RequestBuilder) - Constructor for class
ver14.SharedClasses.DBActions.DBRequest.DBRequest

DBRequest.Type - Enum Class in ver14.SharedClasses.DBActions.DBRequest

DBResponse - Class in ver14.SharedClasses.DBActions.DBResponse

DBResponse.Status - Enum Class in ver14.SharedClasses.DBActions.DBResponse

dbResponseTable - Static variable in class ver14.SharedClasses.UI.FontManager

dbResponseTableHeader - Static variable in class ver14.SharedClasses.UI.FontManager

DEBUG_MINIMAX - Static variable in class ver14.Model.Minimax.Minimax

debugAdapter(Window) - Static method in class ver14.SharedClasses.UI.MyJFrame
Debug adapter my adapter.
defaultCase(Col) - Static method in class ver14.SharedClasses.DBActions.Table.SwitchCase

defaultLinkLbl - Static variable in class ver14.SharedClasses.UI.FontManager

Delete(Table, Condition) - Constructor for class ver14.SharedClasses.DBActions.Statements.Update.Delete

deleteAllUnFinishedGames() - Static method in class ver14.SharedClasses.DBActions.RequestBuilder

deleteGame(Table, String) - Static method in class ver14.DB.DB
Delete game.
DeleteUnfGames - Static variable in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest

deleteUnfinishedGame(UnfinishedGame) - Static method in class ver14.DB.DB
Delete unfinished game.
delUser(String, String) - Static method in class ver14.DB.DB
Del user.
DESC - Static variable in annotation interface ver14.SharedClasses.DBActions.Statements.Selection.Order

Described<T> - Record Class in ver14.SharedClasses.DBActions.Arg
Described represents a described object.
Described(T) - Constructor for record class ver14.SharedClasses.DBActions.Arg.Described
Instantiates a new Described.
Described(T, String) - Constructor for record class ver14.SharedClasses.DBActions.Arg.Described
Creates an instance of a `Described` record class.
description - Variable in class ver14.SharedClasses.DBActions.Arg.Config
The Description.
description() - Method in record class ver14.SharedClasses.DBActions.Arg.Described
Returns the value of the `description` record component.
DESTINATION - Static variable in class ver14.SharedClasses.Game.Moves.MoveAnnotation

details() - Method in class ver14.Model.Perft.Perft

details() - Method in class ver14.Model.Perft.StockfishPerft

dialog - Static variable in class ver14.SharedClasses.UI.FontManager.Dialogs

dialogHeader - Static variable in class ver14.SharedClasses.UI.FontManager.Dialogs

dialogInput - Static variable in class ver14.SharedClasses.UI.FontManager.Dialogs

Dialogs() - Constructor for class ver14.SharedClasses.UI.FontManager.Dialogs

didRunOut() - Method in class ver14.SharedClasses.Game.GameSetup.GameTime.RunningTime

diff - Variable in enum class ver14.SharedClasses.Game.PlayerColor

Direction - Enum Class in ver14.SharedClasses.Game.Moves

disableCastling(PlayerColor) - Method in class ver14.SharedClasses.Game.Moves.CastlingRights

disableCastling(PlayerColor, CastlingRights.Side) - Method in class ver14.SharedClasses.Game.Moves.CastlingRights

disconnect(String, boolean) - Method in class ver14.Players.Player

disconnect(String, boolean) - Method in class ver14.Players.PlayerAI.MyAi

disconnect(String, boolean) - Method in class ver14.Players.PlayerAI.Stockfish.StockfishPlayer

disconnect(String, boolean) - Method in class ver14.Players.PlayerNet.DummyPlayerNet

disconnect(String, boolean) - Method in class ver14.Players.PlayerNet.PlayerNet

DisconnectedError() - Constructor for error ver14.SharedClasses.Threads.ErrorHandling.MyError.DisconnectedError

DisconnectedError(String) - Constructor for error ver14.SharedClasses.Threads.ErrorHandling.MyError.DisconnectedError

DisconnectedError(Throwable) - Constructor for error ver14.SharedClasses.Threads.ErrorHandling.MyError.DisconnectedError

Div - Enum constant in enum class ver14.SharedClasses.DBActions.Table.Math

DO_NOT_ACCEPT - Static variable in record class ver14.SharedClasses.Misc.Question.Answer

DONE - Enum constant in enum class ver14.SharedClasses.Threads.MyThread.ThreadStatus

DONT_CAP_FULL - Static variable in class ver14.SharedClasses.Utils.RegEx.Prefixes

DONT_CAP_WORD - Static variable in class ver14.SharedClasses.Utils.RegEx.Prefixes

dontCapFull(String) - Static method in class ver14.SharedClasses.Utils.StrUtils

dontCapWord(String) - Static method in class ver14.SharedClasses.Utils.StrUtils

dontMatch - Variable in class ver14.SharedClasses.Utils.RegEx

DontSaveGame - Static variable in class ver14.SharedClasses.Utils.RegEx

DoublePawnPush - Enum constant in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag

doXClick() - Method in class ver14.SharedClasses.UI.MyJFrame
Do x click.
DRAW_OFFER - Enum constant in enum class ver14.SharedClasses.Misc.Question.QuestionType

drawBoard(String) - Method in class ver14.Players.PlayerAI.Stockfish.Stockfish
Draws the current state of the chess board
drawOffer(String) - Static method in class ver14.SharedClasses.Misc.Question

DummyPlayerNet - Class in ver14.Players.PlayerNet

DummyPlayerNet() - Constructor for class ver14.Players.PlayerNet.DummyPlayerNet

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C6 - Enum constant in enum class ver14.SharedClasses.Game.Location

C7 - Enum constant in enum class ver14.SharedClasses.Game.Location

C8 - Enum constant in enum class ver14.SharedClasses.Game.Location

callback() - Method in interface ver14.SharedClasses.Callbacks.VoidCallback
Callback.
callback(T) - Method in interface ver14.SharedClasses.Callbacks.Callback

callback(T) - Method in interface ver14.SharedClasses.Callbacks.ThrowingCallback

Callback<T> - Interface in ver14.SharedClasses.Callbacks

CAN_CLAIM - Enum constant in enum class ver14.SharedClasses.Game.Moves.Move.ThreefoldStatus

CAN_PROMOTE_TO - Static variable in enum class
ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

canBeEmpty(boolean, String) - Method in class ver14.SharedClasses.Utils.RegEx

CANCEL - Enum constant in enum class ver14.SharedClasses.Login.LoginType

CANCEL_QUESTION - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

cancelQuestion(Question, String) - Method in class ver14.Players.Player

cancelQuestion(Question, String) - Method in class ver14.Players.PlayerAI.MyAi

cancelQuestion(Question, String) - Method in class ver14.Players.PlayerAI.PlayerAI

cancelQuestion(Question, String) - Method in class ver14.Players.PlayerAI.Stockfish.StockfishPlayer

cancelQuestion(Question, String) - Method in class ver14.Players.PlayerNet.DummyPlayerNet

cancelQuestion(Question, String) - Method in class ver14.Players.PlayerNet.PlayerNet

cancelQuestion(Question, String) - Static method in class ver14.SharedClasses.Networking.Messages.Message

canUseDefault - Variable in class ver14.SharedClasses.DBActions.Arg.Config
The Can use default.

canUseId(String) - Method in class ver14.SharedClasses.Misc.IDsGenerator

CAPTURE - Static variable in class ver14.SharedClasses.Game.Moves.MoveAnnotation

castledKingCol - Variable in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

castledRookCol - Variable in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

castling - Static variable in class ver14.Model.FEN
The constant castling.

castling(Location, Location, CastlingRights.Side) - Static method in class ver14.SharedClasses.Game.Moves.Move

CASTLING_FLAGS - Static variable in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag

castlingAbilityHash(Model) - Static method in class ver14.Model.Hashing.Zobrist

castlingNotation - Variable in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

CastlingRights - Class in ver14.SharedClasses.Game.Moves

CastlingRights() - Constructor for class ver14.SharedClasses.Game.Moves.CastlingRights

CastlingRights(byte) - Constructor for class ver14.SharedClasses.Game.Moves.CastlingRights

CastlingRights(CastlingRights) - Constructor for class ver14.SharedClasses.Game.Moves.CastlingRights

CastlingRights.Side - Enum Class in ver14.SharedClasses.Game.Moves

castlingSide - Variable in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag

changePassword() - Static method in class ver14.SharedClasses.DBActions.RequestBuilder

changeProfilePic() - Static method in class ver14.SharedClasses.DBActions.RequestBuilder

ChangeProfilePic - Static variable in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest

check(String) - Method in class ver14.SharedClasses.Utils.RegEx

CHECK - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.GameStatusType

checkClosingVal(Boolean) - Method in interface ver14.SharedClasses.UI.MyJFrame.BooleanClosing
Check closing val boolean.
checkClosingVal(String) - Method in interface ver14.SharedClasses.UI.MyJFrame.StringClosing
Check closing val boolean.
checkClosingVal(T) - Method in interface ver14.SharedClasses.UI.MyJFrame.Closing
Check closing val boolean.
checkColors() - Method in class ver14.Tests.EvalTests

checkmate(PlayerColor, Location) - Static method in class ver14.SharedClasses.Game.Evaluation.GameStatus

Checkmate - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

checkStrGen() - Static method in class ver14.Tests.LocationTests

checkUsernameAvailability(String) - Static method in class
ver14.SharedClasses.Networking.Messages.Message
Check username availability message.
chronologicalImportance - Variable in enum class ver14.SharedClasses.Networking.Messages.MessageType

CLAIMED - Enum constant in enum class ver14.SharedClasses.Game.Moves.Move.ThreefoldStatus

clean() - Method in class ver14.SharedClasses.DBActions.DBResponse.DBResponse

clean() - Method in class ver14.SharedClasses.DBActions.DBResponse.StatusResponse

clean() - Method in class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

clean() - Method in class ver14.SharedClasses.Game.GameSetup.GameTime

clean() - Method in class ver14.SharedClasses.Sync.SyncedItems

clean(String) - Static method in class ver14.SharedClasses.Utils.StrUtils

clear() - Method in class ver14.Model.Minimax.Minimax.CpuUsages
Clear.
clearGames() - Static method in class ver14.DB.DB
Clear games.

close() - Method in class ver14.MyServerSocket

close() - Method in class ver14.SharedClasses.Networking.AppSocket

close(MyError) - Method in class ver14.SharedClasses.Networking.AppSocket

closing() - Method in interface ver14.SharedClasses.UI.MyJFrame.BooleanClosing
Closing.
closing(Boolean) - Method in interface ver14.SharedClasses.UI.MyJFrame.BooleanClosing

closing(T) - Method in interface ver14.SharedClasses.UI.MyJFrame.Closing
Closing.
col - Variable in class ver14.SharedClasses.DBActions.Statements.Update.NewValue

col - Variable in enum class ver14.SharedClasses.Game.Location
this location's column
Col - Class in ver14.SharedClasses.DBActions.Table

Col(String) - Constructor for class ver14.SharedClasses.DBActions.Table.Col

Col(String, String) - Constructor for class ver14.SharedClasses.DBActions.Table.Col

Col(Col) - Constructor for class ver14.SharedClasses.DBActions.Table.Col

Col.CustomCol - Class in ver14.SharedClasses.DBActions.Table

colName() - Method in class ver14.SharedClasses.DBActions.Table.Col

cols - Variable in enum class ver14.SharedClasses.DBActions.Table.Table

COLS - Static variable in class ver14.Game.Game

combineHashes(long...) - Static method in class ver14.Model.Hashing.Zobrist

combineHashes(long, long) - Static method in class ver14.Model.Hashing.Zobrist

compareMovementType(PieceType) - Method in enum class
ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

compareMovementType(PieceType, PieceType) - Static method in enum class
ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

compareTo(MinimaxMove) - Method in class ver14.SharedClasses.Game.Moves.MinimaxMove

compareTo(Move) - Method in class ver14.SharedClasses.Game.Moves.Move

concat(T[], T...) - Static method in class ver14.SharedClasses.Utils.ArrUtils
credit
condition() - Method in class ver14.SharedClasses.DBActions.Table.SwitchCase

Condition - Class in ver14.SharedClasses.DBActions

Condition(String, Object...) - Constructor for class ver14.SharedClasses.DBActions.Condition

Condition.Relation - Enum Class in ver14.SharedClasses.DBActions

config - Variable in class ver14.SharedClasses.DBActions.Arg.Arg
The Config.
Config<V> - Class in ver14.SharedClasses.DBActions.Arg
Config - .
Config() - Constructor for class ver14.SharedClasses.DBActions.Arg.Config
Instantiates a new Config.
Config(String) - Constructor for class ver14.SharedClasses.DBActions.Arg.Config
Instantiates a new Config.
Config(String, boolean, Described<V>) - Constructor for class ver14.SharedClasses.DBActions.Arg.Config
Instantiates a new Config.
Config(String, V) - Constructor for class ver14.SharedClasses.DBActions.Arg.Config
Instantiates a new Config.
Config(String, Described<V>) - Constructor for class ver14.SharedClasses.DBActions.Arg.Config
Instantiates a new Config.
Config(String, V, String) - Constructor for class ver14.SharedClasses.DBActions.Arg.Config
Instantiates a new Config.
confirm(Component, String, String, String, ImageIcon, String) - Static method in class ver14.SharedClasses.UI.dialogs.ConfirmDialogs
Confirm string.
confirm(Component, String, String, ImageIcon) - Static method in class ver14.SharedClasses.UI.dialogs.ConfirmDialogs
Confirm boolean.
ConfirmDialogs - Class in ver14.SharedClasses.UI.dialogs
The utility class Confirm dialogs.
ConfirmDialogs() - Constructor for class ver14.SharedClasses.UI.dialogs.ConfirmDialogs

CONNECTED_USERS - Enum constant in enum class ver14.SharedClasses.Sync.SyncedListType

contains(BasicMove) - Method in class ver14.Model.Perft.Perft

convertFromCentipawns() - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

coordinates - Static variable in class ver14.SharedClasses.UI.FontManager

copyMove(Move) - Static method in class ver14.SharedClasses.Game.Moves.Move

count(String) - Static method in class ver14.SharedClasses.DBActions.Table.Col

count(String, Object) - Static method in class ver14.SharedClasses.DBActions.Table.Col

countIf(String, Condition) - Static method in class ver14.SharedClasses.DBActions.Table.Col

countMatches(String, String) - Static method in class ver14.SharedClasses.Utils.StrUtils

cp() - Method in class ver14.Model.Bitboard
creates a copy of this bitboard.

cp() - Method in class ver14.SharedClasses.Game.Moves.BasicMove

CpuUsages() - Constructor for class ver14.Model.Minimax.Minimax.CpuUsages
Instantiates a new Cpu usages.
create(String[]) - Static method in class ver14.SharedClasses.Utils.ArgsUtil

create(RequestBuilder) - Method in interface
ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest.VariationCreator

CREATE_NEW - Enum constant in enum class
ver14.SharedClasses.Game.GameSetup.GameSettings.GameType

createBatch(Location...) - Static method in class ver14.SharedClasses.Game.Moves.BasicMove

createBuilder() - Method in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest

CreatedDateTime - Static variable in class ver14.SharedClasses.DBActions.Table.Col

CreatedGame - Class in ver14.SharedClasses.Game.SavedGames

CreatedGame(String, String, GameSettings) - Constructor for class
ver14.SharedClasses.Game.SavedGames.CreatedGame

createFromStr(String) - Static method in class ver14.SharedClasses.Game.Moves.CastlingRights

createGameStatus() - Method in error ver14.Game.Game.PlayerDisconnectedError

createList(ObjCallback<T>, int) - Static method in class ver14.SharedClasses.Utils.ArrUtils
Create list array list.
createMatIndicesStr() - Static method in enum class ver14.SharedClasses.Game.Location
Create mat indices str string.
createPlayerAi(AiParameters) - Static method in class ver14.Players.PlayerAI.PlayerAI

createRandomArr(int) - Static method in class ver14.Model.Hashing.Zobrist

createResponse(ResultSet, DBRequest) - Method in class ver14.SharedClasses.DBActions.RequestBuilder

createResponse(ResultSet, DBRequest) - Method in class
ver14.SharedClasses.DBActions.RequestBuilder.GraphableSelection

createRndGames(int) - Static method in class ver14.DB.DB
Create rnd games.
createSimpleStr() - Method in class ver14.SharedClasses.Game.Moves.MovesList

createSuggestions(String) - Static method in class ver14.UsernameSuggestions

createThread(ThrowingRunnable, boolean) - Static method in class
ver14.SharedClasses.Threads.ThreadsManager
Create thread my thread.
createTimeGreeting() - Static method in class ver14.SharedClasses.Utils.StrUtils

createTimeStr(long) - Static method in class ver14.SharedClasses.Utils.StrUtils

createUsernameSuggestions(String) - Method in class ver14.Server
Create username suggestions array list.
createVal(Object) - Method in class ver14.SharedClasses.DBActions.Arg.Arg
Create val string.
createVariation(ObjCallback<RequestBuilder>, PreMadeRequest.VariationCreator) - Static method in class ver14.SharedClasses.DBActions.RequestBuilder

creatorUsername - Variable in class ver14.SharedClasses.Game.SavedGames.GameInfo

criticalErr(MyError) - Method in class ver14.Server
Critical err.
criticalErr(MyError) - Method in interface ver14.SharedClasses.Threads.ErrorHandling.EnvManager
notifies manager of an un-handleable error. the manager must shut down everything
currentDepth - Variable in class ver14.Model.Minimax.MinimaxParameters

currentThread(Callback<MyThread>) - Static method in class ver14.SharedClasses.Threads.MyThread
Current thread.
CustomCol(String) - Constructor for class ver14.SharedClasses.DBActions.Table.Col.CustomCol

CustomCol(String, String) - Constructor for class ver14.SharedClasses.DBActions.Table.Col.CustomCol

CustomStatement - Class in ver14.SharedClasses.DBActions.Statements

CustomStatement(DBRequest.Type, String) - Constructor for class ver14.SharedClasses.DBActions.Statements.CustomStatement

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Z

Zobrist - Class in ver14.Model.Hashing

Zobrist() - Constructor for class ver14.Model.Hashing.Zobrist

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Y

YELLOW - Enum constant in enum class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElementType

YES - Static variable in record class ver14.SharedClasses.Misc.Question.Answer

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X

xLarge - Static variable in class ver14.SharedClasses.UI.FontManager

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W

W_B - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

W_K - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

W_N - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

W_P - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

W_Q - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

W_R - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

WAIT_FOR_MATCH - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

WAIT_TURN - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

waitForMatch() - Method in class ver14.Players.Player

waitForMatch() - Method in class ver14.Players.PlayerAI.PlayerAI

waitForMatch() - Method in class ver14.Players.PlayerAI.Stockfish.StockfishPlayer

waitForMatch() - Method in class ver14.Players.PlayerNet.DummyPlayerNet

waitForMatch() - Method in class ver14.Players.PlayerNet.PlayerNet

waitForMatch() - Static method in class ver14.SharedClasses.Networking.Messages.Message
Wait for match message.

waitForYourTurn(String, GameTime) - Static method in class ver14.SharedClasses.Networking.Messages.Message

Wait for your turn message.
waitTurn() - Method in class ver14.Players.Player

waitTurn() - Method in class ver14.Players.PlayerAI.PlayerAI

waitTurn() - Method in class ver14.Players.PlayerAI.Stockfish.StockfishPlayer

waitTurn() - Method in class ver14.Players.PlayerNet.DummyPlayerNet

waitTurn() - Method in class ver14.Players.PlayerNet.PlayerNet

weight - Variable in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
The Weight.
WELCOME_MESSAGE - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

welcomeMessage(String, LoginInfo) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Welcome message message.
WHITE - Enum constant in enum class ver14.SharedClasses.Game.PlayerColor

WHITE_DIFF - Static variable in enum class ver14.SharedClasses.Game.Location

WHITE_STARTING_ROW - Static variable in enum class ver14.SharedClasses.Game.Location

whiteIcon - Variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

whosCastling(byte) - Static method in class ver14.SharedClasses.Game.Moves.CastlingRights

WIN_EVAL - Static variable in class ver14.SharedClasses.Game.Evaluation.Evaluation

WIN_OR_LOSS - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.GameStatusType

Winner - Static variable in class ver14.SharedClasses.DBActions.Table.Col

wrap() - Method in class ver14.SharedClasses.DBActions.Condition

wrap() - Method in class ver14.SharedClasses.DBActions.Table.Col

writeMessage(Message) - Method in class ver14.SharedClasses.Networking.AppSocket
Write message.

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V

value - Variable in class ver14.SharedClasses.DBActions.Statements.Update.NewValue

value - Variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

ValueBtn<T> - Class in ver14.SharedClasses.UI.Buttons

ValueBtn(String, Font, T, Callback<T>) - Constructor for class ver14.SharedClasses.UI.Buttons.ValueBtn

valueOf(int) - Static method in enum class ver14.SharedClasses.Game.Location
Value of location.
valueOf(String) - Static method in enum class ver14.SharedClasses.DBActions.Arg.ArgType
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.DBActions.Condition.Relation
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.DBActions.DBRequest.DBRequest.Type
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.DBActions.DBResponse.DBResponse.Status
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElementType
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.DBActions.Table.Math
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.DBActions.Table.Table
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.GameStatusType
Returns the enum constant of this class with the specified name.

valueOf(String) - Static method in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Game.GameSetup.AiParameters.AiType
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType
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valueOf(String) - Static method in enum class ver14.SharedClasses.Game.GameSetup.GameSettings.GameType
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valueOf(String) - Static method in enum class ver14.SharedClasses.Game.Location
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Game.Moves.Direction
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Game.Moves.Move.ThreefoldStatus
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Game.Moves.MoveFlags
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Game.PlayerColor
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valueOf(String) - Static method in enum class ver14.SharedClasses.Login.LoginType
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valueOf(String) - Static method in enum class ver14.SharedClasses.Misc.Question.QuestionType
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valueOf(String) - Static method in enum class ver14.SharedClasses.Networking.Messages.MessageType
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Sync.SyncedListType
Returns the enum constant of this class with the specified name.
valueOf(String) - Static method in enum class ver14.SharedClasses.Threads.MyThread.ThreadStatus
Returns the enum constant of this class with the specified name.
values() - Static method in enum class ver14.SharedClasses.DBActions.Arg.ArgType
Returns an array containing the constants of this enum class, in the order they are declared.
values() - Static method in enum class ver14.SharedClasses.DBActions.Condition.Relation
Returns an array containing the constants of this enum class, in the order they are declared.
values() - Static method in enum class ver14.SharedClasses.DBActions.DBRequest.DBRequest.Type
Returns an array containing the constants of this enum class, in the order they are declared.
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values() - Static method in enum class ver14.SharedClasses.DBActions.Table.Math
Returns an array containing the constants of this enum class, in the order they are declared.

values() - Static method in enum class ver14.SharedClasses.DBActions.Table.Table
Returns an array containing the constants of this enum class, in the order they are declared.
values() - Static method in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
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Returns an array containing the constants of this enum class, in the order they are declared.
values() - Static method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece
Returns an array containing the constants of this enum class, in the order they are declared.
values() - Static method in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType
Returns an array containing the constants of this enum class, in the order they are declared.
values() - Static method in enum class ver14.SharedClasses.Game.GameSetup.GameSettings.GameType
Returns an array containing the constants of this enum class, in the order they are declared.
values() - Static method in enum class ver14.SharedClasses.Game.Location
Returns an array containing the constants of this enum class, in the order they are declared.
values() - Static method in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side
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values() - Static method in enum class ver14.SharedClasses.Game.Moves.Direction
Returns an array containing the constants of this enum class, in the order they are declared.
values() - Static method in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag
Returns an array containing the constants of this enum class, in the order they are declared.
values() - Static method in enum class ver14.SharedClasses.Game.Moves.Move.ThreefoldStatus
Returns an array containing the constants of this enum class, in the order they are declared.
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values() - Static method in enum class ver14.SharedClasses.Game.PlayerColor
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Returns an array containing the constants of this enum class, in the order they are declared.
variationArgs - Variable in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest.Variation

variationName - Variable in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest.Variation

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ver14.Players.PlayerAI.Stockfish - package ver14.Players.PlayerAI.Stockfish

ver14.Players.PlayerNet - package ver14.Players.PlayerNet

ver14.SharedClasses.Callbacks - package ver14.SharedClasses.Callbacks

ver14.SharedClasses.DBActions - package ver14.SharedClasses.DBActions

ver14.SharedClasses.DBActions.Arg - package ver14.SharedClasses.DBActions.Arg

ver14.SharedClasses.DBActions.DBRequest - package ver14.SharedClasses.DBActions.DBRequest

ver14.SharedClasses.DBActions.DBResponse - package ver14.SharedClasses.DBActions.DBResponse

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ver14.SharedClasses.DBActions.Statements - package ver14.SharedClasses.DBActions.Statements

ver14.SharedClasses.DBActions.Table - package ver14.SharedClasses.DBActions.Table

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ver14.SharedClasses.Game.Evaluation - package ver14.SharedClasses.Game.Evaluation

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ver14.SharedClasses.Game.GameSetup.BoardSetup - package ver14.SharedClasses.Game.GameSetup.BoardSetup

ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces - package ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces

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ver14.SharedClasses.UI.dialogs - package ver14.SharedClasses.UI.dialogs

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VoidCallback - Interface in ver14.SharedClasses.Callbacks
Void callback - .

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U

U - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

U_L - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

U_L_L - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

U_R - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

U_R_R - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

U_U - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

U_U_L - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

U_U_R - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

ULTRA_BULLET - Static variable in class ver14.SharedClasses.Game.GameSetup.TimeFormat

underline() - Method in class ver14.SharedClasses.UI.MyLbl

undoMove(Move) - Method in class ver14.Model.Model
Undo move.
UNFINISHED - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.GameStatusType

UnfinishedGame - Class in ver14.SharedClasses.Game.SavedGames
The type Unfinished game.
UnfinishedGame(String, String, GameSettings, String, PlayerColor, String, Stack<Move>) - Constructor for class ver14.SharedClasses.Game.SavedGames.UnfinishedGame
Instantiates a new Unfinished game.
UnfinishedGames - Enum constant in enum class ver14.SharedClasses.DBActions.Table.Table

UNIQUE_MOVES_PIECE_TYPES - Static variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

update(Board) - Method in class ver14.SharedClasses.UI.GameView

update(MinimaxMove) - Method in class ver14.Model.Minimax.MinimaxView
Update.
Update - Class in ver14.SharedClasses.DBActions.Statements

Update - Enum constant in enum class ver14.SharedClasses.DBActions.DBRequest.DBRequest.Type

Update(Table, Condition, Update.NewValue...) - Constructor for class ver14.SharedClasses.DBActions.Statements.Update

UPDATE_BY_MOVE - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

UPDATE_SYNCED_LIST - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

Update.Delete - Class in ver14.SharedClasses.DBActions.Statements

Update.NewValue - Class in ver14.SharedClasses.DBActions.Statements

updateByMove(Move) - Method in class ver14.Players.Player

updateByMove(Move) - Method in class ver14.Players.PlayerAI.PlayerAI

updateByMove(Move) - Method in class ver14.Players.PlayerAI.Stockfish.StockfishPlayer

updateByMove(Move) - Method in class ver14.Players.PlayerNet.DummyPlayerNet

updateByMove(Move) - Method in class ver14.Players.PlayerNet.PlayerNet

updateByMove(Move, GameTime) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Update by move message.
uppercase(String) - Static method in class ver14.SharedClasses.Utils.StrUtils

Url - Enum constant in enum class ver14.SharedClasses.DBActions.Arg.ArgType
Url arg type.
URL - Static variable in class ver14.SharedClasses.Utils.RegEx

USER - Static variable in annotation interface ver14.SharedClasses.Login.AuthSettings

UserDetails(String, String) - Constructor for record class ver14.DB.DB.UserDetails
Creates an instance of a `UserDetails` record class.
UserInfo - Class in ver14.SharedClasses.Sync

UserInfo(String) - Constructor for class ver14.SharedClasses.Sync.UserInfo

UserInfo(String, String) - Constructor for class ver14.SharedClasses.Sync.UserInfo

username() - Method in record class ver14.DB.DB.UserDetails
Returns the value of the `username` record component.
Username - Enum constant in enum class ver14.SharedClasses.DBActions.Arg.ArgType
Username arg type.
Username - Static variable in class ver14.SharedClasses.DBActions.Table.Col

Username - Static variable in class ver14.SharedClasses.Utils.RegEx

USERNAME_AVAILABILITY - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

UsernameSuggestions - Class in ver14

UsernameSuggestions() - Constructor for class ver14.UsernameSuggestions

Users - Enum constant in enum class ver14.SharedClasses.DBActions.Table.Table

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Table - Enum Class in ver14.SharedClasses.DBActions.Table

tableAndValues() - Method in enum class ver14.SharedClasses.DBActions.Table.Table

TableDBResponse - Class in ver14.SharedClasses.DBActions.DBResponse

TableDBResponse(String[], String[][], DBRequest) - Constructor for class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

TableDBResponse(String[], String[][], DBResponse.Status, DBRequest) - Constructor for class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

Tables - Class in ver14.Model.Eval

Tables() - Constructor for class ver14.Model.Eval.Tables

Tables.PieceTable - Class in ver14.Model.Eval

testRepetition(BasicMove[], int) - Method in class ver14.Tests.EvalTests

Tests - Class in ver14.Tests

Tests() - Constructor for class ver14.Tests.Tests

testSocket() - Static method in class ver14.Tests.SocketThingy

Text - Enum constant in enum class ver14.SharedClasses.DBActions.Arg.ArgType
Text arg type.
ThreadsManager - Class in ver14.SharedClasses.Threads
The type Threads manager.
ThreadsManager() - Constructor for class ver14.SharedClasses.Threads.ThreadsManager

ThreadsUtil - Class in ver14

ThreadsUtil() - Constructor for class ver14.ThreadsUtil

Threefold - Static variable in class ver14.SharedClasses.Misc.Question

THREEFOLD - Enum constant in enum class ver14.SharedClasses.Misc.Question.QuestionType

threefoldClaim() - Static method in class ver14.SharedClasses.Game.Moves.Move

threeFoldRepetition() - Static method in class ver14.SharedClasses.Game.Evaluation.GameStatus

ThreeFoldRepetition - Enum constant in enum class
ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

THROW_ERROR - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

throwError(MyError) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Throw error message.
ThrowingCallback<T> - Interface in ver14.SharedClasses.Callbacks

ThrowingRunnable - Interface in ver14.SharedClasses.Threads.ErrorHandling

TIE - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.GameStatusType

TIE_EVAL - Static variable in class ver14.SharedClasses.Game.Evaluation.Evaluation

TIE_STR - Static variable in class ver14.DB.DB
The constant TIE_STR.
TIE_STR - Static variable in class ver14.SharedClasses.DBActions.RequestBuilder

tieByAgreement() - Static method in class ver14.SharedClasses.Game.Evaluation.GameStatus

TieByAgreement - Enum constant in enum class
ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

time() - Method in class ver14.SharedClasses.DBActions.Table.Col

timedOut(PlayerColor, boolean) - Static method in class ver14.SharedClasses.Game.Evaluation.GameStatus

TimedOut - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

TimedOutVsInsufficientMaterial - Enum constant in enum class
ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

TimeFormat - Class in ver14.SharedClasses.Game.GameSetup

TimeFormat(long) - Constructor for class ver14.SharedClasses.Game.GameSetup.TimeFormat

TimeFormat(TimeFormat) - Constructor for class ver14.SharedClasses.Game.GameSetup.TimeFormat

TimeFormatSettable - Interface in ver14.SharedClasses.Game.GameSetup

timeInMillis - Variable in class ver14.SharedClasses.Game.GameSetup.TimeFormat

title - Static variable in interface ver14.SharedClasses.UI.MyJFrame.Closing
The constant title.
toggle() - Static method in class ver14.SharedClasses.UI.MyLbl

top() - Static method in class ver14.SharedClasses.DBActions.RequestBuilder

top(Object) - Method in class ver14.SharedClasses.DBActions.Statements.Selection

TopPlayers - Static variable in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest

toString() - Method in record class ver14.DB.DB.UserDetails
To string string.
toString() - Method in class ver14.Game.Game

toString() - Method in class ver14.Game.GameSession

toString() - Method in class ver14.Model.Bitboard
To string string.
toString() - Method in class ver14.Model.Model

toString() - Method in class ver14.Model.Perft.Perft

toString() - Method in class ver14.Model.Perft.StockfishPerft

toString() - Method in class ver14.Model.PiecesBBs

toString() - Method in class ver14.Players.Player

toString() - Method in class ver14.SharedClasses.DBActions.Arg.Arg
To string string.
toString() - Method in class ver14.SharedClasses.DBActions.Arg.Config
To string string.
toString() - Method in record class ver14.SharedClasses.DBActions.Arg.Described
Returns a string representation of this record class.
toString() - Method in class ver14.SharedClasses.DBActions.Condition

toString() - Method in class ver14.SharedClasses.DBActions.DBRequest.DBRequest

toString() - Method in class ver14.SharedClasses.DBActions.DBResponse.DBResponse

toString() - Method in class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphableDBResponse

toString() - Method in class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElement

toString() - Method in class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

toString() - Method in class ver14.SharedClasses.DBActions.RequestBuilder.GraphableSelection

toString() - Method in class ver14.SharedClasses.DBActions.Statements.SQLStatement

toString() - Method in class ver14.SharedClasses.DBActions.Statements.Update.NewValue

toString() - Method in class ver14.SharedClasses.DBActions.Table.Col

toString() - Method in class ver14.SharedClasses.DBActions.Table.SwitchCase

toString() - Method in record class ver14.SharedClasses.Game.Evaluation.Evaluation.EvaluationDetail
Returns a string representation of this record class.
toString() - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

toString() - Method in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

toString() - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

toString() - Method in class ver14.SharedClasses.Game.GameSetup.AiParameters

toString() - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
To string string.
toString() - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square
To string string.
toString() - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

toString() - Method in class ver14.SharedClasses.Game.GameSetup.GameTime.RunningTime

toString() - Method in class ver14.SharedClasses.Game.GameSetup.GameTime

toString() - Method in class ver14.SharedClasses.Game.GameSetup.TimeFormat

toString() - Method in enum class ver14.SharedClasses.Game.Location
To string string.
toString() - Method in class ver14.SharedClasses.Game.Moves.BasicMove

toString() - Method in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

toString() - Method in class ver14.SharedClasses.Game.Moves.CastlingRights

toString() - Method in class ver14.SharedClasses.Game.Moves.MinimaxMove

toString() - Method in class ver14.SharedClasses.Game.Moves.Move

toString() - Method in enum class ver14.SharedClasses.Game.PlayerColor

toString() - Method in class ver14.SharedClasses.Game.SavedGames.ArchivedGameInfo

toString() - Method in class ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

toString() - Method in class ver14.SharedClasses.Game.SavedGames.GameInfo

toString() - Method in class ver14.SharedClasses.Login.LoginInfo

toString() - Method in enum class ver14.SharedClasses.Login.LoginType

toString() - Method in record class ver14.SharedClasses.Misc.Question.Answer
Returns a string representation of this record class.
toString() - Method in class ver14.SharedClasses.Misc.Question

toString() - Method in class ver14.SharedClasses.Networking.Messages.Message

toString() - Method in error ver14.SharedClasses.Threads.ErrorHandling.MyError

toString() - Method in record class ver14.SharedClasses.Utils.ArgsUtil.OptionalArg
Returns a string representation of this record class.
Transposition - Class in ver14.Model.Hashing

Transposition(MinimaxParameters, Evaluation) - Constructor for class ver14.Model.Hashing.Transposition

tryClose() - Method in interface ver14.SharedClasses.UI.MyJFrame.Closing
Try close.
type - Variable in class ver14.SharedClasses.DBActions.DBRequest.DBRequest

type - Variable in class ver14.SharedClasses.DBActions.Statements.SQLStatement

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B

b - Variable in class ver14.Model.Minimax.MinimaxParameters

B - Static variable in enum class ver14.SharedClasses.Game.Location

B_B - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

B_K - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

B_N - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

B_P - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

B_Q - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

B_R - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

B1 - Enum constant in enum class ver14.SharedClasses.Game.Location

B2 - Enum constant in enum class ver14.SharedClasses.Game.Location

B3 - Enum constant in enum class ver14.SharedClasses.Game.Location

B4 - Enum constant in enum class ver14.SharedClasses.Game.Location

B5 - Enum constant in enum class ver14.SharedClasses.Game.Location

B6 - Enum constant in enum class ver14.SharedClasses.Game.Location

B7 - Enum constant in enum class ver14.SharedClasses.Game.Location

B8 - Enum constant in enum class ver14.SharedClasses.Game.Location

backOk - Static variable in class ver14.SharedClasses.UI.FontManager

basicAnnotate(BasicMove) - Static method in class ver14.SharedClasses.Game.Moves.MoveAnnotation

BasicMove - Class in ver14.SharedClasses.Game.Moves

BasicMove(String) - Constructor for class ver14.SharedClasses.Game.Moves.BasicMove

BasicMove(Location, Location) - Constructor for class ver14.SharedClasses.Game.Moves.BasicMove

BasicMove(BasicMove) - Constructor for class ver14.SharedClasses.Game.Moves.BasicMove

batchRemove(SyncedItems.Remover<E>) - Method in class ver14.SharedClasses.Sync.SyncedItems

between(Object, Object, Object) - Static method in class ver14.SharedClasses.DBActions.Condition

BISHOP - Enum constant in enum class
ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

Bitboard - Class in ver14.Model
Bitboard - a bitboard representation of the chess board. every bit set is a chess piece on that square.
Bitboard() - Constructor for class ver14.Model.Bitboard
Instantiates a new empty Bitboard.
Bitboard(long) - Constructor for class ver14.Model.Bitboard
Instantiates a new Bitboard.
Bitboard(Bitboard, Bitboard, Direction, PlayerColor) - Constructor for class ver14.Model.Bitboard
Instantiates a new Bitboard. and filling it in the direction
Bitboard(Location) - Constructor for class ver14.Model.Bitboard
creates an empty bitboard and sets loc to true
BLACK - Enum constant in enum class ver14.SharedClasses.Game.PlayerColor

BLACK_DIFF - Static variable in enum class ver14.SharedClasses.Game.Location

BLACK_STARTING_ROW - Static variable in enum class ver14.SharedClasses.Game.Location

blackIcon - Variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

blockTilRes(Message) - Method in class ver14.SharedClasses.Networking.MessagesHandler
Block til res message.
Board - Class in ver14.SharedClasses.Game.GameSetup.BoardSetup
Board - represents the logic board of the model
Board() - Constructor for class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Instantiates a new Board.
Board(String) - Constructor for class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Instantiates a new Board.
Board(Board) - Constructor for class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Instantiates a new Board.
boardButtons - Static variable in class ver14.SharedClasses.UI.FontManager

BoardHash - Class in ver14.Model.Hashing

BoardHash(BoardHash) - Constructor for class ver14.Model.Hashing.BoardHash

BoardHash(Model) - Constructor for class ver14.Model.Hashing.BoardHash

book() - Static method in class ver14.SharedClasses.Game.Evaluation.Evaluation

Book - Class in ver14.Model.Eval

Book() - Constructor for class ver14.Model.Eval.Book

bothPlayersNumOfPieces(PieceType) - Method in class ver14.Model.Model
Both players num of pieces int.
bothPlayersNumOfPieces(PieceType[]) - Method in class ver14.Model.Model
Both players num of pieces int.
bounds() - Static method in class ver14.Tests.LocationTests

build(Object...) - Method in class ver14.SharedClasses.DBActions.RequestBuilder

buildingArgs - Variable in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest.Variation

BULLET - Static variable in class ver14.SharedClasses.Game.GameSetup.TimeFormat

BULLET2 - Static variable in class ver14.SharedClasses.Game.GameSetup.TimeFormat

bye(String) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Bye message.
BYE - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

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sampleCpuUsage() - Static method in class ver14.ThreadsUtil

SavedGame - Static variable in class ver14.SharedClasses.DBActions.Table.Col

saveGame(GameStatus) - Method in class ver14.Game.GameSession

saveGameResult(ArchivedGameInfo) - Static method in class ver14.DB.DB
Save game result.
saveUnFinishedGame(UnfinishedGame) - Static method in class ver14.DB.DB
Save un finished game.
selectableBtn - Static variable in class ver14.SharedClasses.UI.FontManager.Dialogs

Selection - Class in ver14.SharedClasses.DBActions.Statements

Selection(Object, Object[]) - Constructor for class ver14.SharedClasses.DBActions.Statements.Selection

Selection(Object, Condition, Object[]) - Constructor for class ver14.SharedClasses.DBActions.Statements.Selection

Selection.Join - Annotation Interface in ver14.SharedClasses.DBActions.Statements

Selection.Order - Annotation Interface in ver14.SharedClasses.DBActions.Statements

sendCommand(String) - Method in class ver14.Players.PlayerAI.Stockfish.Stockfish
Takes in any valid UCI command and executes it
Server - Class in ver14
Server - represents an instance of the chess server
Server() - Constructor for class ver14.Server
Constructor for ChessServer.
SERVER_LOG_FONT - Static variable in class ver14.Server
The constant SERVER_LOG_FONT.

SERVER_WIN_TITLE - Static variable in class ver14.Server
The constant SERVER_WIN_TITLE.
ServerAddress - Enum constant in enum class ver14.SharedClasses.DBActions.Arg.ArgType
Server address arg type.
ServerMessagesHandler - Class in ver14
The type Server messages handler.
ServerMessagesHandler(Server, AppSocket) - Constructor for class ver14.ServerMessagesHandler
Instantiates a new Server messages handler.
serverStop(String) - Method in class ver14.Game.GameSession

serverStoppedGame(String) - Static method in class ver14.SharedClasses.Game.Evaluation.GameStatus

ServerStoppedGame - Enum constant in enum class
ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

sessionsDesc() - Method in class ver14.Game.GameSession

set(Location, boolean) - Method in class ver14.Model.Bitboard
Sets the bit on the loc according to state. if state is true, the bit is set to 1 if state is false the bit is set to 0
set(BasicMove, Long) - Method in class ver14.Model.Perft.Perft

setAddedRes(DBResponse) - Method in class ver14.SharedClasses.DBActions.DBResponse.DBResponse

setAiParameters(AiParameters) - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

setAiType(AiParameters.AiType) - Method in class ver14.SharedClasses.Game.GameSetup.AiParameters

setAll(Model) - Method in class ver14.Model.Hashing.BoardHash

setAllSizes(Dimension) - Method in class ver14.SharedClasses.UI.MyLbl

setAnswer(Question.Answer) - Method in class ver14.SharedClasses.Networking.Messages.Message

setAvailable(Boolean) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets available.
setBestMoveSoFar() - Method in class ver14.Model.Minimax.MinimaxView
Sets best move so far.
setBestMoveSoFar(String) - Method in class ver14.Model.Minimax.MinimaxView
Sets best move so far.
setBestMoveSoFar(Move) - Method in class ver14.Model.Minimax.MinimaxView
Sets best move so far.
setBoard(Board) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets board.
setCancelingQuestionCause(String) - Method in class ver14.SharedClasses.Networking.Messages.Message

setCapturing(PieceType) - Method in class ver14.SharedClasses.Game.Moves.Move

setCastlingAbilities(CastlingRights) - Method in class ver14.Model.Model
Sets castling abilities.
setCastlingAbilityHash(Model) - Method in class ver14.Model.Hashing.BoardHash

setChosenMove(String) - Method in class ver14.Model.Minimax.MinimaxView
Sets chosen move.
setColName(String) - Method in class ver14.SharedClasses.DBActions.Table.Col

setCpuUsage(double) - Method in class ver14.Model.Minimax.MinimaxView
Sets cpu usage.
setCreatedAt(Date) - Method in class ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

setCreatedGameID(String) - Method in class ver14.Players.Player

setCreatorColor(PlayerColor) - Method in class ver14.Game.Game

setCreatorList(MovesList) - Method in class ver14.SharedClasses.Game.Moves.Move

setCurrentDepth(int, long) - Method in class ver14.Model.Minimax.MinimaxView
Sets current depth.
setCurrentPlayer(PlayerColor) - Method in class ver14.Model.Model
Sets current player.
setCurrentPlayerHash(Model) - Method in class ver14.Model.Hashing.BoardHash

setCustomStr(String) - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

setDbRequest(DBRequest) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets db request.
setDBResponse(DBResponse) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets db response.
setDefaultAnswer(Question.Answer) - Method in class ver14.SharedClasses.Misc.Question

setDepth(int) - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

setDisabledCastling(byte) - Method in class ver14.SharedClasses.Game.Moves.Move

setEmpty() - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square
Sets empty.
setEnPassantActualLoc(Location) - Method in class ver14.Model.Model
Sets en passant actual loc.
setEnPassantLoc(Location) - Method in class ver14.SharedClasses.Game.Moves.Move

setEnPassantTargetLoc(String) - Method in class ver14.Model.Model
Sets en passant target loc.
setEnPassantTargetLoc(Location) - Method in class ver14.Model.Model
Sets en passant target loc.
setEnvManager(EnvManager) - Static method in class ver14.SharedClasses.Threads.MyThread

setError(MyError) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets error.
setEval(int) - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

setEvaluationDepth(Integer) - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

setFen(String) - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

setFont(Font) - Method in class ver14.SharedClasses.UI.Buttons.MyJButton
Sets font.
setFullMoveCounter(int) - Method in class ver14.Model.Model
Sets full move clock.
setGameID(String) - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

setGameSession(GameSession) - Method in class ver14.Players.Player

setGameSettings(GameSettings) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets game settings.
setGameStatus(GameStatus) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets game status.
setGameTime(GameTime) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets game time.
setGameType(GameSettings.GameType) - Method in class
ver14.SharedClasses.Game.GameSetup.GameSettings

setHalfMoveClock(int) - Method in class ver14.Model.Model
Sets half move clock.
setInCheck(Location) - Method in class ver14.SharedClasses.Game.Evaluation.GameStatus

setIntermediateMove(BasicMove) - Method in class ver14.SharedClasses.Game.Moves.Move

setLoadedFen(String) - Method in class ver14.Model.Model
Sets loaded fen.
setLoginInfo(LoginInfo) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets login info.
setLoginType(LoginType) - Method in class ver14.SharedClasses.Login.LoginInfo

setMessagesHandler(MessagesHandler) - Method in class ver14.SharedClasses.Networking.AppSocket
Sets messages handler.
setModel(Model) - Method in class ver14.Model.Minimax.Minimax
Sets model.
setMove(Move) - Method in class ver14.SharedClasses.Game.Moves.MinimaxMove

setMove(Move) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets move.
setMoveAnnotation(String) - Method in class ver14.SharedClasses.Game.Moves.Move

setMoveEval(Evaluation) - Method in class ver14.Model.Minimax.MinimaxView
Sets move eval.
setMoveEvaluation(Evaluation) - Method in class ver14.SharedClasses.Game.Moves.MinimaxMove

setMoveEvaluation(Evaluation) - Method in class ver14.SharedClasses.Game.Moves.Move

setMoveFlag(Move.MoveFlag) - Method in class ver14.SharedClasses.Game.Moves.Move

setMoveSearchTimeout(TimeFormat) - Method in class ver14.SharedClasses.Game.GameSetup.AiParameters

setMoveStack(Stack<Move>) - Method in class ver14.Game.Game

setMoveStack(Stack<Move>) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets move stack.
setMovingColor(PlayerColor) - Method in class ver14.SharedClasses.Game.Moves.Move

setMovingFrom(Location) - Method in class ver14.SharedClasses.Game.Moves.BasicMove

setMovingTo(Location) - Method in class ver14.SharedClasses.Game.Moves.BasicMove

setNumOfThreads(int) - Method in class ver14.Model.Minimax.Minimax
Sets num of threads.
setNumOfThreads(int) - Method in class ver14.Model.Minimax.MinimaxView
Sets num of threads.
setOnClick(VoidCallback) - Method in class ver14.SharedClasses.UI.Buttons.MyJButton
Sets on click.
setOnExit(MyJFrame.Closing<?>) - Method in class ver14.SharedClasses.UI.MyJFrame
Sets on exit.
setOnResize(VoidCallback) - Method in class ver14.SharedClasses.UI.MyJFrame
Sets on resize.
setOnSet(VoidCallback) - Method in class ver14.Model.Bitboard
Sets the callback on change of any bit in this bitboard
setOtherPlayer(String) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets other player.
setPartner(Player) - Method in class ver14.Players.Player

setPassword(String) - Method in class ver14.SharedClasses.Login.LoginInfo

setPerspective(PlayerColor) - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

setPiece(Piece) - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square
Sets piece.
setPiece(Location, Piece) - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Sets piece.
setPlayer(PlayerNet) - Method in class ver14.ServerMessagesHandler
Sets player.
setPlayerColor(PlayerColor) - Method in class ver14.Players.Player

setPlayerColor(PlayerColor) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets player color.
setPlayerToMove(PlayerColor) - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

setPossibleMoves(MovesList) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets possible moves.
setPreMoves(ArrayList<Move>) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets pre moves.
setPrevFullMoveClock(int) - Method in class ver14.SharedClasses.Game.Moves.Move

setPrevHalfMoveClock(int) - Method in class ver14.SharedClasses.Game.Moves.Move

setProfilePic(String) - Method in class ver14.SharedClasses.Login.LoginInfo

setPromotingTo(PieceType) - Method in class ver14.SharedClasses.Game.Moves.Move

setQuestion(Question) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets question.
setRecordCpuUsage(boolean) - Method in class ver14.Model.Minimax.Minimax
Sets record cpu usage.
setRespondingTo(Message) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets responding to.
setRespondingToMsgId(String) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets responding to msg id.
setReversible(boolean) - Method in class ver14.SharedClasses.Game.Moves.Move

setRunnable(ThrowingRunnable) - Method in class ver14.SharedClasses.Threads.HandledThread
Sets runnable.
setSocketToClient(AppSocket) - Method in class ver14.Players.PlayerNet.PlayerNet

setSquareEmpty(Location) - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Sets square empty.
setStr(String) - Method in class ver14.SharedClasses.DBActions.Condition

setSubBuilder(RequestBuilder) - Method in class ver14.SharedClasses.DBActions.RequestBuilder

setSubRequest(DBRequest) - Method in class ver14.SharedClasses.DBActions.DBRequest.DBRequest

setSyncedLists(SyncedItems<?>...) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets synced lists.
setText(String) - Method in class ver14.SharedClasses.UI.Buttons.MyJButton
Sets text.
setText(String) - Method in class ver14.SharedClasses.UI.LinkLabel

setText(String) - Method in class ver14.SharedClasses.UI.MyLbl

setThreefoldOption() - Method in class ver14.SharedClasses.Game.Moves.Move

setThreefoldStatus(Move.ThreefoldStatus) - Method in class ver14.SharedClasses.Game.Moves.Move

setTime(long) - Method in class ver14.Model.Minimax.MinimaxView
Sets time.
setTimeFormat(TimeFormat) - Method in class ver14.SharedClasses.Game.GameSetup.AiParameters

setTimeFormat(TimeFormat) - Method in class ver14.SharedClasses.Game.GameSetup.GameSettings

setTimeFormat(TimeFormat) - Method in interface
ver14.SharedClasses.Game.GameSetup.TimeFormatSettable

setup(String) - Method in class ver14.Model.Model
Sets .
setUseDontMatch(boolean) - Method in class ver14.SharedClasses.Utils.RegEx

setUserInput(boolean) - Method in class ver14.SharedClasses.DBActions.Arg.Arg

Sets user input.
setUsername(String) - Method in class ver14.Players.Player

setUsername(String) - Method in class ver14.SharedClasses.Login.LoginInfo

setUsername(String) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets username.
setUsernameSuggestions(ArrayList<String>) - Method in class ver14.SharedClasses.Networking.Messages.Message
Sets username suggestions.
setWrapped(boolean) - Method in class ver14.SharedClasses.DBActions.Table.Col

shift(PlayerColor, Direction) - Method in class ver14.Model.Bitboard
Shift bitboard.
shiftMe(PlayerColor, Direction) - Method in class ver14.Model.Bitboard
performs a bitwise shift on this bitboard instance.
ShortCastle - Enum constant in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag

shortStr() - Method in class ver14.Model.Perft.Perft

show() - Method in interface ver14.SharedClasses.UI.MyJFrame.BooleanClosing
Show boolean.
show() - Method in interface ver14.SharedClasses.UI.MyJFrame.Closing
Show t.
show() - Method in interface ver14.SharedClasses.UI.MyJFrame.StringClosing
Show string.
SHOW_UI - Static variable in class ver14.Model.Minimax.Minimax
if set to true the debugging ui will show up in the server while the minimax is running
showGameView - Static variable in class ver14.Game.Game

sidePanel - Static variable in class ver14.SharedClasses.UI.FontManager

SIDES - Static variable in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

small - Static variable in class ver14.SharedClasses.UI.FontManager

Sockets - Class in ver14.Tests

Sockets() - Constructor for class ver14.Tests.Sockets

SocketThingy - Class in ver14.Tests

SocketThingy() - Constructor for class ver14.Tests.SocketThingy

splitArr(Object[]) - Static method in class ver14.SharedClasses.Utils.StrUtils

splitArr(String, Object[]) - Static method in class ver14.SharedClasses.Utils.StrUtils

splitArr(String, Object[], boolean) - Static method in class ver14.SharedClasses.Utils.StrUtils

SQLStatement - Class in ver14.SharedClasses.DBActions.Statements

SQLStatement(DBRequest.Type) - Constructor for class ver14.SharedClasses.DBActions.Statements.SQLStatement

Square - Class in ver14.SharedClasses.Game.GameSetup.BoardSetup
Square represents a square on the logic board.
Square(Piece, Location) - Constructor for class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square
Instantiates a new Square.
Square(Location) - Constructor for class ver14.SharedClasses.Game.GameSetup.BoardSetup.Square
Instantiates a new Square.
SQUARE_CONTROL - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
Square control evaluation parameters.
stalemate() - Static method in class ver14.SharedClasses.Game.Evaluation.GameStatus

Stalemate - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

startEngine() - Method in class ver14.Players.PlayerAI.Stockfish.Stockfish
Starts Stockfish engine as a process and initializes it
startingFen - Static variable in class ver14.Model.FEN
The constant startingFen.
startingFen - Static variable in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
The constant startingFen.
startingPos() - Static method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Starting pos board.
startingRow - Variable in enum class ver14.SharedClasses.Game.PlayerColor

startNewGame() - Method in class ver14.Game.Game

startPress() - Method in interface ver14.SharedClasses.UI.MyJFrame.MyAdapter.HeldDown
Start press.
startRunning() - Method in class ver14.SharedClasses.Game.GameSetup.GameTime.RunningTime

startRunning(PlayerColor) - Method in class ver14.SharedClasses.Game.GameSetup.GameTime

startTime() - Method in class ver14.Model.Minimax.MinimaxView
Start time.
startTime() - Static method in class ver14.Tests.Tests

statistics - Static variable in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest

statistics - Static variable in class ver14.SharedClasses.UI.FontManager

statsByTimeOfDay() - Static method in class ver14.SharedClasses.DBActions.RequestBuilder

StatsByTimeOfDay - Static variable in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest

statusLbl - Static variable in class ver14.SharedClasses.UI.FontManager

StatusResponse - Class in ver14.SharedClasses.DBActions.DBResponse

StatusResponse(DBResponse.Status, String, DBRequest, int) - Constructor for class ver14.SharedClasses.DBActions.DBResponse.StatusResponse

StatusResponse(DBResponse.Status, DBRequest, int) - Constructor for class ver14.SharedClasses.DBActions.DBResponse.StatusResponse

Stockfish - Class in ver14.Players.PlayerAI.Stockfish
modified version of
Stockfish - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.AiParameters.AiType

Stockfish() - Constructor for class ver14.Players.PlayerAI.Stockfish.Stockfish

Stockfish(String) - Constructor for class ver14.Players.PlayerAI.Stockfish.Stockfish

STOCKFISH_SAYS - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
Stockfish says evaluation parameters.
StockfishPerft - Class in ver14.Model.Perft

StockfishPerft(Stockfish, int) - Constructor for class ver14.Model.Perft.StockfishPerft

StockfishPlayer - Class in ver14.Players.PlayerAI.Stockfish

StockfishPlayer(AiParameters) - Constructor for class ver14.Players.PlayerAI.Stockfish.StockfishPlayer

stop() - Method in class ver14.Model.Minimax.MinimaxView
Stop.
stopAll() - Static method in class ver14.SharedClasses.Threads.ThreadsManager

stopEngine() - Method in class ver14.Players.PlayerAI.Stockfish.Stockfish
Stops Stockfish and cleans up before closing it
stopReading() - Method in class ver14.SharedClasses.Networking.AppSocket
Stop reading.
stopRun() - Method in class ver14.SharedClasses.Threads.MyThread
Stop run.
stopRunning() - Method in class ver14.SharedClasses.Game.GameSetup.GameTime.RunningTime

stopRunning(PlayerColor) - Method in class ver14.SharedClasses.Game.GameSetup.GameTime

stopTime() - Static method in class ver14.Tests.Tests

stopTimer() - Method in class ver14.Model.Minimax.MinimaxView
Stop timer.
str() - Method in record class ver14.SharedClasses.Utils.ArgsUtil.OptionalArg
Returns the value of the `str` record component.
str(Object) - Static method in enum class ver14.SharedClasses.DBActions.Table.Math

stream() - Method in class ver14.SharedClasses.Sync.SyncedItems

strictEquals(Move) - Method in class ver14.SharedClasses.Game.Moves.Move

strINN(Object...) - Static method in class ver14.SharedClasses.Utils.StrUtils

StrUtils - Class in ver14.SharedClasses.Utils

StrUtils() - Constructor for class ver14.SharedClasses.Utils.StrUtils

StrUtils.IterationThingy<T> - Interface in ver14.SharedClasses.Utils

StrUtilSkip - Static variable in class ver14.SharedClasses.Utils.RegEx

strVal(Object) - Static method in enum class ver14.SharedClasses.DBActions.Table.Math

SUCCESS - Enum constant in enum class ver14.SharedClasses.DBActions.DBResponse.DBResponse.Status

sum(String, Col...) - Static method in class ver14.SharedClasses.DBActions.Table.Col

switchCase(String, SwitchCase...) - Static method in class ver14.SharedClasses.DBActions.Table.Col

SwitchCase - Class in ver14.SharedClasses.DBActions.Table

SwitchCase(Condition, Col) - Constructor for class ver14.SharedClasses.DBActions.Table.SwitchCase

switchTurn() - Method in class ver14.Model.Model
Switch turn.
SyncableItem - Interface in ver14.SharedClasses.Sync

SyncedItems<E extends SyncableItem> - Class in ver14.SharedClasses.Sync

SyncedItems(SyncedListType) - Constructor for class ver14.SharedClasses.Sync.SyncedItems

SyncedItems(SyncedListType, Callback<SyncedItems<E>>) - Constructor for class ver14.SharedClasses.Sync.SyncedItems

SyncedItems.Remover<L> - Interface in ver14.SharedClasses.Sync

syncedListType - Variable in class ver14.SharedClasses.Sync.SyncedItems

SyncedListType - Enum Class in ver14.SharedClasses.Sync

syncedListUpdated(SyncedItems<?>) - Method in class ver14.Server
Synced list updated.
syncLists(SyncedItems<?>...) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Sync lists message.
syncMe(GameTime) - Method in class ver14.SharedClasses.Game.GameSetup.GameTime

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R

R - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

random64() - Static method in class ver14.Model.Hashing.Zobrist

RAPID - Static variable in class ver14.SharedClasses.Game.GameSetup.TimeFormat

reactivateErrs() - Method in class ver14.SharedClasses.Threads.MyThread
Reactivate errs.
receivedMessage(Message) - Method in class ver14.SharedClasses.Networking.MessagesHandler
Received message.
RED - Enum constant in enum class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElementType

RegEx - Class in ver14.SharedClasses.Utils

RegEx(String, String, boolean, String...) - Constructor for class ver14.SharedClasses.Utils.RegEx

RegEx(String, String, String...) - Constructor for class ver14.SharedClasses.Utils.RegEx

RegEx.Prefixes - Class in ver14.SharedClasses.Utils

REGISTER - Enum constant in enum class ver14.SharedClasses.Login.LoginType

Rematch - Static variable in class ver14.SharedClasses.Misc.Question

REMATCH - Enum constant in enum class ver14.SharedClasses.Misc.Question.QuestionType

remove(Object) - Method in class ver14.SharedClasses.Sync.SyncedItems

remove(Object, Object) - Method in class ver14.SharedClasses.Sync.SyncedItems

remove(L) - Method in interface ver14.SharedClasses.Sync.SyncedItems.Remover

removeAction(Set<Integer>) - Method in class ver14.SharedClasses.UI.MyJFrame.MyAdapter
Remove action.
repeat(StrUtils.IterationThingy<String>, int) - Static method in class ver14.SharedClasses.Utils.StrUtils

repInStr - Variable in class ver14.SharedClasses.DBActions.Arg.Arg
The Rep in str.
replace(String, String) - Method in class ver14.SharedClasses.DBActions.Statements.SQLStatement

replace(String, String) - Method in class ver14.SharedClasses.DBActions.Table.Col

replaceWithCancel(VoidCallback) - Method in class ver14.SharedClasses.UI.Buttons.MyJButton
Replace with cancel.
request(DBRequest) - Static method in class ver14.DB.DB
Request db response.
RequestBuilder - Class in ver14.SharedClasses.DBActions

RequestBuilder(DBRequest, PreMadeRequest.Variation) - Constructor for class ver14.SharedClasses.DBActions.RequestBuilder

RequestBuilder(SQLStatement, String, String, String, Arg...) - Constructor for class ver14.SharedClasses.DBActions.RequestBuilder

RequestBuilder(SQLStatement, String, String, Arg...) - Constructor for class ver14.SharedClasses.DBActions.RequestBuilder

RequestBuilder(SQLStatement, String, Arg...) - Constructor for class ver14.SharedClasses.DBActions.RequestBuilder

RequestBuilder.GraphableSelection - Class in ver14.SharedClasses.DBActions

requestMessage(Message) - Method in class ver14.SharedClasses.Networking.AppSocket
sending request and blocking til res
requestMessage(Message, MessageCallback) - Method in class ver14.SharedClasses.Networking.AppSocket
Request message.
reset() - Method in class ver14.Model.Bitboard
Resets the bitboard to zero
resetBestMoves() - Method in class ver14.Model.Minimax.MinimaxView
Reset best moves.
resetState(boolean) - Method in class ver14.SharedClasses.UI.Buttons.MyJButton
Reset state.
RESIGN - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

Resignation - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

resigned() - Method in class ver14.Players.Player

resigned(Player) - Method in class ver14.Game.GameSession

respond(Message, Message) - Method in class ver14.SharedClasses.Networking.AppSocket

Respond.
RESUMABLE_GAMES - Enum constant in enum class ver14.SharedClasses.Sync.SyncedListType

RESUME - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.GameSettings.GameType

returnDBResponse(DBResponse, Message) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Return db response message.
returnGameSettings(GameSettings, Message) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Return game settings message.
returnLogin(LoginInfo, Message) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Return login message.
returnMove(Move, Message) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Return move message.
returnUsernameAvailable(Message) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Return username available message.
returnUsernameNotAvailable(ArrayList<String>, Message) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Return username not available message.
rnd - Static variable in class ver14.Model.Hashing.Zobrist

rndFen() - Static method in class ver14.Model.FEN
Rnd fen string.
rndFens - Static variable in class ver14.Model.FEN
The constant rndFens.
ROOK - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

rookStartingCol - Variable in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

row - Variable in enum class ver14.SharedClasses.Game.Location
this location's row
ROWS - Static variable in class ver14.Game.Game

rowToString(String[]) - Method in class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

run() - Method in interface ver14.SharedClasses.Threads.ErrorHandling.ThrowingRunnable

run() - Method in class ver14.SharedClasses.Threads.MyThread

runInHandledThread(ThrowingRunnable) - Static method in class ver14.SharedClasses.Threads.HandledThread
Run in handled thread handled thread.
RUNNING - Enum constant in enum class ver14.SharedClasses.Threads.MyThread.ThreadStatus

RunningTime(TimeFormat) - Constructor for class ver14.SharedClasses.Game.GameSetup.GameTime.RunningTime

runQuery(DBRequest) - Static method in class ver14.DB.DB

Run query db response.

runServer() - Method in class ver14.Server

Run the server - wait for clients to connect and handle them

runUpdate(String) - Static method in class ver14.DB.DB

Run update status response.

runUpdate(DBRequest) - Static method in class ver14.DB.DB

Run SQL Update Statement - INSERT, DELETE, UPDATE × ×¤×¢× × × × ×¨× ×¦× × ×©×¤× ×¢× × × ×

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Q

QUEEN - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

QUEEN - Enum constant in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

Query - Enum constant in enum class ver14.SharedClasses.DBActions.DBRequest.DBRequest.Type

Question - Class in ver14.SharedClasses.Misc

Question(String, Question.Answer...) - Constructor for class ver14.SharedClasses.Misc.Question

Question(String, Question.QuestionType, Question.Answer...) - Constructor for class ver14.SharedClasses.Misc.Question

QUESTION - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

Question.Answer - Record Class in ver14.SharedClasses.Misc

Question.QuestionType - Enum Class in ver14.SharedClasses.Misc

questionStr - Variable in class ver14.SharedClasses.Misc.Question

questionType - Variable in class ver14.SharedClasses.Misc.Question

QUICK_MATCH - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.GameSettings.GameType

QUIESCE - Static variable in annotation interface ver14.Model.MoveGenerator.GenerationSettings

quietInterrupt() - Method in class ver14.Model.Minimax.Minimax
Quiet interrupt.

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parallelForEachPlayer(Callback<Player>) - Method in class ver14.Game.Game

parm() - Method in record class ver14.SharedClasses.Game.Evaluation.Evaluation.EvaluationDetail
Returns the value of the `parm` record component.
parseURLS(String) - Static method in class ver14.SharedClasses.Utils.StrUtils

password() - Method in record class ver14.DB.DB.UserDetails
Returns the value of the `password` record component.
Password - Enum constant in enum class ver14.SharedClasses.DBActions.Arg.ArgType
Password arg type.
Password - Static variable in class ver14.SharedClasses.DBActions.Table.Col

Password - Static variable in class ver14.SharedClasses.Utils.RegEx

PAWN - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

perft(int) - Method in class ver14.Players.PlayerAI.Stockfish.Stockfish

Perft - Class in ver14.Model.Perft

Perft(int) - Constructor for class ver14.Model.Perft.Perft

perspective(PlayerColor) - Method in enum class ver14.SharedClasses.Game.Moves.Direction

PictureUrl - Enum constant in enum class ver14.SharedClasses.DBActions.Arg.ArgType
Picture url arg type.
Piece - Enum Class in ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces

PIECE - Static variable in class ver14.SharedClasses.Game.Moves.MoveAnnotation

PIECE_TABLES - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
Piece tables evaluation parameters.
PIECE_TYPES - Static variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

PiecesBBs - Class in ver14.Model

PiecesBBs(int) - Constructor for class ver14.Model.PiecesBBs

piecesHash(Model) - Static method in class ver14.Model.Hashing.Zobrist

PieceTable(int[][], int[][]) - Constructor for class ver14.Model.Eval.Tables.PieceTable

pieceType - Variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

PieceType - Enum Class in ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces

plainTextIgnoreCase(String) - Method in class ver14.SharedClasses.Utils.ArgsUtil

Player - Class in ver14.Players
Player. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021
Player(String) - Constructor for class ver14.Players.Player

PLAYER_COLORS - Static variable in enum class ver14.SharedClasses.Game.PlayerColor

Player1 - Static variable in class ver14.SharedClasses.DBActions.Table.Col

Player2 - Static variable in class ver14.SharedClasses.DBActions.Table.Col

PlayerAI - Class in ver14.Players.PlayerAI
PlayerAI. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021
PlayerAI(AiParameters) - Constructor for class ver14.Players.PlayerAI.PlayerAI

playerColor - Variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

PlayerColor - Enum Class in ver14.SharedClasses.Game

playerColorToMove - Variable in class ver14.SharedClasses.Game.SavedGames.UnfinishedGame
The Player color to move.
playerDisconnected(Player) - Method in class ver14.Game.GameSession

playerDisconnected(Player, String) - Method in class ver14.Server
Player disconnected.
playerDisconnected(PlayerColor, boolean) - Static method in class ver14.SharedClasses.Game.Evaluation.GameStatus

PlayerDisconnectedError(Player) - Constructor for error ver14.Game.Game.PlayerDisconnectedError

PlayerDisconnectedVsAi - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

PlayerDisconnectedVsReal - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.SpecificStatus

playerHash(Model) - Static method in class ver14.Model.Hashing.Zobrist

playerHash(PlayerColor) - Static method in class ver14.Model.Hashing.Zobrist

PlayerNet - Class in ver14.Players.PlayerNet
PlayerNet. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021
PlayerNet(AppSocket, LoginInfo) - Constructor for class ver14.Players.PlayerNet.PlayerNet

PlayerNet(AppSocket, LoginInfo, String) - Constructor for class ver14.Players.PlayerNet.PlayerNet

playerResigned(PlayerColor) - Static method in class ver14.SharedClasses.Game.Evaluation.GameStatus

playerToMove - Variable in class ver14.SharedClasses.Game.SavedGames.UnfinishedGame
The Player to move.
PlayerToMove - Static variable in class ver14.SharedClasses.DBActions.Table.Col

Plus - Enum constant in enum class ver14.SharedClasses.DBActions.Table.Math

Prefixes() - Constructor for class ver14.SharedClasses.Utils.RegEx.Prefixes

PreMadeRequest - Class in ver14.SharedClasses.DBActions.DBRequest

PreMadeRequest.Variation - Class in ver14.SharedClasses.DBActions.DBRequest

PreMadeRequest.VariationCreator - Interface in ver14.SharedClasses.DBActions.DBRequest

PremovesGenerator - Class in ver14.SharedClasses.Game.Moves

PremovesGenerator() - Constructor for class ver14.SharedClasses.Game.Moves.PremovesGenerator

prepareForDisconnect() - Method in class ver14.SharedClasses.Networking.MessagesHandler

PRESETS - Static variable in class ver14.SharedClasses.Game.GameSetup.TimeFormat

prettyBoard() - Method in class ver14.Model.Bitboard
Pretty board string.
prettyBoard(String) - Method in class ver14.Model.Bitboard
Pretty board string.
prettyPrint() - Method in class ver14.Model.Bitboard
Pretty print.
prettyPrint() - Method in class ver14.Model.ModelMovesList

prettyPrint(String) - Method in class ver14.Model.Bitboard
Pretty print.

print() - Method in class ver14.SharedClasses.DBActions.DBResponse.DBResponse

print() - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

print() - Method in class ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
Print.
PRINT_REP_LIST - Static variable in class ver14.Model.Eval.Eval

printBoard() - Method in class ver14.Model.Model
Print board.
printTable(Table) - Static method in class ver14.DB.DB
Print table.
profilePic - Variable in class ver14.SharedClasses.Sync.UserInfo

ProfilePic - Static variable in class ver14.SharedClasses.DBActions.Table.Col

Promotion - Enum constant in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag

prune(Evaluation) - Method in class ver14.Model.Minimax.MinimaxParameters

put(String, E) - Method in class ver14.SharedClasses.Sync.SyncedItems

put(E) - Method in class ver14.SharedClasses.Sync.SyncedItems

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O

obj() - Method in record class ver14.SharedClasses.DBActions.Arg.Described
Returns the value of the `obj` record component.
ObjCallback<T> - Interface in ver14.SharedClasses.Callbacks

of(String) - Method in class ver14.SharedClasses.DBActions.Table.Col

of(Table) - Method in class ver14.SharedClasses.DBActions.Table.Col

offset - Variable in enum class ver14.SharedClasses.Game.Moves.Direction

OK - Static variable in record class ver14.SharedClasses.Misc.Question.Answer

onAddTime() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On add time message callback.
onAlive() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On alive message callback.
onAnyMsg(Message) - Method in class ver14.SharedClasses.Networking.MessagesHandler
On any msg.
onBye() - Method in class ver14.ServerMessagesHandler
On bye message callback.
onBye() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On bye message callback.
onCancelQuestion() - Method in class ver14.ServerMessagesHandler

onCancelQuestion() - Method in class ver14.SharedClasses.Networking.MessagesHandler

onDBRequest() - Method in class ver14.ServerMessagesHandler
On db request message callback.
onDBRequest() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On db request message callback.
onDBResponse() - Method in class ver14.SharedClasses.Networking.MessagesHandler

On db response message callback.
onDisconnected() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On disconnected.
onError() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On error message callback.
onGameOver() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On game over message callback.
onGetGameSettings() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On get game settings message callback.
onGetMove() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On get move message callback.
ONGOING_GAMES - Enum constant in enum class ver14.SharedClasses.Sync.SyncedListType

onInitGame() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On init game message callback.
onInterrupt() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On interrupt message callback.
onIsAlive() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On is alive message callback.
onLogin() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On login message callback.
onMsg(Message) - Method in interface ver14.SharedClasses.Callbacks.MessageCallback

onOfferDraw() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On offer draw message callback.
onQuestion() - Method in class ver14.ServerMessagesHandler

onQuestion() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On question message callback.
onResign() - Method in class ver14.ServerMessagesHandler
On resign message callback.
onResign() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On resign message callback.
onUpdateByMove() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On update by move message callback.
onUpdateSyncedList() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On update synced list message callback.
onUsernameAvailability() - Method in class ver14.ServerMessagesHandler
On username availability message callback.
onUsernameAvailability() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On username availability message callback.
onWaitForMatch() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On wait for match message callback.
onWaitTurn() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On wait turn message callback.
onWelcomeMessage() - Method in class ver14.SharedClasses.Networking.MessagesHandler
On welcome message message callback.
opponentUsername - Variable in class ver14.SharedClasses.Game.SavedGames.EstablishedGameInfo

opposite() - Method in enum class ver14.SharedClasses.Game.Moves.Direction

OptionalArg(String) - Constructor for record class ver14.SharedClasses.Utils.ArgsUtil.OptionalArg
Creates an instance of a `OptionalArg` record class.
OR - Enum constant in enum class ver14.SharedClasses.DBActions.Condition.Relation

orderBy(Col, String) - Method in class ver14.SharedClasses.DBActions.Statements.Selection

orEqual(long) - Method in class ver14.Model.Bitboard
Or equal bitboard.
orEqual(Bitboard) - Method in class ver14.Model.Bitboard
Or equal bitboard.
orEqual(Location) - Method in class ver14.Model.Bitboard
Or equal bitboard.

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nested() - Method in class ver14.SharedClasses.DBActions.Table.Col.CustomCol

nested() - Method in class ver14.SharedClasses.DBActions.Table.Col

nestMe(Col...) - Method in class ver14.SharedClasses.DBActions.Statements.Selection

NEVER_AUTH - Static variable in annotation interface ver14.SharedClasses.Login.AuthSettings

NewMinimax - Class in ver14.Model.Minimax

NewMinimax(Model, PlayerColor) - Constructor for class ver14.Model.Minimax.NewMinimax

NewValue(Col, Object) - Constructor for class ver14.SharedClasses.DBActions.Statements.Update.NewValue

next() - Method in enum class ver14.SharedClasses.Threads.MyThread.ThreadStatus

nextDepth() - Method in class ver14.Model.Minimax.MinimaxParameters

NO - Static variable in record class ver14.SharedClasses.Misc.Question.Answer

NO_AUTH - Static variable in annotation interface ver14.SharedClasses.Login.AuthSettings

NO_CASTLING_ABILITY - Static variable in class ver14.SharedClasses.Game.Moves.CastlingRights

NO_PLAYER - Enum constant in enum class ver14.SharedClasses.Game.PlayerColor

NO_TYPE - Enum constant in enum class ver14.SharedClasses.Misc.Question.QuestionType

noBlockRequest(Message, MessageCallback) - Method in class ver14.SharedClasses.Networking.MessagesHandler

No block request.
NONE - Enum constant in enum class ver14.SharedClasses.Game.Moves.Move.ThreefoldStatus

noNulls() - Method in class ver14.SharedClasses.DBActions.Condition

normal - Static variable in class ver14.SharedClasses.UI.FontManager

NORMAL - Enum constant in enum class ver14.SharedClasses.DBActions.DBResponse.Graphable.GraphElementType

NormalMove - Enum constant in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag

normalPerspective - Static variable in enum class ver14.SharedClasses.Game.Location

NOT_SET_YET - Enum constant in enum class ver14.SharedClasses.Login.LoginType

NOT_STARTED - Enum constant in enum class ver14.SharedClasses.Threads.MyThread.ThreadStatus

notEmpty() - Method in class ver14.Model.Bitboard
if the board is not empty
notEquals(Object, Object) - Static method in class ver14.SharedClasses.DBActions.Condition

nullIf0(Object) - Static method in enum class ver14.SharedClasses.DBActions.Table.Math

NUM_OF_DIRECTIONS - Static variable in enum class ver14.SharedClasses.Game.Moves.Direction

NUM_OF_DIRECTIONS_WO_KNIGHT - Static variable in enum class ver14.SharedClasses.Game.Moves.Direction

NUM_OF_KNIGHT_DIRECTIONS - Static variable in enum class ver14.SharedClasses.Game.Moves.Direction

NUM_OF_PIECE_TYPES - Static variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

NUM_OF_PLAYERS - Static variable in enum class ver14.SharedClasses.Game.PlayerColor

NUM_OF_SQUARES - Static variable in enum class ver14.SharedClasses.Game.Location

NUM_OF_THREADS - Static variable in class ver14.ThreadsUtil

Number - Enum constant in enum class ver14.SharedClasses.DBActions.Arg.ArgType
Number arg type.
Numbers - Static variable in class ver14.SharedClasses.Utils.RegEx

numOfFields - Static variable in class ver14.SharedClasses.Game.GameSetup.AiParameters

numOfFields - Static variable in class ver14.SharedClasses.Game.GameSetup.TimeFormat

numOfRows() - Method in class ver14.SharedClasses.DBActions.DBResponse.TableDBResponse

numSquaresToEdge - Static variable in class ver14.Model.MoveGenerator.MoveGenerator

numSquaresToEdge(Location, Direction) - Static method in class ver14.Model.MoveGenerator.MoveGenerator

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main(String[]) - Static method in class ver14.DB.DB
The entry point of application.
main(String[]) - Static method in class ver14.Model.Hashing.Zobrist

main(String[]) - Static method in class ver14.Model.Minimax.MinimaxParametersAdjuster

main(String[]) - Static method in class ver14.Players.PlayerAI.Stockfish.Stockfish

main(String[]) - Static method in class ver14.Server
The entry point of the application.
main(String[]) - Static method in class ver14.SharedClasses.Game.Moves.CastlingRights

main(String[]) - Static method in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

main(String[]) - Static method in class ver14.SharedClasses.Game.Moves.PremovesGenerator

main(String[]) - Static method in enum class ver14.SharedClasses.Networking.Messages.MessageType

main(String[]) - Static method in class ver14.SharedClasses.UI.dialogs.ConfirmDialogs
The entry point of application.
main(String[]) - Static method in class ver14.SharedClasses.UI.FontManager

main(String[]) - Static method in class ver14.SharedClasses.UI.LinkLabel

main(String[]) - Static method in class ver14.SharedClasses.Utils.StrUtils

main(String[]) - Static method in class ver14.Tests.MinimaxTests

main(String[]) - Static method in class ver14.Tests.Sockets

main(String[]) - Static method in class ver14.Tests.Tests

main(String[]) - Static method in class ver14.ThreadsUtil

MAJOR_PIECES - Static variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

makeMove(Move) - Method in class ver14.Model.Model
Make move.
MATERIAL - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
Material evaluation parameters.
math(Object, String, Object) - Static method in class ver14.SharedClasses.DBActions.Condition

math(Math, Object) - Method in class ver14.SharedClasses.DBActions.Table.Col

math(Math, Object, boolean) - Method in class ver14.SharedClasses.DBActions.Table.Col

Math - Enum Class in ver14.SharedClasses.DBActions.Table

matrixStr() - Method in enum class ver14.SharedClasses.Game.Location
Matrix str string.
maxDepth - Variable in class ver14.Model.Minimax.MinimaxParameters

Message - Class in ver14.SharedClasses.Networking.Messages
Message. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021
Message(MessageType) - Constructor for class ver14.SharedClasses.Networking.Messages.Message
Instantiates a new Message.
Message(MessageType, String) - Constructor for class ver14.SharedClasses.Networking.Messages.Message
Instantiates a new Message.
Message(MessageType, String, String) - Constructor for class ver14.SharedClasses.Networking.Messages.Message
Instantiates a new Message.
Message(MessageType, Message) - Constructor for class ver14.SharedClasses.Networking.Messages.Message
Instantiates a new Message.
MessageCallback - Interface in ver14.SharedClasses.Callbacks

MessageDialogs() - Constructor for class ver14.SharedClasses.UI.FontManager.Dialogs.MessageDialogs

messageID - Variable in class ver14.SharedClasses.Networking.Messages.Message
The Message id.
MessagesHandler - Class in ver14.SharedClasses.Networking
The type Messages handler.
MessagesHandler(AppSocket) - Constructor for class ver14.SharedClasses.Networking.MessagesHandler
Instantiates a new Messages handler.
MessageType - Enum Class in ver14.SharedClasses.Networking.Messages

minimax(int, int, boolean, double, double) - Method in class ver14.Model.Minimax.NewMinimax

Minimax - Class in ver14.Model.Minimax
The type Minimax.

Minimax(Model, long) - Constructor for class ver14.Model.Minimax.Minimax
Instantiates a new Minimax.
Minimax(Model, long, long) - Constructor for class ver14.Model.Minimax.Minimax
Instantiates a new Minimax.
Minimax.CpuUsages - Class in ver14.Model.Minimax
The type Cpu usages.
MinimaxMove - Class in ver14.SharedClasses.Game.Moves

MinimaxMove(Evaluation) - Constructor for class ver14.SharedClasses.Game.Moves.MinimaxMove

MinimaxMove(MinimaxMove) - Constructor for class ver14.SharedClasses.Game.Moves.MinimaxMove

MinimaxMove(Move, Evaluation) - Constructor for class ver14.SharedClasses.Game.Moves.MinimaxMove

MinimaxParameters - Class in ver14.Model.Minimax

MinimaxParameters(Model, boolean, int, int, PlayerColor, double, double, int) - Constructor for class ver14.Model.Minimax.MinimaxParameters

MinimaxParameters(Model, boolean, int, PlayerColor, Move) - Constructor for class ver14.Model.Minimax.MinimaxParameters

MinimaxParametersAdjuster - Class in ver14.Model.Minimax

MinimaxParametersAdjuster() - Constructor for class ver14.Model.Minimax.MinimaxParametersAdjuster

minimaxPlayerColor - Variable in class ver14.Model.Minimax.MinimaxParameters

MinimaxTests - Class in ver14.Tests

MinimaxTests() - Constructor for class ver14.Tests.MinimaxTests

MinimaxView - Class in ver14.Model.Minimax
Minimax view - .
MinimaxView(boolean, Minimax) - Constructor for class ver14.Model.Minimax.MinimaxView
Instantiates a new Minimax view.
MINOR_PIECES - Static variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

model - Variable in class ver14.Model.Minimax.MinimaxParameters

model(String) - Static method in class ver14.Tests.Tests

Model - Class in ver14.Model
The type Model.
Model() - Constructor for class ver14.Model.Model
Instantiates a new Model.
Model(String) - Constructor for class ver14.Model.Model
Instantiates a new Model.
Model(Model) - Constructor for class ver14.Model.Model
Instantiates a new Model.

ModelMovesList - Class in ver14.Model

ModelMovesList(MoveGenerator, int) - Constructor for class ver14.Model.ModelMovesList

ModelMovesList.FoundLegalMove - Class in ver14.Model

modify(String) - Method in interface ver14.SharedClasses.UI.MyLbl.StringModifier

Move - Class in ver14.SharedClasses.Game.Moves

Move(Location, Location) - Constructor for class ver14.SharedClasses.Game.Moves.Move

Move(Location, Location, PieceType) - Constructor for class ver14.SharedClasses.Game.Moves.Move

Move(Move) - Constructor for class ver14.SharedClasses.Game.Moves.Move

Move(Move.ThreefoldStatus) - Constructor for class ver14.SharedClasses.Game.Moves.Move

Move.MoveFlag - Enum Class in ver14.SharedClasses.Game.Moves

Move.ThreefoldStatus - Enum Class in ver14.SharedClasses.Game.Moves

MoveAnnotation - Class in ver14.SharedClasses.Game.Moves

MoveAnnotation() - Constructor for class ver14.SharedClasses.Game.Moves.MoveAnnotation

MoveFlags - Enum Class in ver14.SharedClasses.Game.Moves

MoveGenerationTest - Class in ver14.Tests
The type Move generation test.
MoveGenerationTest() - Constructor for class ver14.Tests.MoveGenerationTest

MoveGenerator - Class in ver14.Model.MoveGenerator

MOVEMENT_ABILITY - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
Movement ability evaluation parameters.
moveSequences() - Method in class ver14.Tests.EvalTests

MovesList - Class in ver14.SharedClasses.Game.Moves

MovesList() - Constructor for class ver14.SharedClasses.Game.Moves.MovesList

MovesList(MovesList) - Constructor for class ver14.SharedClasses.Game.Moves.MovesList

MovesList.CompareMoves - Interface in ver14.SharedClasses.Game.Moves

mult - Variable in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

Mult - Enum constant in enum class ver14.SharedClasses.DBActions.Table.Math

MyAdapter() - Constructor for class ver14.SharedClasses.UI.MyJFrame.MyAdapter

MyAi - Class in ver14.Players.PlayerAI

MyAi - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.AiParameters.AiType

MyAi(AiParameters) - Constructor for class ver14.Players.PlayerAI.MyAi

MyError - Error in ver14.SharedClasses.Threads.ErrorHandling

MyError() - Constructor for error ver14.SharedClasses.Threads.ErrorHandling.MyError

MyError(String) - Constructor for error ver14.SharedClasses.Threads.ErrorHandling.MyError

MyError(String, Throwable) - Constructor for error ver14.SharedClasses.Threads.ErrorHandling.MyError

MyError(Throwable) - Constructor for error ver14.SharedClasses.Threads.ErrorHandling.MyError

MyError.DBErr - Error in ver14.SharedClasses.Threads.ErrorHandling

MyError.DisconnectedError - Error in ver14.SharedClasses.Threads.ErrorHandling

MyJButton - Class in ver14.SharedClasses.UI.Buttons
MyJButton- represents a button.
MyJButton() - Constructor for class ver14.SharedClasses.UI.Buttons.MyJButton
Instantiates a new My j button.
MyJButton(String) - Constructor for class ver14.SharedClasses.UI.Buttons.MyJButton
Instantiates a new My j button.
MyJButton(String, Font) - Constructor for class ver14.SharedClasses.UI.Buttons.MyJButton
Instantiates a new My j button.
MyJButton(String, Font, VoidCallback) - Constructor for class ver14.SharedClasses.UI.Buttons.MyJButton
Instantiates a new My j button.
MyJButton(String, Font, VoidCallback, JPanel) - Constructor for class ver14.SharedClasses.UI.Buttons.MyJButton
Instantiates a new My j button.
MyJButton(String, VoidCallback) - Constructor for class ver14.SharedClasses.UI.Buttons.MyJButton
Instantiates a new My j button.
MyJFrame - Class in ver14.SharedClasses.UI
The type My j frame.
MyJFrame() - Constructor for class ver14.SharedClasses.UI.MyJFrame
Instantiates a new My j frame.
MyJFrame.BooleanClosing - Interface in ver14.SharedClasses.UI
The interface Boolean closing.
MyJFrame.Closing<T> - Interface in ver14.SharedClasses.UI
The interface Closing.
MyJFrame.MyAdapter - Class in ver14.SharedClasses.UI
The type My adapter.
MyJFrame.MyAdapter.HeldDown - Interface in ver14.SharedClasses.UI
The interface Held down.
MyJFrame.StringClosing - Interface in ver14.SharedClasses.UI
The interface String closing.

MyLbl - Class in ver14.SharedClasses.UI

MyLbl() - Constructor for class ver14.SharedClasses.UI.MyLbl

MyLbl(String) - Constructor for class ver14.SharedClasses.UI.MyLbl

MyLbl(String, Font) - Constructor for class ver14.SharedClasses.UI.MyLbl

MyLbl(String, Icon, int) - Constructor for class ver14.SharedClasses.UI.MyLbl

MyLbl(Icon, Font) - Constructor for class ver14.SharedClasses.UI.MyLbl

MyLbl.StringModifier - Interface in ver14.SharedClasses.UI

MyServerSocket - Class in ver14

MyServerSocket(int) - Constructor for class ver14.MyServerSocket

MyThread - Class in ver14.SharedClasses.Threads
The type My thread.
MyThread() - Constructor for class ver14.SharedClasses.Threads.MyThread
Instantiates a new My thread.
MyThread.ThreadStatus - Enum Class in ver14.SharedClasses.Threads

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L

L - Enum constant in enum class ver14.SharedClasses.Game.Moves.Direction

label() - Method in class ver14.SharedClasses.DBActions.Table.Col

large - Static variable in class ver14.SharedClasses.UI.FontManager

LEFT - Static variable in annotation interface ver14.SharedClasses.DBActions.Statements.Selection.Join

legalize() - Method in class ver14.Model.MoveGenerator.MoveGenerator

LEGALIZE - Static variable in annotation interface ver14.Model.MoveGenerator.GenerationSettings

LinkLabel - Class in ver14.SharedClasses.UI

LinkLabel(String, VoidCallback) - Constructor for class ver14.SharedClasses.UI.LinkLabel

loadFEN(String, Model) - Static method in class ver14.Model.FEN
Loads a fen.
loadUnfinishedGame(String) - Static method in class ver14.DB.DB
Load unfinished game unfinished game.
Location - Enum Class in ver14.SharedClasses.Game
Location - an enum consisting of 64 values representing all 64 squares on the board. used to access squares on the board an enum is used for performance reasons.
LocationTests - Class in ver14.Tests

LocationTests() - Constructor for class ver14.Tests.LocationTests

Locs - Class in ver14.Model

Locs() - Constructor for class ver14.Model.Locs

Locs(Locs) - Constructor for class ver14.Model.Locs

locsMat() - Static method in enum class ver14.SharedClasses.Game.Location
Locs mat location [ ] [ ].
locsMatStr() - Static method in enum class ver14.SharedClasses.Game.Location
Locs mat str string.
log(String) - Method in class ver14.Game.GameSession

log(String) - Method in class ver14.Server
Log.
log(String, Exception, JFrame...) - Static method in class ver14.Server
Log.
LOG - Static variable in class ver14.Model.Minimax.Minimax
The constant LOG.
login(AppSocket) - Method in class ver14.Server
Login player net.
LOGIN - Enum constant in enum class ver14.SharedClasses.Login.LoginType

LOGIN - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

LoginInfo - Class in ver14.SharedClasses.Login

LoginInfo() - Constructor for class ver14.SharedClasses.Login.LoginInfo

LoginInfo(String, String, LoginType) - Constructor for class ver14.SharedClasses.Login.LoginInfo

LoginInfo(LoginType) - Constructor for class ver14.SharedClasses.Login.LoginInfo

LoginType - Enum Class in ver14.SharedClasses.Login

LongCastle - Enum constant in enum class ver14.SharedClasses.Game.Moves.Move.MoveFlag

LOSS_EVAL - Static variable in class ver14.SharedClasses.Game.Evaluation.Evaluation

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K

key() - Method in interface ver14.SharedClasses.UI.MyJFrame.MyAdapter.HeldDown
Key int.
keyPressed(KeyEvent) - Method in class ver14.SharedClasses.UI.MyJFrame.MyAdapter
Key pressed.
keyReleased(KeyEvent) - Method in class ver14.SharedClasses.UI.MyJFrame.MyAdapter
Key released.
KING - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

KING - Enum constant in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

KING_SAFETY - Enum constant in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
King safety evaluation parameters.
KING_STARTING_COL - Static variable in enum class ver14.SharedClasses.Game.Location

kingFinalLoc(Location) - Method in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

kingTravelDistance - Variable in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

KNIGHT - Enum constant in enum class
ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

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J

JMenus() - Constructor for class ver14.SharedClasses.UI.FontManager.JMenus

join(String, Table, Condition, Col...) - Method in class ver14.SharedClasses.DBActions.Statements.Selection

JOIN_EXISTING - Enum constant in enum class ver14.SharedClasses.Game.GameSetup.GameSettings.GameType

JOINABLE_GAMES - Enum constant in enum class ver14.SharedClasses.Sync.SyncedListType

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A

a - Variable in class ver14.Model.Minimax.MinimaxParameters

A - Static variable in enum class ver14.SharedClasses.Game.Location

A1 - Enum constant in enum class ver14.SharedClasses.Game.Location

A2 - Enum constant in enum class ver14.SharedClasses.Game.Location

A3 - Enum constant in enum class ver14.SharedClasses.Game.Location

A4 - Enum constant in enum class ver14.SharedClasses.Game.Location

A5 - Enum constant in enum class ver14.SharedClasses.Game.Location

A6 - Enum constant in enum class ver14.SharedClasses.Game.Location

A7 - Enum constant in enum class ver14.SharedClasses.Game.Location

A8 - Enum constant in enum class ver14.SharedClasses.Game.Location

ACCEPT - Static variable in record class ver14.SharedClasses.Misc.Question.Answer

acceptAppSocket() - Method in class ver14.MyServerSocket

add(double, int) - Method in class ver14.Model.Minimax.Minimax.CpuUsages
Add.
add(E) - Method in class ver14.SharedClasses.Sync.SyncedItems

add(Condition, Condition.Relation) - Method in class ver14.SharedClasses.DBActions.Condition

add(Condition, Condition.Relation, boolean) - Method in class ver14.SharedClasses.DBActions.Condition

add(Move) - Method in class ver14.SharedClasses.Game.Moves.MovesList

add(Move, PieceType) - Method in class ver14.Model.ModelMovesList

ADD_TIME - Enum constant in enum class ver14.SharedClasses.Networking.Messages.MessageType

addAction(VoidCallback, Integer...) - Method in class ver14.SharedClasses.UI.MyJFrame.MyAdapter
Add action set.
addAll(Collection<? extends SyncableItem>) - Method in class ver14.SharedClasses.Sync.SyncedItems

addAll(ModelMovesList, PieceType) - Method in class ver14.Model.ModelMovesList

addDetail(EvaluationParameters, int) - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

addHandler(Class<E>, ErrorHandler<E>) - Method in class ver14.SharedClasses.Threads.MyThread
Add handler.
addHeldDown(MyJFrame.MyAdapter.HeldDown) - Method in class ver14.SharedClasses.UI.MyJFrame.MyAdapter
Add held down.
addResizeEvent(JRootPane, VoidCallback) - Static method in class ver14.SharedClasses.UI.MyJFrame

addSuggestion(Described<V>) - Method in class ver14.SharedClasses.DBActions.Arg.Config
Add suggestion.
addThread(MyThread) - Static method in class ver14.SharedClasses.Threads.ThreadsManager

addUser(String, String) - Static method in class ver14.DB.DB
Add user.
adjustBy - Variable in enum class ver14.SharedClasses.Game.Evaluation.EvaluationParameters
The Adjust by.
AiParameters - Class in ver14.SharedClasses.Game.GameSetup

AiParameters() - Constructor for class ver14.SharedClasses.Game.GameSetup.AiParameters

AiParameters(AiParameters) - Constructor for class ver14.SharedClasses.Game.GameSetup.AiParameters

AiParameters(AiParameters.AiType, TimeFormat) - Constructor for class ver14.SharedClasses.Game.GameSetup.AiParameters

AiParameters.AiType - Enum Class in ver14.SharedClasses.Game.GameSetup

ALL_DIRECTIONS - Static variable in enum class ver14.SharedClasses.Game.Moves.Direction

ALL_LOCS - Static variable in enum class ver14.SharedClasses.Game.Location

ALL_PIECES - Static variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.Piece

ALL_USED_DIRECTIONS - Static variable in enum class ver14.SharedClasses.Game.Moves.Direction

and(long) - Method in class ver14.Model.Bitboard

performes a bitwise and on a new copy of this bitboard.
and(Bitboard) - Method in class ver14.Model.Bitboard
performes a bitwise and on a new copy of this bitboard.
and(Condition) - Method in class ver14.SharedClasses.DBActions.Condition
wraps
AND - Enum constant in enum class ver14.SharedClasses.DBActions.Condition.Relation

andEqual(long) - Method in class ver14.Model.Bitboard
performs a bitwise and on this board and l. also invalidates set locs which might be expensive
andWith - Variable in enum class ver14.SharedClasses.Game.Moves.Direction

annotate(Move, Piece) - Static method in class ver14.SharedClasses.Game.Moves.MoveAnnotation

annotate(Move, Piece, String) - Static method in class ver14.SharedClasses.Game.Moves.MoveAnnotation

ANNOTATE - Static variable in annotation interface ver14.Model.MoveGenerator.GenerationSettings

annotation - Variable in enum class ver14.SharedClasses.Game.Evaluation.GameStatus.GameStatusType

Answer(String) - Constructor for record class ver14.SharedClasses.Misc.Question.Answer
Creates an instance of a `Answer` record class.
AnswerCallback - Interface in ver14.SharedClasses.Callbacks

answerQuestion(Question.Answer, Message) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Answer question message.
answerStr() - Method in record class ver14.SharedClasses.Misc.Question.Answer
Returns the value of the `answerStr` record component.
Any - Static variable in class ver14.SharedClasses.Utils.RegEx

ANY_LEGAL - Static variable in annotation interface ver14.Model.MoveGenerator.GenerationSettings

ANY_LOGIN - Static variable in annotation interface ver14.SharedClasses.Login.AuthSettings

anyLegalMove(PlayerColor) - Method in class ver14.Model.Model
Any legal move boolean.
anyMatch(long) - Method in class ver14.Model.Bitboard
Any match with the other board.
anyMatch(Bitboard) - Method in class ver14.Model.Bitboard
Any match with the other board.
APP_DB_FILE_PATH - Static variable in class ver14.DB.DB
The constant APP_DB_FILE_PATH.
applyMove(Move) - Method in class ver14.Model.Model
Apply move.
AppSocket - Class in ver14.SharedClasses.Networking
AppSocket -× × ×¤× ×¡ × × × × ×¦× ×©×§×¢ ×ª×§×©× ×¨×ª × × × ×¤×©×¨ × ×¢× ×¨×ª × × × ×¢× ×ª × ×¨×©×ª × × × × ×©×¨×ª × × ×§× × .
---------- by Ilan Peretz(ilanperets@gmail.com) 10/11/2021
AppSocket(String, int) - Constructor for class ver14.SharedClasses.Networking.AppSocket
Instantiates a new App socket.

AppSocket(Socket) - Constructor for class ver14.SharedClasses.Networking.AppSocket
Instantiates a new App socket.
AppSocket.AppSocketError - Error in ver14.SharedClasses.Networking

AppSocketError(Exception) - Constructor for error ver14.SharedClasses.Networking.AppSocket.AppSocketError

ArchivedGameInfo - Class in ver14.SharedClasses.Game.SavedGames

ArchivedGameInfo(String, String, String, GameSettings, String, Stack<Move>) - Constructor for class ver14.SharedClasses.Game.SavedGames.ArchivedGameInfo

Arg - Class in ver14.SharedClasses.DBActions.Arg
Arg - .
Arg(ArgType) - Constructor for class ver14.SharedClasses.DBActions.Arg.Arg
Instantiates a new Arg.
Arg(ArgType, boolean, Config<?>) - Constructor for class ver14.SharedClasses.DBActions.Arg.Arg
Instantiates a new Arg.
Arg(ArgType, Config<?>) - Constructor for class ver14.SharedClasses.DBActions.Arg.Arg
Instantiates a new Arg.
args - Variable in class ver14.SharedClasses.DBActions.RequestBuilder

ArgsUtil - Class in ver14.SharedClasses.Utils
The type Args utils.
ArgsUtil.OptionalArg - Record Class in ver14.SharedClasses.Utils

argType - Variable in class ver14.SharedClasses.DBActions.Arg.Arg
The Arg type.
ArgType - Enum Class in ver14.SharedClasses.DBActions.Arg
Arg type - .
ArrUtils - Class in ver14.SharedClasses.Utils
Array Utility Class.
ArrUtils() - Constructor for class ver14.SharedClasses.Utils.ArrUtils

as() - Method in class ver14.SharedClasses.DBActions.Table.Col

as(String) - Method in class ver14.SharedClasses.DBActions.Table.Col

ASC - Static variable in annotation interface ver14.SharedClasses.DBActions.Statements.Selection.Order

asFloat(Object) - Static method in enum class ver14.SharedClasses.DBActions.Table.Math

asInt - Variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

asInt - Variable in enum class ver14.SharedClasses.Game.Location
the calculated index
asInt - Variable in enum class ver14.SharedClasses.Game.Moves.CastlingRights.Side

asInt - Variable in enum class ver14.SharedClasses.Game.Moves.Direction

asInt - Variable in enum class ver14.SharedClasses.Game.PlayerColor

askedQuestion(Player, Question) - Method in class ver14.Game.GameSession

askForGameSettings(SyncedItems, SyncedItems) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Ask for game settings message.
askForLogin() - Static method in class ver14.SharedClasses.Networking.Messages.Message
Ask for login message.
askForMove(MovesList, GameTime) - Static method in class ver14.SharedClasses.Networking.Messages.Message

askForRematch() - Method in class ver14.Game.GameSession

askQuestion(Question) - Static method in class ver14.SharedClasses.Networking.Messages.Message
Ask question message.
askQuestion(Question, AnswerCallback) - Method in class ver14.Players.Player

askQuestion(Question, AnswerCallback) - Method in class ver14.Players.PlayerAI.PlayerAI

askQuestion(Question, AnswerCallback) - Method in class ver14.Players.PlayerNet.PlayerNet

asLong - Variable in enum class ver14.SharedClasses.Game.Location
a long value with a bit set on this location
assertFen(String) - Static method in class ver14.Model.FEN
Asserts fen by using regex.
assertNotGameOver() - Method in class ver14.SharedClasses.Game.Evaluation.Evaluation

asUser() - Method in class ver14.SharedClasses.Login.LoginInfo

asUser() - Method in enum class ver14.SharedClasses.Login.LoginType

attack(PieceType, Direction...) - Method in class ver14.Model.AttackedSquares

attackedSquares - Variable in class ver14.Model.AttackedSquares

AttackedSquares - Class in ver14.Model

AttackedSquares(Model, PlayerColor) - Constructor for class ver14.Model.AttackedSquares

ATTACKING_PIECE_TYPES - Static variable in enum class ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType

authSettings - Variable in class ver14.SharedClasses.DBActions.DBRequest.PreMadeRequest

AuthSettings - Annotation Interface in ver14.SharedClasses.Login

awful(String) - Static method in class ver14.SharedClasses.Utils.StrUtils

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How This API Document Is Organized

This API (Application Programming Interface) document has pages corresponding to the items in the navigation bar, described as follows.

Overview

The Overview page is the front page of this API document and provides a list of all packages with a summary for each. This page can also contain an overall description of the set of packages.

Package

Each package has a page that contains a list of its classes and interfaces, with a summary for each. These pages may contain six categories:

- Interfaces
- Classes
- Enum Classes
- Exceptions
- Errors
- Annotation Interfaces

Class or Interface

Each class, interface, nested class and nested interface has its own separate page. Each of these pages has three sections consisting of a class/interface description, summary tables, and detailed member descriptions:

- Class Inheritance Diagram
- Direct Subclasses
- All Known Subinterfaces
- All Known Implementing Classes
- Class or Interface Declaration
- Class or Interface Description

- Nested Class Summary
- Field Summary

- Property Summary
- Constructor Summary
- Method Summary

- Field Details
- Property Details
- Constructor Details
- Method Details

The summary entries are alphabetical, while the detailed descriptions are in the order they appear in the source code. This preserves the logical groupings established by the programmer.

Annotation Interface

Each annotation interface has its own separate page with the following sections:

- Annotation Interface Declaration
- Annotation Interface Description
- Required Element Summary
- Optional Element Summary
- Element Details

Enum Class

Each enum class has its own separate page with the following sections:

- Enum Declaration
- Enum Description
- Enum Constant Summary
- Enum Constant Details

Use

Each documented package, class and interface has its own Use page. This page describes what packages, classes, methods, constructors and fields use any part of the given class or package. Given a class or interface A, its "Use" page includes subclasses of A, fields declared as A, methods that return A, and methods and constructors with parameters of type A. You can access this page by first going to the package, class or interface, then clicking on the "Use" link in the navigation bar.

Tree (Class Hierarchy)

There is a Class Hierarchy page for all packages, plus a hierarchy for each package. Each hierarchy page contains a list of classes and a list of interfaces. Classes are organized by inheritance structure starting with `java.lang.Object`. Interfaces do not inherit from `java.lang.Object`.

- When viewing the Overview page, clicking on "Tree" displays the hierarchy for all packages.

- When viewing a particular package, class or interface page, clicking on "Tree" displays the hierarchy for only that package.

Index

The Index contains an alphabetic index of all classes, interfaces, constructors, methods, and fields, as well as lists of all packages and all classes.

Serialized Form

Each serializable or externalizable class has a description of its serialization fields and methods. This information is of interest to those who implement rather than use the API. While there is no link in the navigation bar, you can get to this information by going to any serialized class and clicking "Serialized Form" in the "See Also" section of the class description.

Constant Field Values

The Constant Field Values page lists the static final fields and their values.

Search

You can search for definitions of modules, packages, types, fields, methods, system properties and other terms defined in the API, using some or all of the name, optionally using "camel-case" abbreviations. For example:

- `j.l.obj` will match "java.lang.Object"
- `InpStr` will match "java.io.InputStream"
- `HM.cK` will match "java.util.HashMap.containsKey(Object)"

Refer to the Javadoc Search Specification for a full description of search features.

This help file applies to API documentation generated by the standard doclet.

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Constant Field Values

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ver14.*

- ver14.Server
  Modifier and Type
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  Value
  `public static final String SERVER_WIN_TITLE`
  `"Chess Server"`

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- ver14.DB.DB
  Modifier and Type
  Constant Field
  Value
  `public static final String APP_DB_FILE_PATH`
  `"/assets/db.accdb"`
  `public static final String TIE_STR`
  `"----tie----"`

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- ver14.Game.Game
  Modifier and Type
  Constant Field
  Value
  `public static final int`

COLS
8
public static final int
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8

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- ver14.Model.FEN
  Modifier and Type
  Constant Field
  Value
  public static final String
  castling
  "r3k2r/pppppppp/8/8/8/8/PPPPPPPP/R3K2R w KQkq - 0 1"
  public static final String
  startingFen
  "rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq - 0 1"

- ver14.Model.Minimax.Minimax
  Modifier and Type
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  Value
  public static final String
  DEBUG_MINIMAX
  "DEBUG_MINIMAX"

- ver14.Model.MoveGenerator.GenerationSettings
  Modifier and Type
  Constant Field
  Value
  public static final int
  ANNOTATE
  13
  public static final int
  ANY_LEGAL
  2
  public static final int
  EVAL
  5
  public static final int
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  1
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  QUIESCE
  17

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- ver14.SharedClasses.DBActions.RequestBuilder
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  `TIE_STR`
  `"----tie----"`

- ver14.SharedClasses.DBActions.Statements.Selection.Join
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  Value
  `public static final String`
  `LEFT`
  `"LEFT JOIN"`
- ver14.SharedClasses.DBActions.Statements.Selection.Order
  Modifier and Type
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  Value
  `public static final String`
  `ASC`
  `"ASC"`
  `public static final String`
  `DESC`
  `"DESC"`

- ver14.SharedClasses.Game.Location
  Modifier and Type
  Constant Field
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  `public static final int`
  `NUM_OF_SQUARES`
  `64`
- ver14.SharedClasses.Game.PlayerColor
  Modifier and Type
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  Value
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  `NUM_OF_PLAYERS`
  `2`

- ver14.SharedClasses.Game.Evaluation.Evaluation
  Modifier and Type
  Constant Field
  Value
  `public static final int`
  `LOSS_EVAL`
  `-2147483647`

public static final int
TIE_EVAL
0
public static final int
WIN_EVAL
2147483647

- ver14.SharedClasses.Game.GameSetup.AiParameters
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  Value
  public static final int
  numOfFields
  3
- ver14.SharedClasses.Game.GameSetup.TimeFormat
  Modifier and Type
  Constant Field
  Value
  public static final int
  numOfFields
  2

- ver14.SharedClasses.Game.GameSetup.BoardSetup.Board
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  Value
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- ver14.SharedClasses.Game.GameSetup.BoardSetup.Pieces.PieceType
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- ver14.SharedClasses.Game.Moves.CastlingRights
  Modifier and Type
  Constant Field
  Value
  public static final String
  NO_CASTLING_ABILITY
  "_"
- ver14.SharedClasses.Game.Moves.MoveAnnotation
  Modifier and Type
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  Value
  public static final int
  CAPTURE

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public static final int
DESTINATION
2
public static final int
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3
public static final int
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0

- ver14.SharedClasses.Login.AuthSettings
  Modifier and Type
  Constant Field
  Value
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  ANY_LOGIN
  3
  public static final int
  GUEST
  1
  public static final int
  NEVER_AUTH
  4
  public static final int
  NO_AUTH
  5
  public static final int
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  2

- ver14.SharedClasses.UI.MyJFrame.Closing<T>
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  Constant Field
  Value
  public static final String
  header
  "Are You Sure You Want To Exit?"
  public static final String
  title
  "Exit Confirmation"

- ver14.SharedClasses.Utils.RegEx.Prefixes
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  Value
  public static final String
  DATE_TIME
  ":dt:"
  public static final String
  DONT_CAP_FULL

"\u200b"
public static final String
DONT_CAP_WORD
"\u2060"
public static final String
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"GUEST"

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---------- by Ilan Peretz(ilanperets@gmail.com) 10/11/2021
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Game. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021
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Message. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021
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Player. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021
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PlayerAI. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021
PlayerColor

PlayerNet
PlayerNet. ---------- by Ilan Peretz (ilanperets@gmail.com) 10/11/2021
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SEARCH:
Package Global_Classes

Class Positions

java.lang.Object

Global_Classes.Positions

---

public class Positions extends Object

Nested Class Summary

Nested Classes
Modifier and Type
Class
Description
`static class`
`Positions.Position`

Field Summary

Fields
Modifier and Type
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Description
`static ArrayList<Positions.Position>`

allPositions

Constructor Summary

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Constructor
Description
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Modifier and Type
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Description
static int
addNewPosition (String name, String fen)

static ArrayList<Positions.Position>
getAllPositions()

static int
getIndexOfFen (String fen)

static void
main (String[] args)

static boolean
positionExists (String fen)

static boolean
positionExists (String name, String fen)

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

allPositions

public static ArrayList<Positions.Position> allPositions

Constructor Details

Positions

public Positions()

Method Details

getAllPositions

public static ArrayList<Positions.Position> getAllPositions()

main

public static void main (String[] args)

addNewPosition

public static int addNewPosition (String name, String fen)

positionExists

public static boolean positionExists (String name, String fen)

getIndexOfFen

public static int getIndexOfFen (String fen)

positionExists

public static boolean positionExists (String fen)

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SEARCH:
Package Global_Classes

Class Positions.Position

java.lang.Object

Global_Classes.Positions.Position

All Implemented Interfaces:
`Serializable`

Enclosing class:
Positions

---

public static class Positions.Position extends Object implements Serializable

See Also:
Serialized Form

- ## Constructor Summary

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Constructor
Description
`Position (String name, String fen)`

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String
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String
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Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

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♦ Position

public Position (String name, String fen)

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