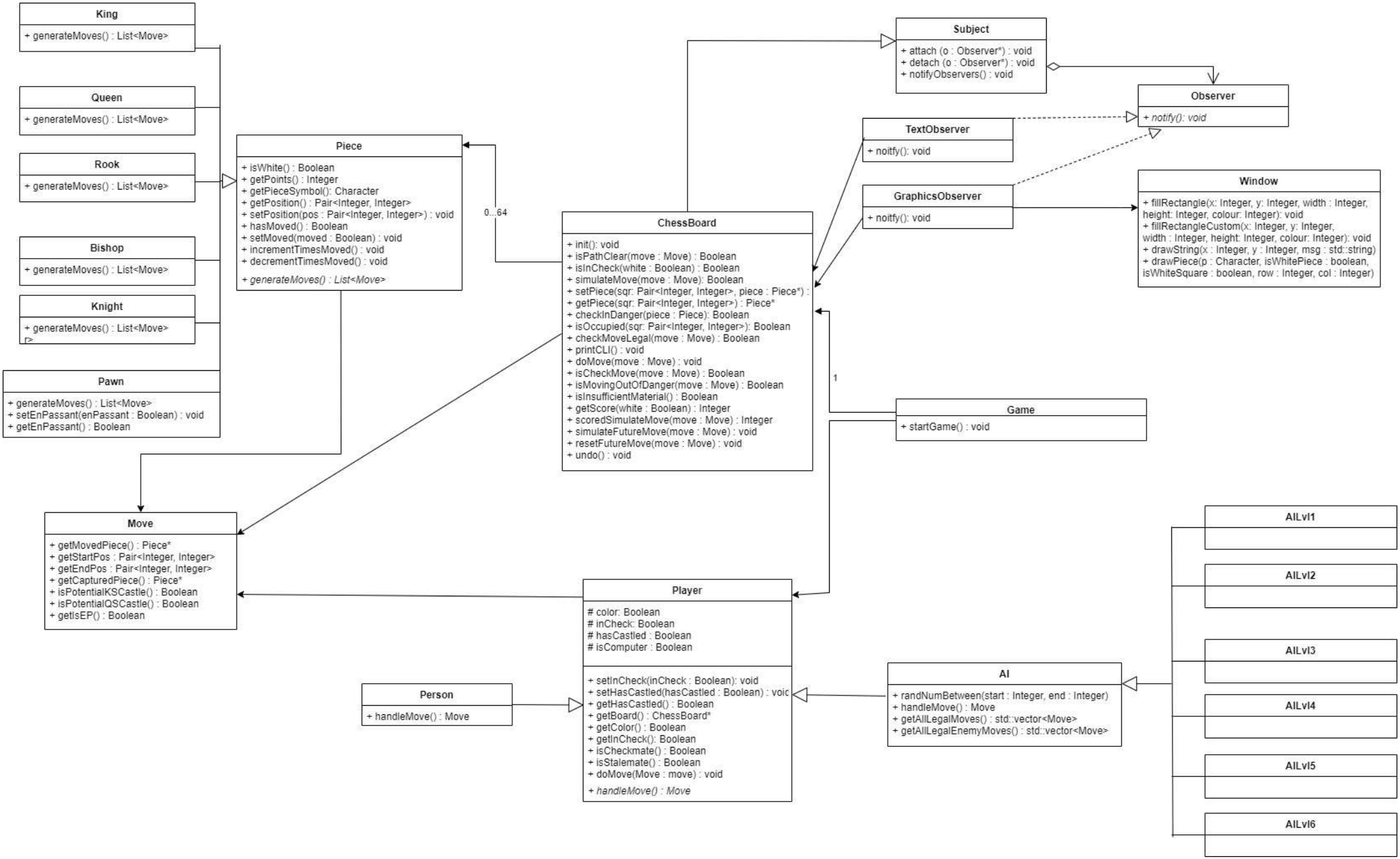
King
+ generateMoves() : List<Move>
Queen
+ generateMoves() : List<Move>
Rook
+ generateMoves() : List<Move>
Bishop
+ generateMoves() : List<Move>
Knight
+ generateMoves() : List<Move>
Pawn
+ generateMoves() : List<Move>
+ setEnPassant(enPassant : Boolean) : void
+ getEnPassant() : Boolean
Piece
+ isWhite() : Boolean
+ getPoints() : Integer
+ getPieceSymbol(): Character
+ getPosition() : Pair<Integer, Integer>
+ setPosition(pos : Pair<Integer, Integer>) : void
+ hasMoved() : Boolean
+ setMoved(moved : Boolean) : void
+ incrementTimesMoved() : void
+ decrementTimesMoved() : void
+ generateMoves() : List<Move>
0...64
ChessBoard
+ init(): void
+ isPathClear(move : Move) : Boolean
+ isInCheck(white : Boolean) : Boolean
+ simulateMove(move : Move): Boolean
+ setPiece(sqr: Pair<Integer, Integer>, piece : Piece*) :
+ getPiece(sqr: Pair<Integer, Integer>) : Piece*
+ checkInDanger(piece : Piece): Boolean
+ isOccupied(sqr: Pair<Integer, Integer>): Boolean
+ checkMoveLegal(move : Move) : Boolean
+ printCLI() : void
+ doMove(move : Move) : void
+ isCheckMove(move : Move) : Boolean
+ isMovingOutOfDanger(move : Move) : Boolean
+ isInsufficientMaterial() : Boolean
+ getScore(white : Boolean) : Integer
+ scoredSimulateMove(move : Move) : Integer
+ simulateFutureMove(move : Move) : void
+ resetFutureMove(move : Move) : void
+ undo() : void
Subject
+ attach (o : Observer*) : void
+ detach (o : Observer*) : void
+ notifyObservers() : void
Observer
+ notify(): void
TextObserver
+ noitfy(): void
GraphicsObserver
+ noitfy(): void
Window
+ fillRectangle(x: Integer, y: Integer, width : Integer, height: Integer, colour: Integer): void
+ fillRectangleCustom(x: Integer, y: Integer, width : Integer, height: Integer, colour: Integer): void
+ drawString(x : Integer, y : Integer, msg : std::string)
+ drawPiece(p : Character, isWhitePiece : boolean, isWhiteSquare : boolean, row : Integer, col : Integer)
1
Game
+ startGame() : void
Move
+ getMovedPiece() : Piece*
+ getStartPos : Pair<Integer, Integer>
+ getEndPos : Pair<Integer, Integer>
+ getCapturedPiece() : Piece*
+ isPotentialKSCastle() : Boolean
+ isPotentialQSCastle() : Boolean
+ getIsEP() : Boolean
Player
color: Boolean
inCheck: Boolean
hasCastled : Boolean
isComputer : Boolean
+ setInCheck(inCheck : Boolean): void
+ setHasCastled(hasCastled : Boolean) : voic
+ getHasCastled() : Boolean
+ getBoard() : ChessBoard*
+ getColor() : Boolean
+ getInCheck(): Boolean
+ isCheckmate() : Boolean
+ isStalemate() : Boolean
+ doMove(Move : move) : void
+ handleMove() : Move
Person
+ handleMove() : Move
AI
+ randNumBetween(start : Integer, end : Integer)
+ handleMove() : Move
+ getAllLegalMoves() : std::vector<Move>
+ getAllLegalEnemyMoves() : std::vector<Move>
AILvl1
AILvl2
AILvl3
AILvl4
AILvl5
AILvl6