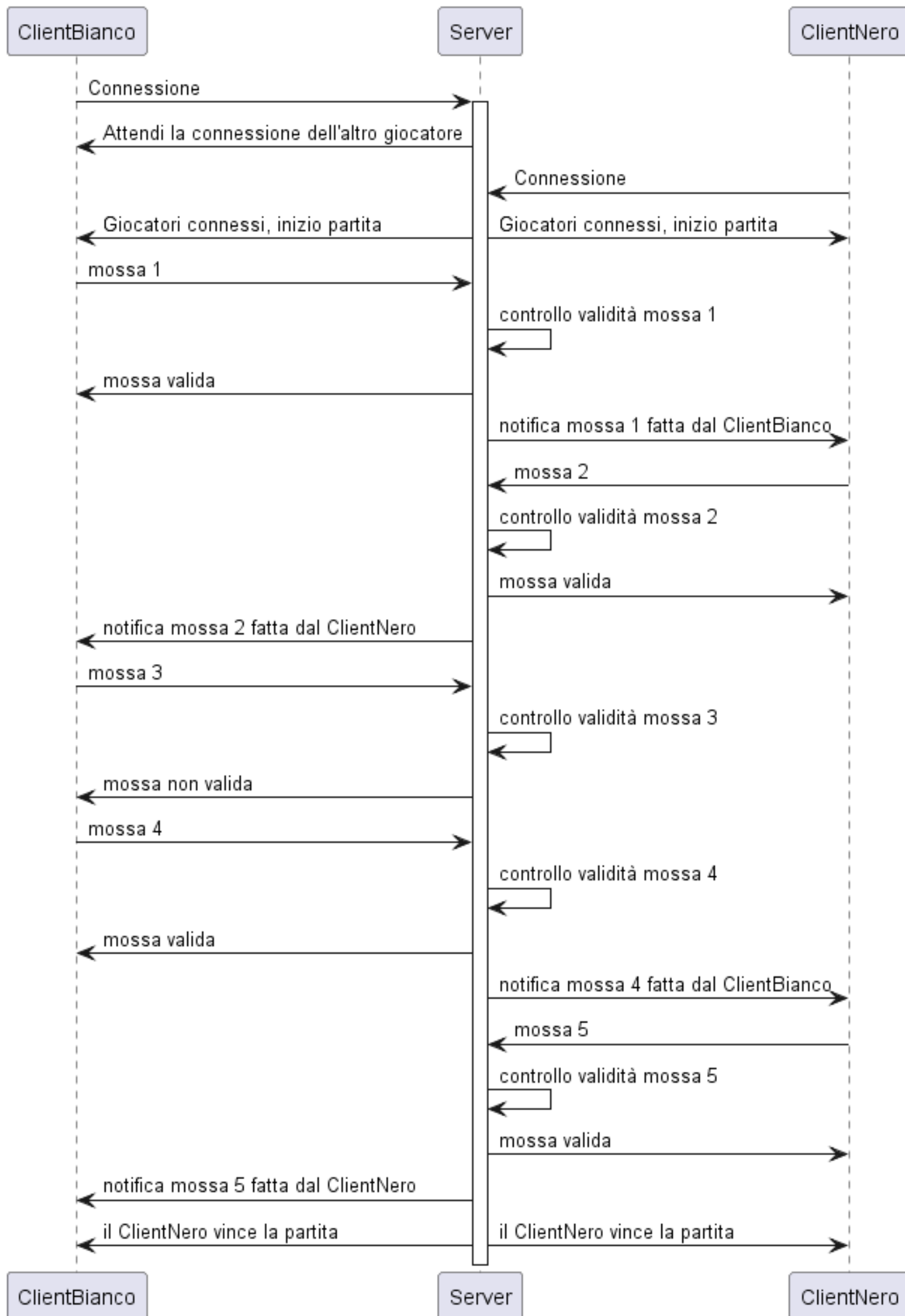
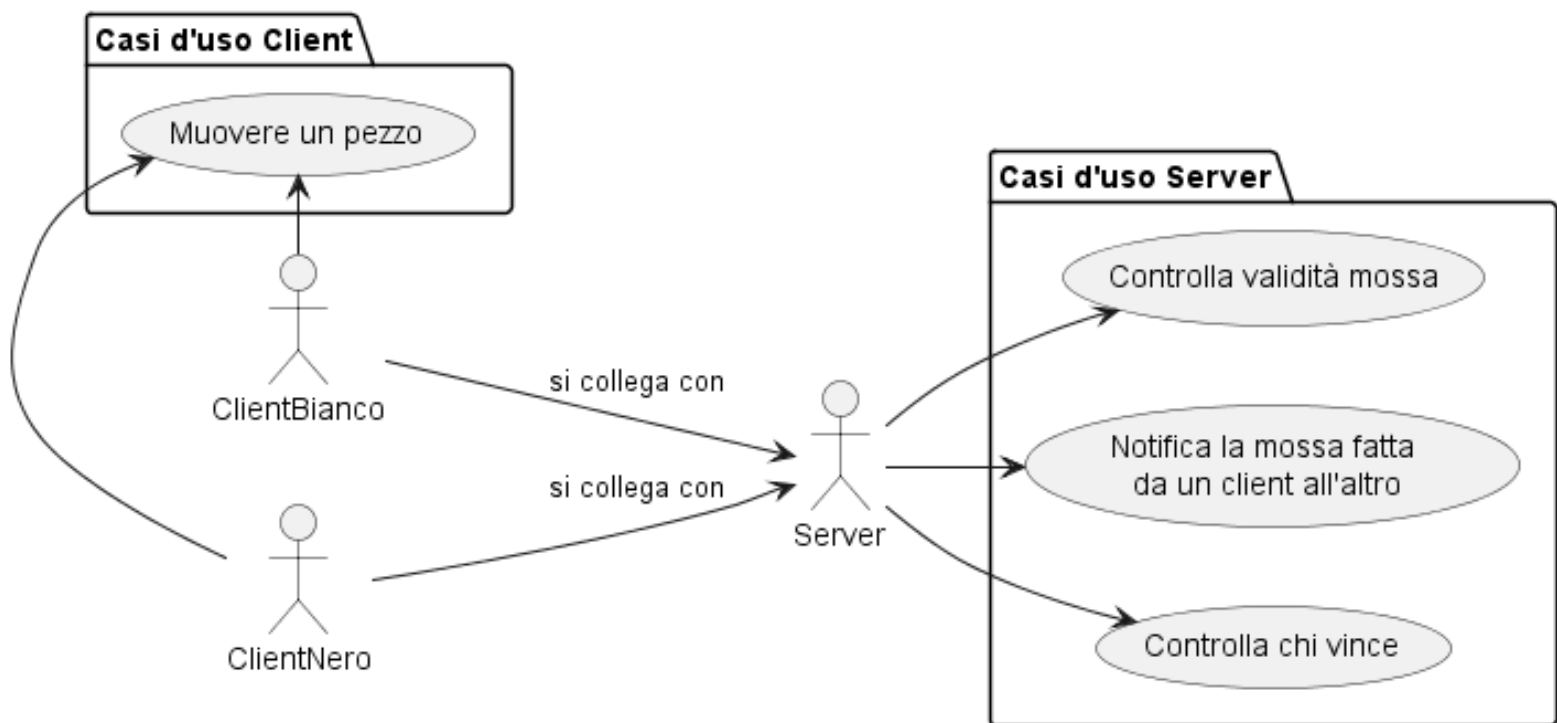
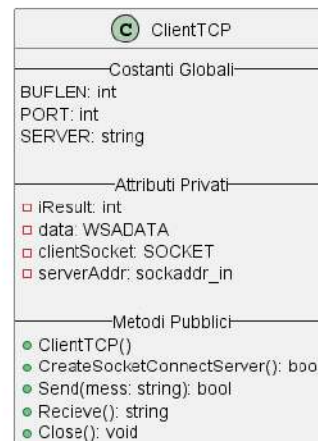


## Scacchi sequence-diagram







Server (Java)

Chess

Costanti

ROW: int  
COLUMN: int

Attributi Privati

- chessBoard: Piece[][]
- playerColor: Piece.Color
- oppositeColor: Piece.Color
- whiteToMove: boolean

Metodi Pubblici

- Chess(color: String)
- CheckPieceMove(piece: Piece, rStart: int, cStart: int, rEnd: int, cEnd: int): boolean
- PieceFromString(name: String, color: String): Piece

GestioneClient

Attributi Privati

- clientSocket: Socket
- opponentSocket: Socket
- color: String

Metodi Pubblici

- GestioneClient(socket: Socket, color: String)
- SetOpponentSocket(opponent: Socket): void
- run(): void

Piece2

Enumerazioni

Name: enum  
Color: enum

Attributi privati

- name: Name
- color: Color

Metodi Pubblici

- Piece()
- Piece(name: Name, color: Color)
- isEqual(p2: Piece): boolean
- getName(): Name
- getColor(): Color
- setName(name: Name): void
- setColor(color: Color): void