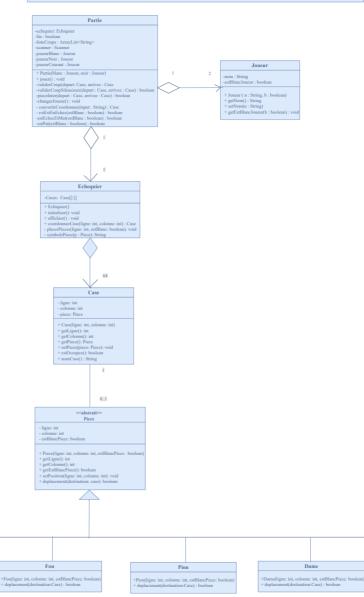
## Diagramme UML complet du jeu d'échecs



Roi

+Roi(ligne: int, colonne: int, estBlancPiece: boolean

+ deplacement(destination:Case) : boolean

Cavalier

+cavalier(ligne: int, colonne: int, estBlancPiece: boolean

+ deplacement(destination:Case) : boolean

+Tour(ligne: int, colonne: int, estBlancPiece: boolean