## homework02 jinda | February 8, 2023 «interface» ChessPiece +getRow(): int Rook +aetColumn(): int +aetColor(): Color Knight - row: int +canMove(row:int, col:int): boolean - col: int +canKill(piece: ChessPiece): boolean - color: Color - row: int - col: int - color: Color +aetRow(): int +getColumn(): int +getRow(): int +getColor(): Color +canMove(row:int, col:int): boolean +getColumn(): int AbstractChessPiece +aetColor(): Color +canKill(piece: ChessPiece): boolean +canMove(row:int, col:int): boolean # row: int +canKill(piece: ChessPiece): boolean # col: int # color: Color +getRow(): int +getColumn(): int +getColor(): Color +canMove(row:int, col:int): boolean +canKill(piece: ChessPiece): boolean King Pawn **Bishop** Queen - row: int - col: int - row: int - row: int - row: int - color: Color - col: int - col: int - col: int - color: Color - color: Color - color: Color +getRow(): int +getRow(): int +getColumn(): int +getRow(): int +getRow(): int +getColumn(): int +getColor(): Color +getColumn(): int +getColumn(): int +getColor(): Color +getColor(): Color +canMove(row:int, col:int): +getColor(): Color +canMove(row:int, col:int): boolean +canMove(row:int, col:int): boolean +canMove(row:int, col:int): boolean boolean +canKill(piece: ChessPiece): +canKill(piece: ChessPiece): boolean +canKill(piece: ChessPiece): boolean +canKill(piece: ChessPiece): boolean boolean

## Learn about this template

UML class diagrams map out the structure of a particular system by modeling its classes, attributes, operations, and relationships between objects.

To customize this template:

- Click on any shape and type the information you would like to include.
- Add and arrange class shapes as needed.
- Update cardinality.
  - Click on a line and navigate to the properties bar to adjust the endpoints.
  - Click on a line and hover over the gear icon to add multiplicities.
  - Add additional lines by hovering over a shape and clicking the red dot

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(Hold Shift + # or Ctrl. then click)

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