XqBoard Game - penRegular: Pen - pb_Board: PictureBox - lb_Notification: Label penBold: Pen - penExtremelyBold: Pen xqBoard: XqBoard - brushBlack: Brush - stackOfStates: Stack<State> - int_sLength: int - btStartOrPause: Button - intOriginalX: int - btUndo: Button + tm_P1Timer: Timer - intOriginalY: int + tm_P2Timer: Timer + drawXqBoardAndSetupIntersection(): void + int_IDOnCoordinates: int[,] + drawUnits() : void + unitOnBoard: Unit[] + highlightAvailableMoves() : void + player1_remainingTime: int + highlightSelectedUnit(): void + player2_remainingTime: int - setCoordinates() : void + int_turn: int - drawXqBoardLines() : void + isPaused: int - drawLLine() : void + isEnded: bool - drawL_left() : void + isChecked: int - drawL_right() : void + int_winner: int - drawChineseBoundary() : void + int_noOfTurnsWithoutEaten: int - distance() : double + isLastMoveInvalid: bool highlightOnPosition(): void + isUntimed: bool + handlePickOrDropEvent(): void + resumeGame() : void + startGame() : void + pauseGame(): void + pauseTimer() : void + isGameChecked() : bool + isPossed() : bool + isGameEndByOneSideHasNoMove(): bool + isAbleToMove() : bool + resumeTimer() : void + setTimeLimit() : void - handlePickEvent(): void - handleDropEventAndCheckGameEnd(): void - processMove() : void - removeOldUnitIfExist() : void notifyInvalidMove() : void notifyNotYourTurn() : void warningChecked() : void updateTurnAndTimer() : void - processChecked() : void - getPickedUnitByCoordinates(): Unit - saveState() : void - saveOnCoordinatesArray() : void

saveUnitOnPosXYArray() : voidretrieveUnitOnBoard() : voidretrieveTimers() : void



