dev.lavertu.banshee dev.lavertu.banshee.game <<interface>> Piece Pawn Cannon Cart -isCaptured: bool -isCaptured: bool -isCaptured: bool +capture(Location):Piece -isFaceUp: bool -isFaceUp: bool -isFaceUp: bool +move(Location) -rank: int -rank: int -rank: int -color: Color -color: Color -color: Color -position: Coordinate -position: Coordinate -position: Coordinate +Cannon(Coordinate, Color): +Pawn(Coordinate, Color): +Cart(Coordinate, Color): +isCaptured(): bool +isCaptured(): bool +isCaptured(): bool +isFaceUp(): bool +isFaceUp(): bool +isFaceUp(): bool Guard +getRank(): int +getRank(): int +getRank(): int +getColor(): Color +getColor(): Color +getColor(): Color -isCaptured: bool +getPosition(): Coordinate +getPosition(): Coordinate +getPosition(): Coordinate -isFaceUp: bool +toString(): String +toString(): String +toString():String -rank: int -color: Color -position: Coordinate +Guard(Coordinate, Color): Horse **Elephant** King +isCaptured(): bool +isFaceUp(): bool -isCaptured: bool -isCaptured: bool -isCaptured: bool +getRank(): int -isFaceUp: bool -isFaceUp: bool -isFaceUp: bool +getColor(): Color -rank: int -rank: int -rank: int +getPosition(): Coordinate -color: Color -color: Color -color: Color +toString(): String -position: Coordinate -position: Coordinate -position: Coordinate +Horse(Coordinate, Color): +Elephant(Coordinate, Color): +King(Coordinate, Color): +isCaptured(): bool +isCaptured(): bool +isCaptured(): bool +isFaceUp(): bool +isFaceUp(): bool +isFaceUp(): bool +getRank(): int +getRank(): int +getRank(): int +getColor(): Color +getColor(): Color +getColor(): Color +getPosition(): Coordinate +getPosition(): Coordinate +getPosition(): Coordinate **GameBoard** +toString(): String +toString(): String +toString(): String -board: Piece∏∏ -COLS: int = $8 \{ readOnly \}$ Coordinate -ROWS: int = $4 \{ readOnly \}$ <<enumeration>> -int: row Color -int: column +GameBoard(): +pieceAt(int, int): Piece **BLACK** +addPiece(Piece): void +Coordinate(int, int): WHITE +getRow(): int +removePiece(Piece):Piece **NEUTRAL** +getCol(): int +toString(): String +setRow(): void

+setCol(): void