## Checkers

- +char[][] board = new char[8][8] +int checkers\_1 = 12
- +int checkers\_2 = 12
- +char turn =  $\overline{1}$
- +initialize()
- +display()
- +getMove()
- +isvalid(int xfrom, int yfrom, int xto, int yto)
- +move()
- +main(String args[])