Initial diagram

Checkers

+char[][] board = new char[8][8]
+int checkers_1 = 12
+int checkers_2 = 12
+char turn = "1"

+initialize()
+display()
+getMove()
+isvalid(int xfrom, int yfrom, int xto, int yto)
+move()
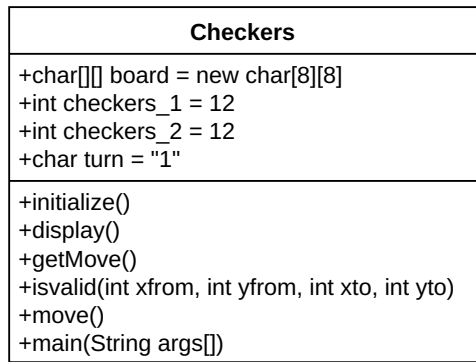+main(String args[])

Modified UML diagram. Assumed that no
change allowed in main.

Board

+char[][] board = new char[8][8]

+initialise()
+display()
+getMove()
+isvalid()
+move(int xfrom, int yfrom, int xto, int yto)
+isvalid(int xfrom, int yfrom, int xto, int yto)

boardGame

+initialise()
+display()
+getMove()

Piece

+isvalid()
+move(int xfrom, int yfrom, int xto, int yto)
+isvalid(int xfrom, int yfrom, int xto, int yto)

Player

+int checkers = 12
+char turn = "1"

+public Player(char turn)

Checkers

+public static void main(String args[])