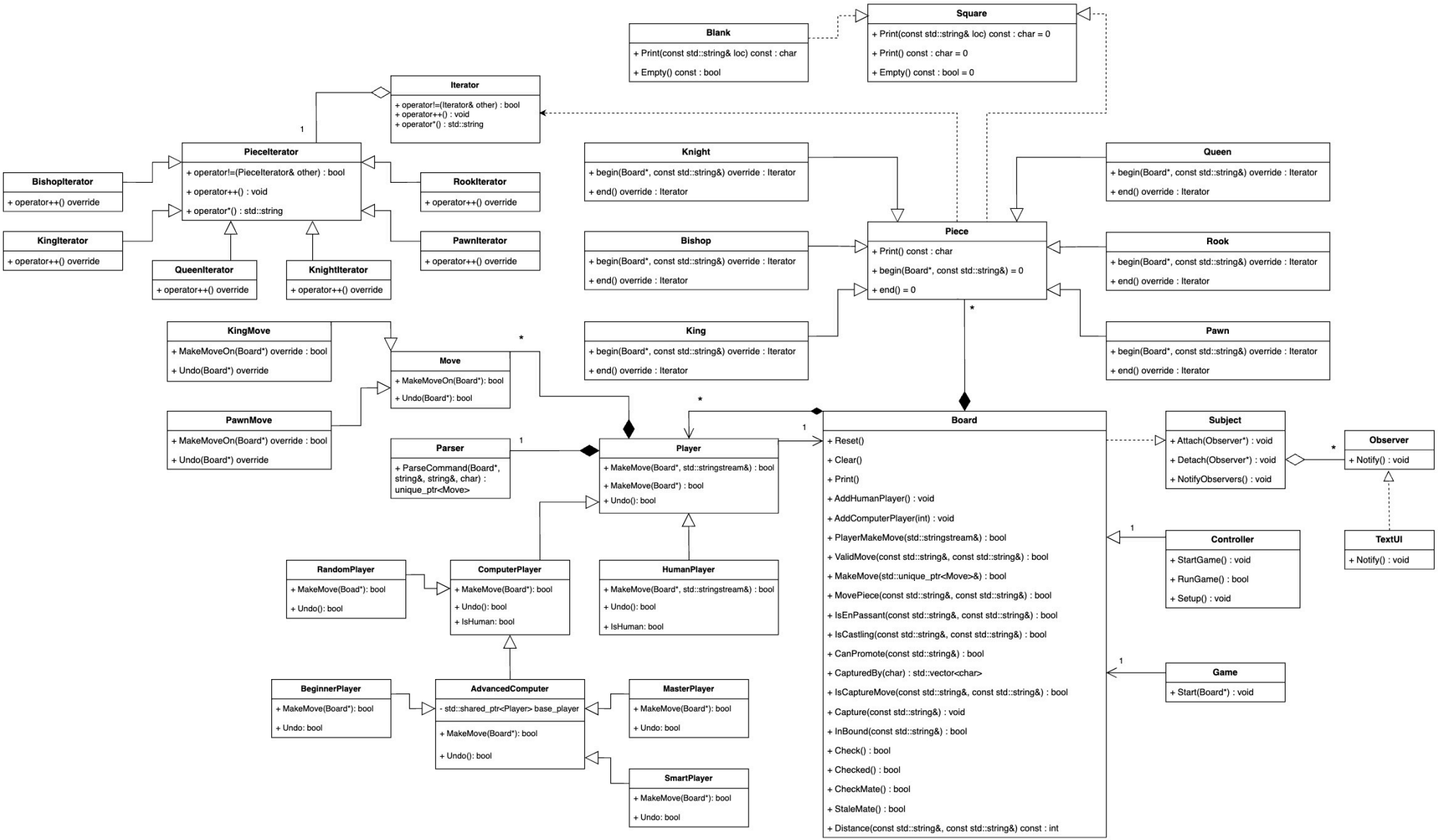
Square
+ Print(const std::string& loc) const : char = 0
+ Print() const : char = 0
+ Empty() const : bool = 0
Blank
+ Print(const std::string& loc) const : char
+ Empty() const : bool
Iterator
+ operator!=(Iterator& other) : bool
+ operator++() : void
+ operator*() : std::string
1
PieceIterator
+ operator!=(PieceIterator& other) : bool
+ operator++() : void
+ operator*() : std::string
BishopIterator
+ operator++() override
KingIterator
+ operator++() override
QueenIterator
+ operator++() override
KnightIterator
+ operator++() override
RookIterator
+ operator++() override
PawnIterator
+ operator++() override
Knight
+ begin(Board*, const std::string&) override : Iterator
+ end() override : Iterator
Bishop
+ begin(Board*, const std::string&) override : Iterator
+ end() override : Iterator
King
+ begin(Board*, const std::string&) override : Iterator
+ end() override : Iterator
Queen
+ begin(Board*, const std::string&) override : Iterator
+ end() override : Iterator
Rook
+ begin(Board*, const std::string&) override : Iterator
+ end() override : Iterator
Pawn
+ begin(Board*, const std::string&) override : Iterator
+ end() override : Iterator
Piece
+ Print() const : char
+ begin(Board*, const std::string&) = 0
+ end() = 0
*
KingMove
+ MakeMoveOn(Board*) override : bool
+ Undo(Board*) override
PawnMove
+ MakeMoveOn(Board*) override : bool
+ Undo(Board*) override
Move
+ MakeMoveOn(Board*): bool
+ Undo(Board*): bool
*
Parser
+ ParseCommand(Board*, string&, string&, char) : unique_ptr<Move>
1
Player
+ MakeMove(Board*, std::stringstream&) : bool
+ MakeMove(Board*) : bool
+ Undo(): bool
*
1
Board
+ Reset()
+ Clear()
+ Print()
+ AddHumanPlayer() : void
+ AddComputerPlayer(int) : void
+ PlayerMakeMove(std::stringstream&) : bool
+ ValidMove(const std::string&, const std::string&) : bool
+ MakeMove(std::unique_ptr<Move>&) : bool
+ MovePiece(const std::string&, const std::string&) : bool
+ IsEnPassant(const std::string&, const std::string&) : bool
+ IsCastling(const std::string&, const std::string&) : bool
+ CanPromote(const std::string&) : bool
+ CapturedBy(char) : std::vector<char>
+ IsCaptureMove(const std::string&, const std::string&) : bool
+ Capture(const std::string&) : void
+ InBound(const std::string&) : bool
+ Check() : bool
+ Checked() : bool
+ CheckMate() : bool
+ StaleMate() : bool
+ Distance(const std::string&, const std::string&) const : int
Subject
+ Attach(Observer*) : void
+ Detach(Observer*) : void
+ NotifyObservers() : void
*
Observer
+ Notify() : void
TextUI
+ Notify() : void
1
Controller
+ StartGame() : void
+ RunGame() : bool
+ Setup() : void
1
Game
+ Start(Board*) : void
RandomPlayer
+ MakeMove(Boad*): bool
+ Undo(): bool
ComputerPlayer
+ MakeMove(Board*): bool
+ Undo(): bool
+ IsHuman: bool
HumanPlayer
+ MakeMove(Board*, std::stringstream&) : bool
+ Undo(): bool
+ IsHuman: bool
BeginnerPlayer
+ MakeMove(Board*): bool
+ Undo: bool
AdvancedComputer
- std::shared_ptr<Player> base_player
+ MakeMove(Board*): bool
+ Undo(): bool
MasterPlayer
+ MakeMove(Board*): bool
+ Undo: bool
SmartPlayer
+ MakeMove(Board*): bool
+ Undo: bool