chessgame.Interfaces

<<Interface>>
IPlayer

public Move GetMove(IGame game)

<<Interface>>
IGame

public void DisplayGame()
public boolean IsGameOver()
public Map<Position, LIst<Move>> GenerateMoves()
public void ApplyMove(Move move)

<<Interface>>
IGameServer

public boolean SendMove(int gameID, int playerID, String initialPosition, String destPosition)
public boolean CloseGame(int gameID)

chessgame.Classes

Player

int playerID
String playerName
Color PlayerColor

public Player(Color color)
public Move GetMove(IGame game)

Game

private ChessBoard b
public Color current

public void DisplayGame()
public boolean IsGameOver()
public State GetResult()
public Map<Position, LIst<Move>> GenerateMoves()
public void ApplyMove(Move move)

GameServer

public boolean SendMove(int gameID, int playerID, String initialPosition, String destPosition)
public boolean CloseGame(int gameID)

<<Enumeration>>
Color

BLACK
WHITE

<<Enumeration>>
State

MATCH
DRAW
BLACKWIN
WHITEWIN

ChessBoard

Map<Position, Piece> board
public State state

public ChessBoard()
public Map<Position, LIst<Move>> GenerateMoves()
public void ApplyMove(Move move)
public void PrintBoard()

Move

public Position from
public Position to

public Move(Position aFrom, Position aTo)
public String toString()

abstract Piece

public String name
public Color color

public Piece(String aName, Color aColor)
public abstract ArrayList<Move> PossibleMoves(Position position)

Position

public int row
public int column

public Position(int r, int c)
public String toString()

chessgame.Classes.Pieces

Bishop

public Bishop(Color color)
public abstract ArrayList<Move> PossibleMoves(Position position)

King

public King(Color color)
public abstract ArrayList<Move> PossibleMoves(Position position)

Knight

public Knight(Color color)
public abstract ArrayList<Move> PossibleMoves(Position position)

Pawn

public Pawn(Color color)
public abstract ArrayList<Move> PossibleMoves(Position position)

Queen

public Queen(Color color)
public abstract ArrayList<Move> PossibleMoves(Position position)

Rook

public Rook(Color color)
public abstract ArrayList<Move> PossibleMoves(Position position)