#### CheckerBoardState

Static getStartingBoard() getSquares(): CheckerSquare[] getSquare(int): CheckerSquare getSquareAtPoint(int, int): CheckerSquare addPieceAtIndex(Piece, int): void getPieceLocations(Piece): List<Integer> getPieceLocationsInts(Piece): int[] isValidMove(Move): boolean getMiddleSquare(CheckerMove): CheckerSquare getValidMoves(CheckerSquare): List<CheckerMove>

# CheckerSquare

getX(): int getY(): int

executeMove(CheckerMove): void

getIndex(): int

getPiece(): Piece

setPiece(Piece): void

### Piece

king(): void

getType(): PieceType getPlayer(): Player

matches(Piece): boolean

## **Player**

Enum: ONE, TWO, NONE

# PieceType

Enum: EMPTY. PAWN, KING

#### CheckerBoardAlternate

initializeSettings(): void drawGameBackground(): void drawGameBoard(CheckerBoardState): void clearHighlights(): void showAllowedMoves(CheckerSquare): void setSelected(int): void isInExtraJumpMode(): boolean redrawAll(): void

moveTo(int): void switchPlayer(): void getActivePlayer(): Player

## CheckerMove

isDoubleJump(): boolean isSingleJump(): boolean getStart(): CheckerSquare getEnd(): CheckerSquare

toString(): String

### CheckerBoardSpace

setColor(Color): void getSpaceColor(): Color highlight(): void dehighlight(): void

### GamePiece

select(): void deselect(): void getIndex(): int