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CS 1400-1

Assignment 10

Task 1 UML

Chessboard
-start_x: float -start_y: float -width: float -height: float
Chessboard(start_x: float, start_y: float, width: float, height: float): None draw(): None

X-coordinate of the chessboard
Y-coordinate of the chessboard
Width of the chessboard
Height of the chessboard

Chessboard constructor
Draws the chessboard

Task 2 UML

Password
-value: string -value_to_check: string -error_message: string -is_valid: bool
set_value(password: string): None get_error_message(): string is_valid(password: string): bool

The password itself
Password to be checked
List of password errors
Stores if the password is valid or not

Sets password to specified value if the value is legal
Returns the string of errors that the password has, if any
Checks password and returns True if it's valid, false if not