```
Piece
# m type
# m adv
# m texture
# m texture rect
# driver
# m couleur piece
+ Piece()
+ ~Piece()
+ affichage()
+ getInfo()
+ getTypePiece()
+ getAdv()
+ checkPos()
+ getTexture()
+ setPosRes()
+ getPosRes()
  and 10 more...
        Fou
   + Fou()
   + checkPos()
```