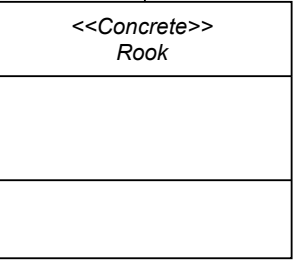
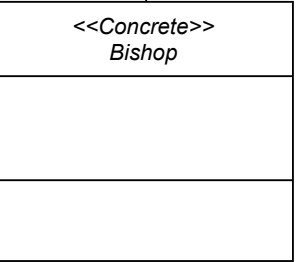
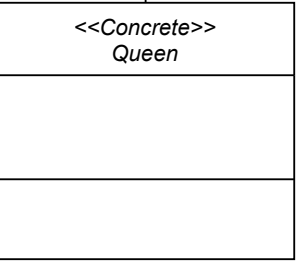
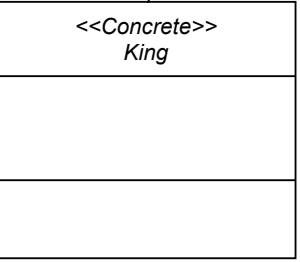
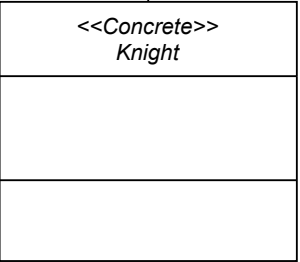
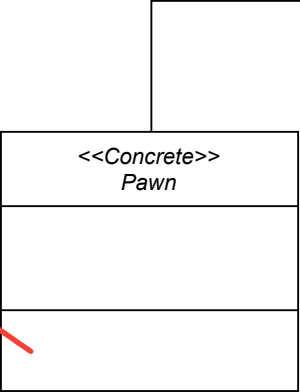


+ isWithinBounds(position: int): boolean
isOpponent(other :ChessPiece): boolean



+ promoteIfEligible(promotionType: Type): ChessPiece

