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-stockfish: child
-toStockFish: opstream
-fromStockFish: lpstream
-stockFishPath: char*
-color: EnumPiecesColor
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-board: unique_ptr<Board>
-cpu: unique_ptr<Cpu>
-playsetColor: EnumPiecesColors
-cputColor: EnumPiecesColors
-turn: EnumPiecesColors
Board
-turn: EnumPiccesColor
-squares: shared pirsSquare>[64]
-initiaBloard: EnumPenCessreantaton(64]
-Board(const EnumPiccesColors&turn)
-qeff=effoard(): EnumPenRepresentation(64-
-qeff=eff): sharePiccesColors&turn)
        +gelFenBoard(): Enum+unvap-assa-

+gelFen(): EnumPiecesColors

+serTum(EnumPiecesColors&tum): void

+cpul/pdate(string&tudMove): void

+playerUpdate(string&tudMove): void

+gelSquares(): shared jiv *Squares-(64)

-undoMove(string uciMove): void

-undoMove(string uciMove): void
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- bot light string
- bot lask: string
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file: string
rank: error;
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+Knight(shared
+getValue(): int
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+King(shared_ptr square, EnumFenRepres+getValue(): int
+possblieMoves(Squares boardState(64)):
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