```
Piece
# value
# coordinate
+ toString()
+ Piece()
+ Piece()
+ ~Piece()
+ move()
+ eat()
+ setValue()
+ getValue()
+ setCoordinate()
+ getCoordinate()
      Pawn
 - isFirstMoove
 + toString()
 + Pawn()
 + ~Pawn()
 # move()
 # eat()
```