```
Coordinate
- X
- у
+ Coordinate()
+ Coordinate()
+ read()
+ ~Coordinate()
+ setX()
+ getX()
+ setY()
+ getY()
          #coordinate
      Piece
# value
+ toString()
+ Piece()
+ Piece()
+ ~Piece()
+ move()
+ eat()
+ setValue()
+ getValue()
+ setCoordinate()
+ getCoordinate()
          #piece
      Case
+ Case()
+ ~Case()
+ setPiece()
+ getPiece()
+ switchPiece()
 initAttributes()
          -board
      Board
  + Board()
  + refresh()
  + print()
    ~Board()
  + getBoard()
          #board
      Game
  # player_1
  # player
  + Game()
  + play()
     ~Game()
    setBoard()
    getBoard()
```