```
Coordinate
- X
- y
+ Coordinate()
+ Coordinate()
+ read()
+ ~Coordinate()
+ setX()
+ getX()
+ setY()
+ getY()
         #coordinate
      Piece
# value
+ toString()
+ Piece()
+ Piece()
+ ~Piece()
+ move()
+ eat()
+ setValue()
+ getValue()
+ setCoordinate()
+ getCoordinate()
     Knight
   + toString()
   + Knight()
   + ~Knight()
   # move()
   # eat()
```