Coordinate

- x
- y

+ Coordinate()
+ Coordinate()
+ read()
+ ~Coordinate()
+ setX()
+ getX()
+ setY()
+ getY()

#coordinate

Piece

value

+ toString()
+ Piece()
+ Piece()
+ ~Piece()
+ move()
+ eat()
+ setValue()
+ getValue()
+ setCoordinate()
+ getCoordinate()

Pawn

- isFirstMoove

+ toString()
+ Pawn()
+ ~Pawn()
# move()
# eat()