ChessPiece

+ validMoves: ArrayList<int[]>
+ row: int
+ col: int
+ playerNum: int
+ color: String

+ getColor(): String
+ getPlayerNum(): int
+ sameColor(ChessPiece a): boolean
+ fillValidMoves(): void
+ getValidMoves(): ArrayList<int[]>

Pawn

+ fillValidMoves(): void

+ toString(): String
+ upgradePawn(int row, int col, int player): voi

King

+ fillValidMoves(): void

+ toString(): String

Queen

+ fillValidMoves(): void

+ toString(): String

Knight

+ fillValidMoves(): void

+ toString(): String

Rook

+ fillValidMoves(): void

+ toString(): String

Bishop

+ fillValidMoves(): void

+ toString(): String

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APCS1 pd2
UML Diagram
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ChessBoard

+ BOARD_SIZE: int
+ board: ChessPiece[][]

+ getBoard(): ChessPiece[][]
+ setPieceOnBoard(introw, intcol, ChessPiecenewPiece): void
+ checkIfLegal(intoldRow, intoldCol, intnewRow, intnewCol): boolean
+ movePiece(intoldRow, intoldCol, intnewRow, intnewCol): void
+ setUp(): void
+ hasValidMoves(): boolean
+ isPieceOnSquare(int x, int y): boolean
+ squareExists(int x, int y): boolean
+ colorOfSquare(int r, int c): String
+ toString(): String
+refreshValidMoves(): void
+isMyKingInCheck(int player): boolean
+ isCheckMate(intplayer): boolean

PlayerTurn

+ gameOver: boolean
+ moveCount: int
+ _numbers: String
+ _letters: String
+ isr: InputStreamReader
+ in: BufferedReader

+ convertLetter(Stringletter): int
+ isInLetters(Stringstr): boolean
+ isInNumbers(StringnumStr): boolean
+is1000turns(): boolean
+resetMoveCount(): void
+ play(): void
+oppositePlayer(): int

Computer Turn

+ convertLetter(Stringletter): int
+ isInLetters(Stringstr): boolean
+ isInNumbers(StringnumStr): boolean
+is1000turns(): boolean
+resetMoveCount(): void
+ play(): void

+ convertLetter(Stringletter): int
+ isInLetters(Stringstr): boolean
+ isInNumbers(StringnumStr): boolean

+ convertLetter(Stringletter): int
+ isInLetters(Stringstr): boolean
+ isInNumbers(StringnumStr): boolean
+is1000turns(): boolean
+resetMoveCount(): void
+ play(): void

+ isInNumbers(StringnumStr): boolean
+is1000turns(): boolean
+resetMoveCount(): void
+ play(): void