

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

+ 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