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| public Piece |
| public Piece(Type t, boolean color, Location original)  public Piece(Piece other)  public Location getLocation()  public boolean white()  public Type getType()  public void setWhite(boolean b)  public void setHasJustMoved(boolean b)  public void setHasMoved(boolean b)  public boolean hasJustMoved()  public boolean hasMoved()  public void setType(Type t)  public Image getImage()  private String imageName()  public boolean equals(Object other)  public boolean sameColor(Piece other)  public boolean isKing() |
| private final Location origin  private boolean white  private boolean hasMoved  private boolean hasJustMoved |

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| enum Type |
| Type(String n)  public String getName() |
| private String name  Type PAWN, KNIGHT, BISHOP, KING, QUEEN, ROOK |

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| public class Location |
| public Location(int x1, int y1)  public Location(Location other)  public int getRow()  public int getCol()  public void setRow(int r)  public void setCol(int c)  public Location farther(Direction direction)  public Location closerTo(Location loc)  public boolean equals(Object other)  public boolean isValid()  public int compareTo(Object other)  public String toString()  public static Location NotToLoc(String str) |
| private int row  private int col |

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| enum Direction |
| Direction(double a)  public double getAngle() |
| private double angle  Direction EAST, NORTHEAST, NORTH, NORTHWEST, WEST, SOUTHWEST, SOUTH, SOUTHEAST |

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| Enum Color |
| Public String toString()  Public int getMoveOrder() |
| Private int moveOrder  Private String name  PieceColor BLACK, WHITE |

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| public Square |
| public Square(int row, int col, Board b)  public Square(Location loc, Board b)  public Square(Square a)  public void setSelected(boolean b)  public void setPiece(Piece p)  public Piece getPiece()  public Board getBoard()  public Piece removePiece()  public Location getLoc()  public boolean isEmpty()  public void paintComponent(Graphics g) |
| private final Location location  private Piece piece  private Color color  private Board board  private boolean selected  public static final Color WHITE  public static final Color BLACK |

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| SquareListener |
| public void mouseClicked(MouseEvent event)  public void mousePressed(MouseEvent event)  public void mouseExited(MouseEvent event)  public void mouseReleased(MouseEvent event)  public void mouseEntered(MouseEvent event) |
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| public Board |
| public Board(ArrayList<Piece> pieces)  public Board(Board a)  private Boolean adjacent(Location a, Location b)  private Boolean canAttack(Piece p, Location loc)  public Boolean canMoveTo(Piece p, Location loc)  public Boolean checkmate()  public Boolean checkmate(PieceColor color)  public PieceColor colorGoing()  public int draw()  private Boolean enemyCanAttack(PieceColor allyColor, Location loc)  private Piece findKing(PieceColor color)  public Piece firstSelected()  public Boolean gameOver()  public ArrayList<Location> getAdjacentLocations()  private ArrayList<Location> getCandidateLocations(Location origin)  public ArrayList<Location> getEmptyAdjacentLocations(Location loc)  public ChessFrame getFrame()  public Location getLocation(Piece p)  public ArrayList<Location> getLocations()  private ArrayList<Location> getLocationsWithin(Location loc, int n)  public ArrayList<Location> getMoveLocations(Piece p)  public Piece getPiece(Location loc)  public ArrayList<Piece> getPieces(PieceColor color)  public ArrayList<Piece> getPieces()  public Square getSquare(Location loc)  public Square[][] getSquares()  public int getTurn()  public Boolean inCheck(PieceColor color)  private Boolean moveCausesOwnCheck(Location one, Location two)  public void movePiece(Location a, Location b)  private void promotePawn(Piece p)  private Piece removePiece(Location loc)  public void selectMoveLocations(ArrayList<Location> locs)  public void setFirstSelected(Piece s)  public void setFrame(ChessFrame f)  public void setPiece(Piece p, Location loc)  public String toString() |
| private Square[][] squares  private Square firstSelected  private int turn  private ChessFrame frame  private Boolean mainboard  private ArrayList<String> positions  private int fiftyMove |

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| public SidePanel |
| public SidePanel(ChessFrame f, long timeOnClock)  public void deselectDraw()  public void drawOffered()  public ChessFrame getFrame()  public void paint(Graphics g)  public void setStartTime()  public void showOptions()  public String toDate(long time) |
| Private long blackClockInitialTime  Private long blackClockTime  Private JCheckBox drawOffer  Private ChessFrame frame  Private JButton resign  Private long startTime  Private long whiteClockInitialTime  Private long whiteClockTime |

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| Public final Chess |
| Public static ArrayList<Piece> startingPosition() |
| Public static int COLUMNS  Public static int ROWS |

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| public ChessFrame |
| Public ChessFrame(Board b, long timeOnClock)  Public void deselectDrawOffer()  Public boolean drawOffered()  Public Board getBoard()  Public void showOptions() |
| Private Board board  Private SidePanel side |