ChessManager

- nb_args_ : int
- args_ : char*[]

+ ChessManager(int argc, int argv)
+ go() : int

GameManager

player1_ : Player
player2_ : Player
board_ : ChessBoard
nb_turn_no_move : int
listeners_ : std::vector<Listener>

+ GameManager(Player p1, Player p2)
+ play() : int
- check_move() : bool
- check_rules() : bool
- add_history(Chessboard cb) : void
- clear_history() : void

ChessboardAdapter

board_ : Piece[][]

+ Chessboard()
+ make_move(Move m) : bool

«interface» ChessboardInterface

+ operator[](Position) : std::pair

Piece

- type_ : PieceType
- color_ : Color

+ Piece(PieceType type, Color c)
+ get_type() : PieceType
+ get_color() : Color
+ set_type(PieceType type) : void
+ set_color(Color color) : void

«enum» Rank

RANK_FIRST
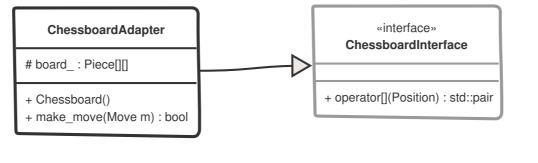EINS
ZWEI
DREI
VIER
FUNF
SECHS
SIEBEN
ACHT
RANK_LAST

Options

- argc_ : int
- argv_ : char*[]
- is_pgn_ : bool

+ Options(int argc, char* argv[])
+ parse() : bool
+ is_pgn() : bool
+ get_pgn() : std::string
+ get_listeners() : std::vector<std::string>

ParserPGN

- file_ : std::string
- white_player_ : PlayerPGNAdapter
- black_player_ : PlayerPGNAdapter

+ Parser(std::string filename)
+ parse() : bool
+ get_white_player : Player
+ get_black_player : Player

Player
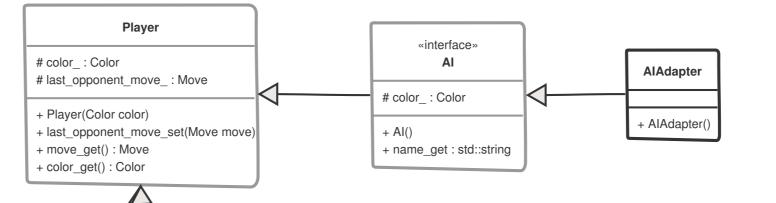
color_ : Color
last_opponent_move_ : Move

+ Player(Color color)
+ last_opponent_move_set(Move move)
+ move_get() : Move
+ color_get() : Color

«interface» AI

color_ : Color

+ AI()
+ name_get : std::string

AIAdapter

+ AIAdapter()

«enum» Color

WHITE
BLACK

«enum» File

FILE_FIRST
ANNA
BELLA
CESAR
DAVID
EVA
FELIX
GUSTAV
HECTOR
FILE_LAST

«interface» Listener

+ register_chessboard_interface(ChessboardInterface cbi) : void
+ on_game_started() : void
+ on_game_finished() : void
+ on_piece_moved(PieceType pt, Position at) : void
+ on_piece_token(PieceType pt, Position at) : void
+ on_piece_promoted(PieceType pt, Position p) : void
+ on_kingside_castling(Color color) : void
+ on_player_mat(Color color) : void
+ on_player_pat(Color color) : void
+ on_player_timeout(Color color) : void
+ on_player_disqualified(Color color) : void
+ on_draw() : void

PlayerPGNAdapter

- moves_ : std::vector<Move>

+ PlayerPGNAdapter(Color color)
+ add_move(Move move) : void

PlayerHumanAdapter

+ PlayerHumanAdapter()

Move

initial_ : Position
final_ : Position
promotion_ : PieceType

+ Move()
+ Move(Position initial, Position final, PieceType promotion = NONE)
+ start_get() : Position
+ end_get() : Position
+ promotion_get() : PieceType

Position

file_ : File
rank_ : Rank

+ Position()
+ Position(File file, Rank rank)
+ file_get() : File
+ rank_get() : Rank

«enum» PieceType

KING
QUEEN
ROOK
BISHOP
KNIGHT
PAWN
NONE

http://sketchboard.io