ChessManager

- nb_args_: intargs_: 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

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>

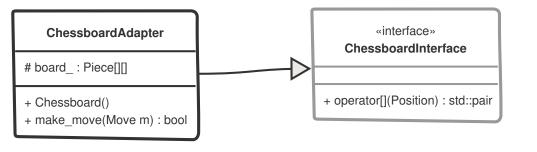
ParserPGN

- file_: std::string
- white_player_ : PlayerPGNAdapter
- black_player_ : PlayerPGNAdapter
- + Parser(std::string filename)
- + parse(): bool
- + get_white_player : Player
- + get_black_player : Player

«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



PlayerHumanAdapter

+ PlayerHumanAdapter()

PlayerPGNAdapter

- moves : std::vector<Move>

+ PlayerPGNAdapter(Color color)

+ add move(Move move) : void

type_ : PieceTypecolor_ : Color

+ Piece(PieceType type, Color c)

Piece

- + get_type() : PieceType + get_color() : Color
- $+\ set_type(PieceType\ type): void$

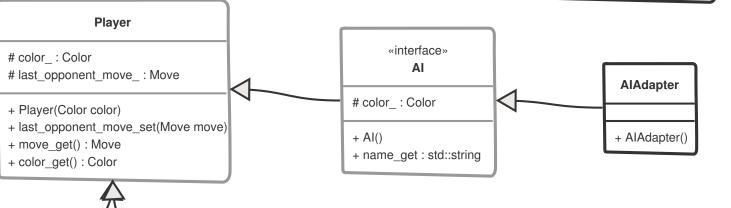
«enum»

Color

WHITE

BLACK

+ set_color(Color color) : void



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» **File**

«enum»

Rank

RANK FIRST

EINS

ZWEI

DREI

VIER

FUNF

SECHS

SIEBEN

RANK LAST

ACHT

FILE_FIRST
ANNA
BELLA
CESAR
DAVID
EVA
FELIX
GUSTAV
HECTOR
FILE_LAST

«enum»
PieceType

KING
QUEEN
ROOK
BISHOP
KNIGHT
PAWN
NONE

http://sketchboard.io