

piece

`_sign:char`
`_player:player*`
`_startRow:int`
`_startCol:int`
`_row:int`
`_col:int`
`_brd:board*`

`isFree(int dRow,int dCol):bool`
`piece(Player* ,char sign,int row,int col, Board*)`
`getSign():char`
`Player* getPlayer()`
`setPos(int row,int col)`
`~piece()`

player

`_team:int`

`getMove():string`
`validMove(string mov,string key):int`
`sendReaction(int code):void`

board

`_sBrd:string`
`_brd[8][8]:char`
`_threat[8][8]:int // 0 - not, 1 - white, 2 - black, 3 - both`

`movP(char src,char place):void`
`convert(string brd):char[8][8]`
`checkThreats(char[8][8] brd):char[8][8]`
`preloadBoard():board`

manager

`_white:player`
`_black:player`
`_brd:board`
`_pipe:Pipe`
`_turn:int`

`startGame():void`
`PlayerTurn(string sBrd):player`

יורש מענן

queen

`_sign:char`
`_player:player*`
`_startRow:int`
`_startCol:int`
`_row:int`
`_col:int`
`_board:board*`

`isFree(int dRow,int dCol):bool`
`piece(Player* ,char sign,int row,int col, Board*)`
`getSign():char`
`Player* getPlayer()`
`bool leagitMove(int,int)`
`setPos(int row,int col)`
`~piece()`

king

`_sign:char`
`_player:player*`
`_startRow:int`
`_startCol:int`
`_row:int`
`_col:int`
`_board:board*`

`isFree(int dRow,int dCol):bool`
`piece(Player* ,char sign,int row,int col, Board*)`
`getSign():char`
`Player* getPlayer()`
`bool leagitMove(int,int)`
`setPos(int row,int col)`
`~piece()`

bishop - רץ

```
_sign:char  
_player:player*  
_startRow:int  
_startCol:int  
_row:int  
_col:int  
_board:board*
```

```
isFree(int dRow,int dCol):bool  
piece(Player* ,char sign,int row,int col,  
Board*)  
getSign():char  
Player* getPlayer()  
bool leagitMove(int,int)  
setPos(int row,int col)  
~piace()
```

knight - פרש

```
_sign:char  
_player:player*  
_startRow:int  
_startCol:int  
_row:int  
_col:int  
_board:board*
```

```
isFree(int dRow,int dCol):bool  
piece(Player* ,char sign,int row,int col,  
Board*)  
getSign():char  
Player* getPlayer()  
bool leagitMove(int,int)  
setPos(int row,int col)  
~piace()
```

רגלי - pown

```
_sign:char  
_player:player*  
_startRow:int  
_startCol:int  
_row:int  
_col:int  
_board:board*
```

```
isFree(int dRow,int dCol):bool  
piece(Player* ,char sign,int row,int col,  
Board*)  
getSign():char  
Player* getPlayer()  
bool leagitMove(int,int)  
setPos(int row,int col)  
~piece()
```

צריח - rock

```
_sign:char  
_player:player*  
_startRow:int  
_startCol:int  
_row:int  
_col:int  
_board:board*
```

```
isFree(int dRow,int dCol):bool  
piece(Player* ,char sign,int row,int col,  
Board*)  
getSign():char  
Player* getPlayer()  
bool leagitMove(int,int)  
setPos(int row,int col)  
~piece()
```