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| **© Piece** |
| **Properties:** |
| * string piece * string dialogResult |
| **Methods:** |
| * Piece(string fPiece) * Generate(List<string> section, int rankNum) * Move(string prevPiece, int currentPos, int prevPos, bool isMoved, string prevSquareName, string currentSquareName) * PawnPromote(int newPos, int prevPos) * Dialog() * CanCapture(int pos) * Captured(string piece, int currentPos, int prevPos) * ResetPiece(int pos, string piece) |

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| **© Puzzle** |
| **Properties:** |
| * int difficulty * int score * int[] teamScores * string startingSideToMove * int moveCount * string[] moveArr * int strike * bool isGameOver * bool isWon * bool isFinished * bool isNewPuzzle * List<CSV> easyPuzzleList * List<CSV> intermediatePuzzleList * List<CSV> hardPuzzleList * CSV todaysPuzzle |
| **Methods:** |
| * Puzzle(Label lbl) * ReadCSV() * Day() * ReadFEN() * IsMove(string oldSquare, int prevPos, string newSquare, int currentPos, sting prevPiece) * ScoreUpdate() * IsFinished() |

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| **© SQL** |
| **Properties:** |
| * SqlConnection connect * string UserName * string HouseTeam * int Score * string LastPlayed * int Difficulty |
| **Methods:** |
| * SQL() * ConnVal() * UsernameExists(string username) * NewUser() * GetCurrentScore() * AlreadyPlayed() * UpdateLastPlayedSetting() * UpdateDifficultySetting() * UpdateScoreSetting() * GetTeamScores() * UpdateTeamScores() * UserName { get; set; } * HouseTeam { get; set; } * Score { get; set; } * LastPlayed { get; set; } * Difficulty { get; set; } |

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| **© Board** |
| **Properties:** |
| * Panel[] board\_panels * string[] startingPos |
| **Methods:** |
| * Board() * board\_panels { get; set; } * isOnBoard(int destination) |

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| **© CSV** |
| **Properties:** |
| * string fen * string moves * string rating |
| **Methods:** |
| * FEN { get; set; } * Moves { get; set; } * Rating { get; set; } |