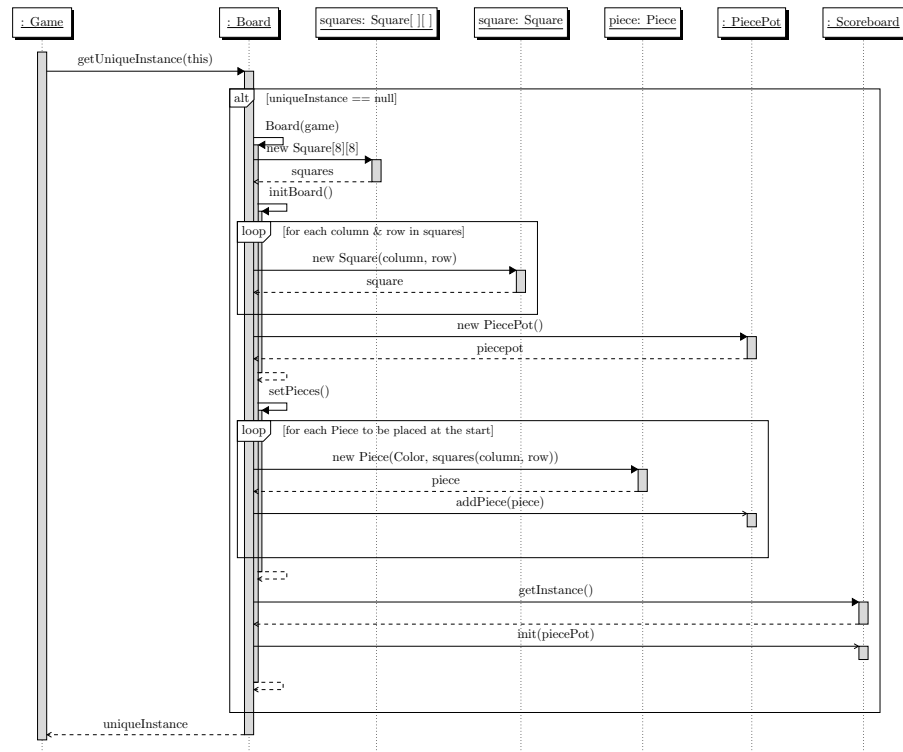


# Software construction

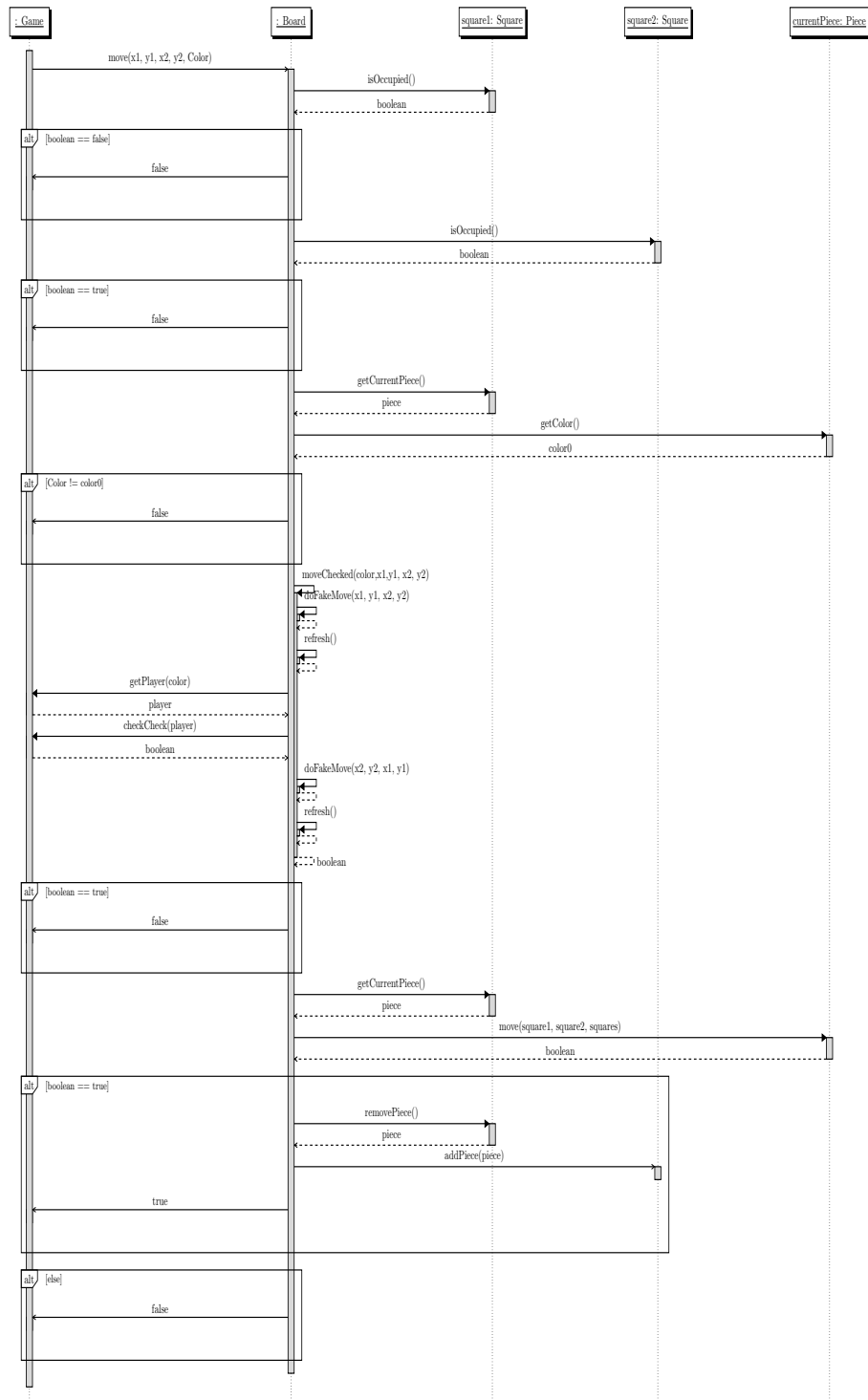
## Assignment 3 - Task 2

November 8, 2019

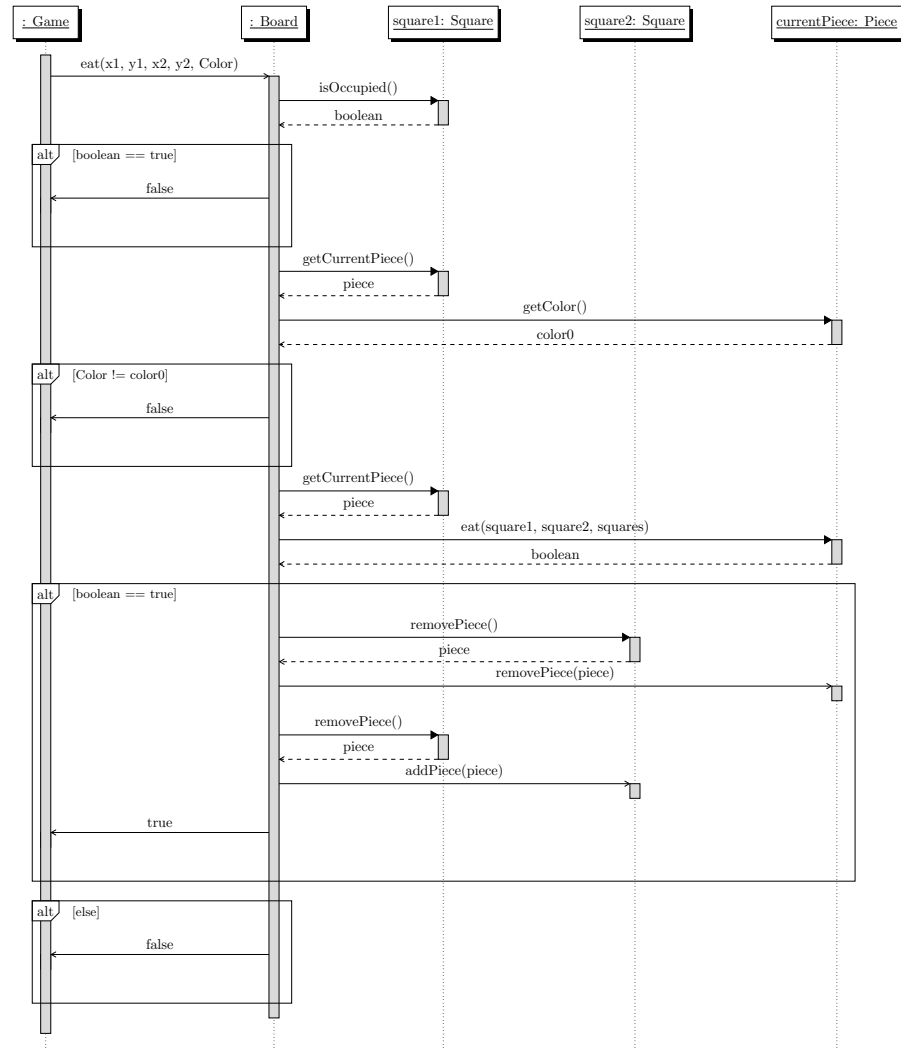
### 1 Board.getUniqueInstance(Game game)



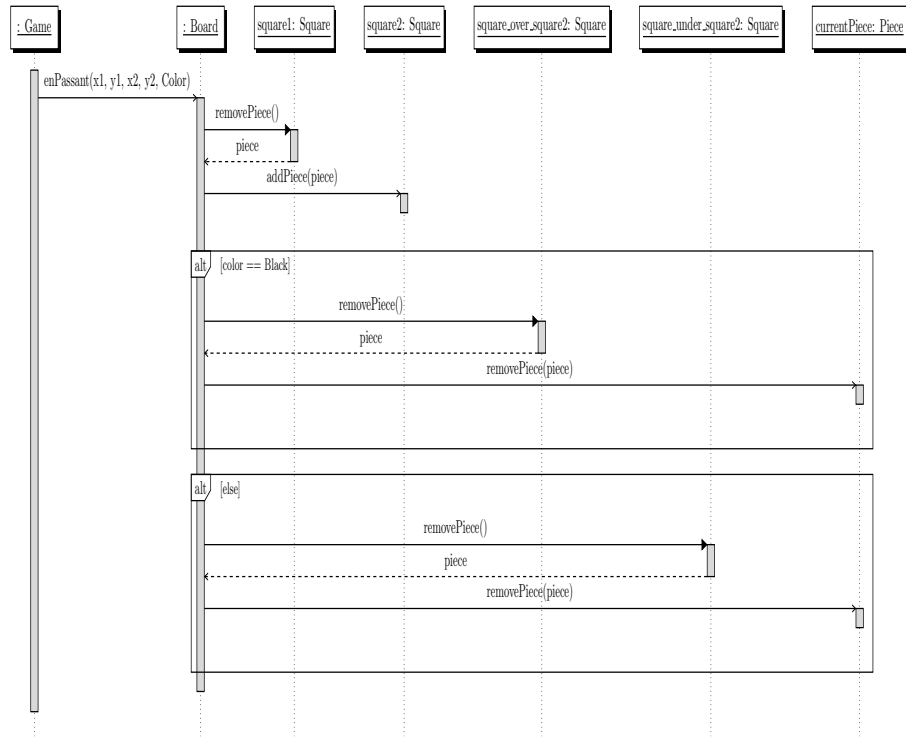
## 2 Board.move(x1, y1, x2, y2, Color)



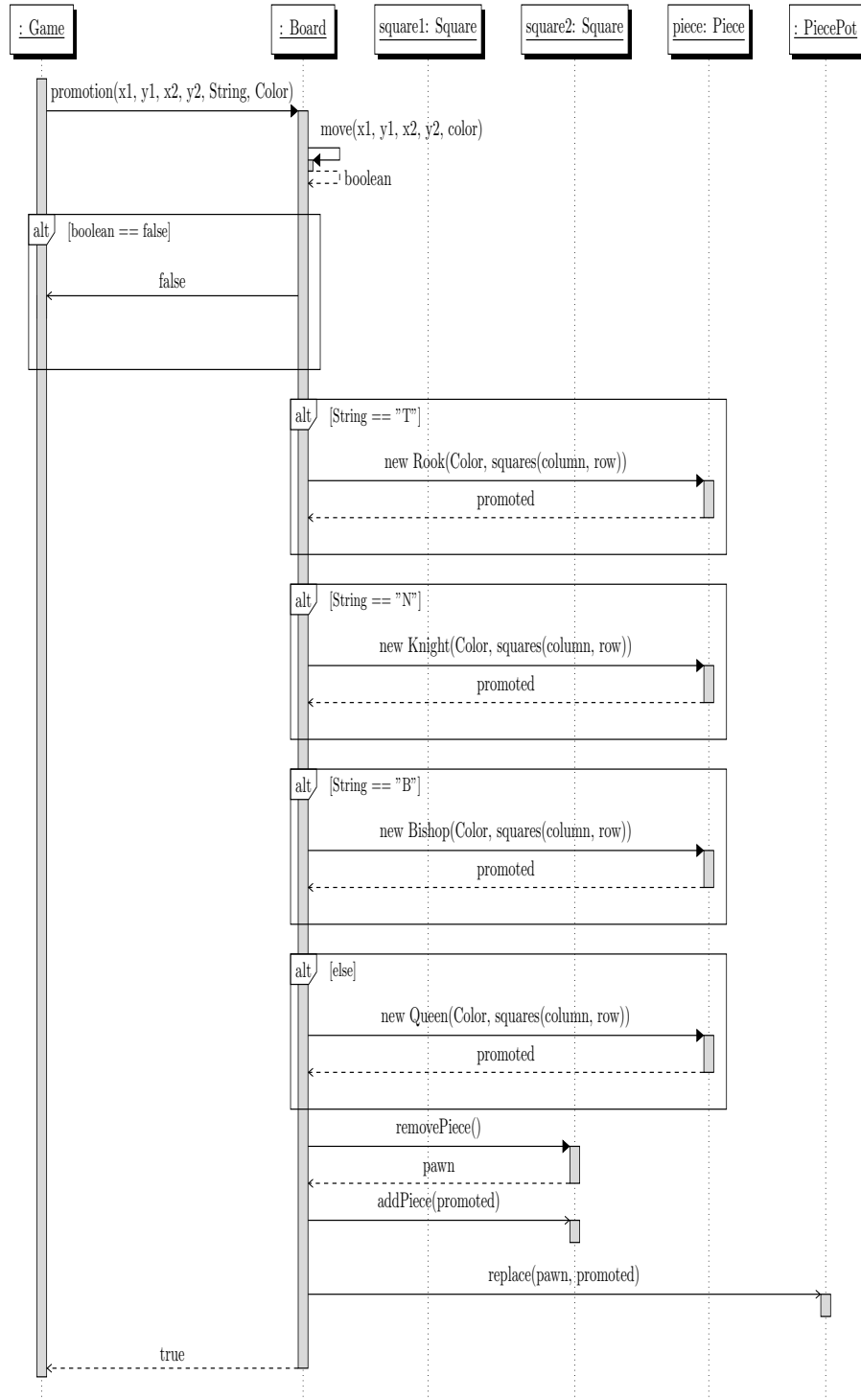
### 3 Board.eat(x1, y1, x2, y2, Color)



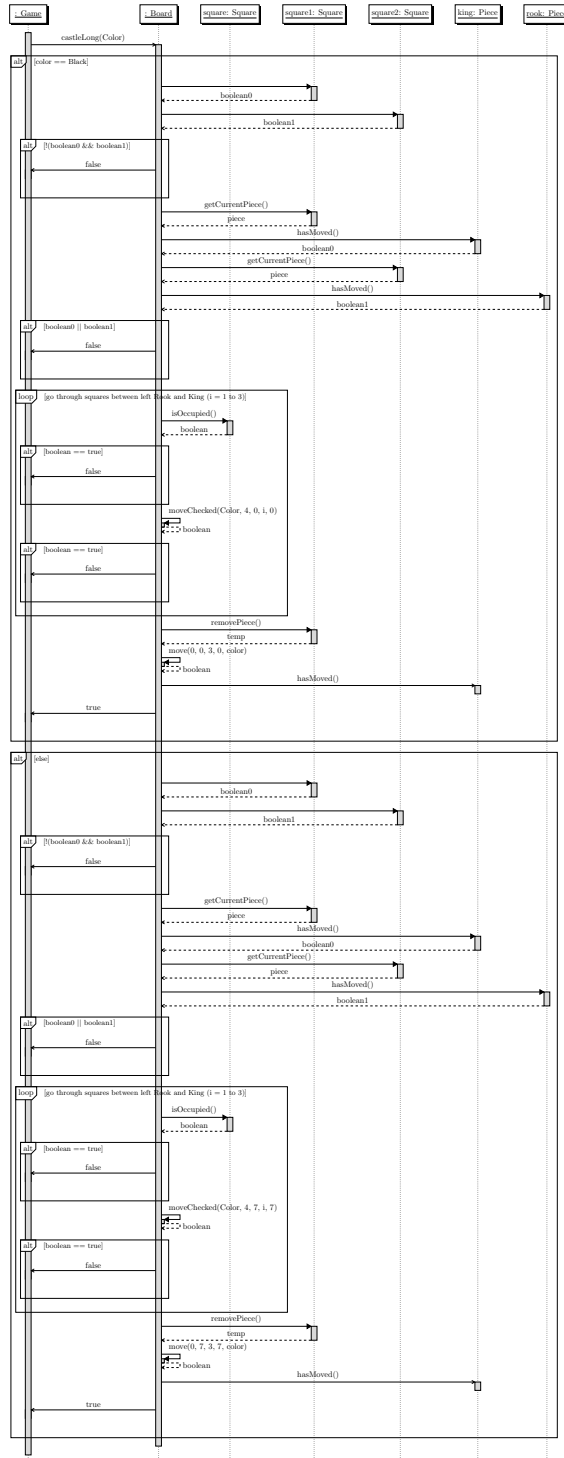
## 4 Board.enPassant(x1, y1, x2, y2, Color)



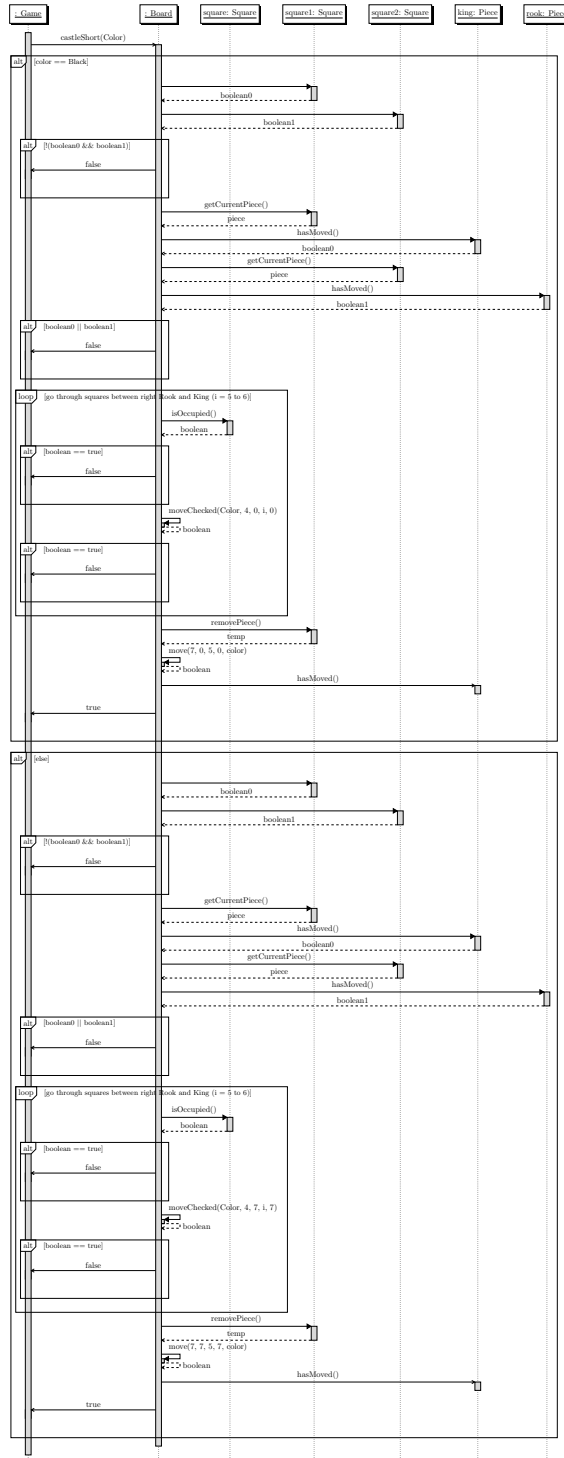
## 5 Board.promotion(x1, y1, x2, y2, String, Color)



## 6 Board.castleLong(Color)



## 7 Board.castleShort(Color)



## 8 Board.refresh()

