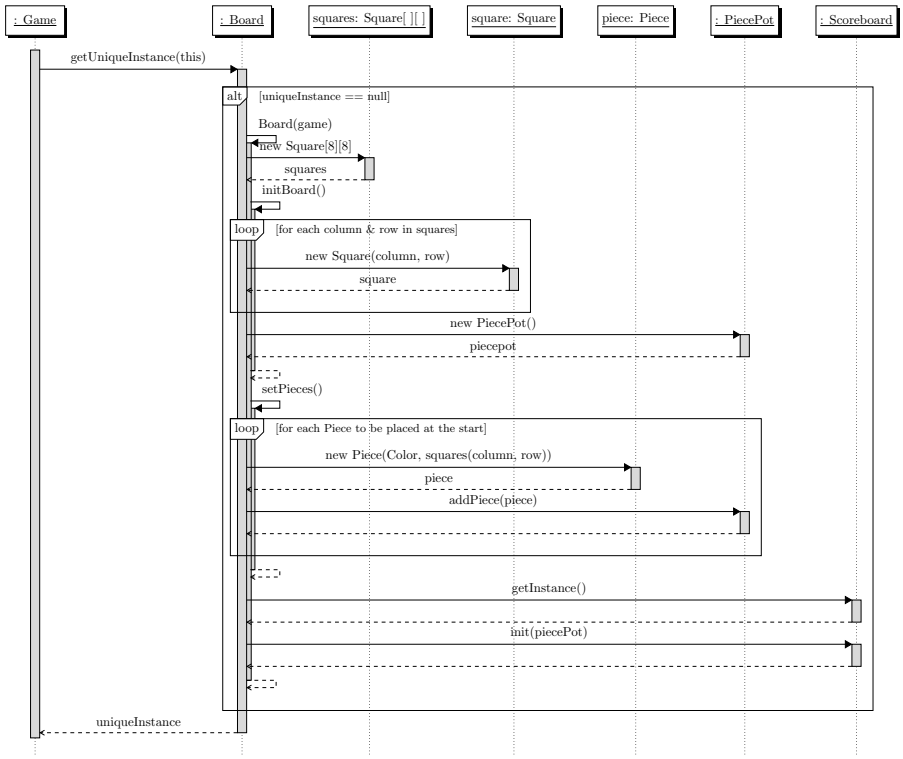
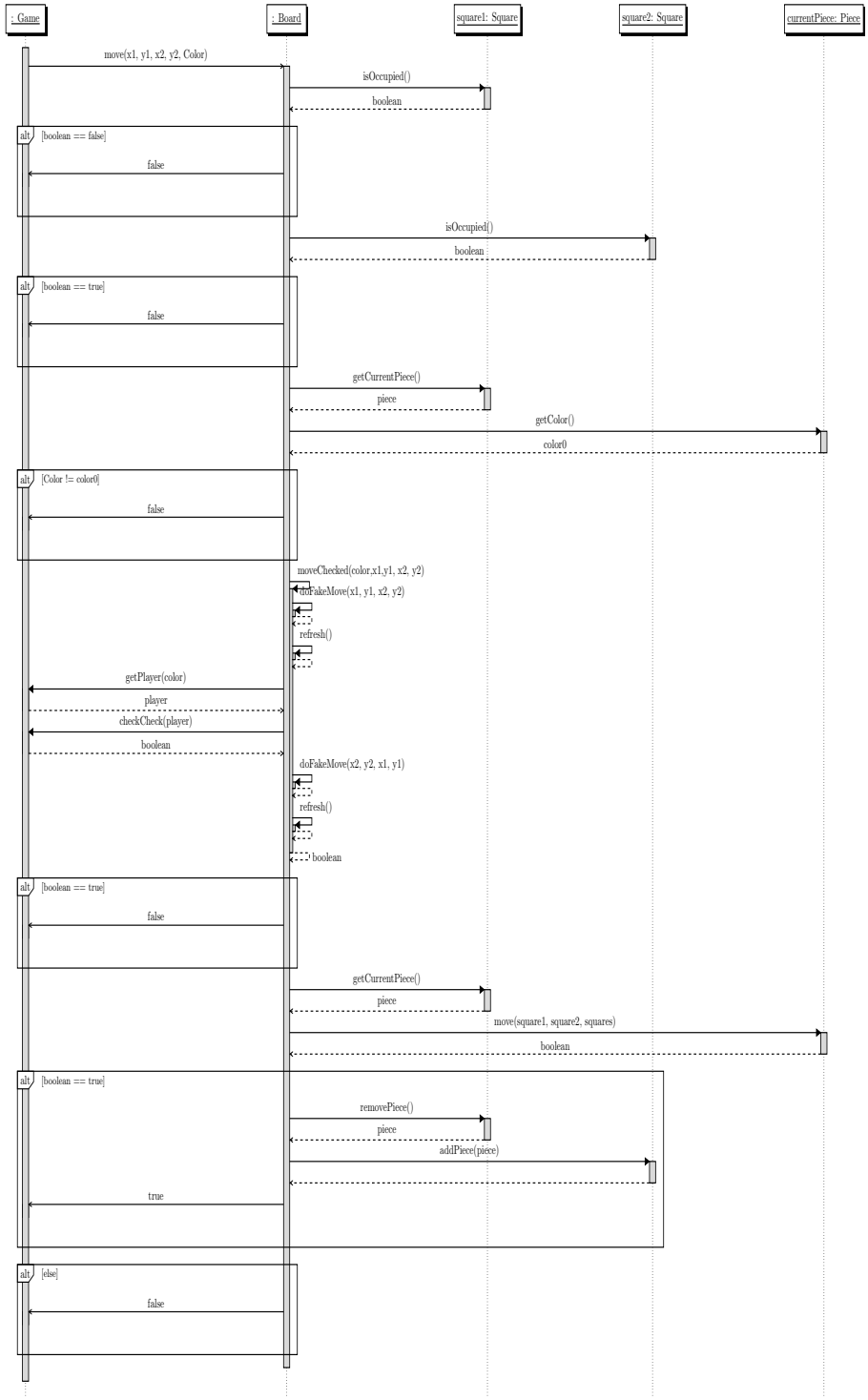
Software construction
Assignment 3 - Task 2

November 8, 2019

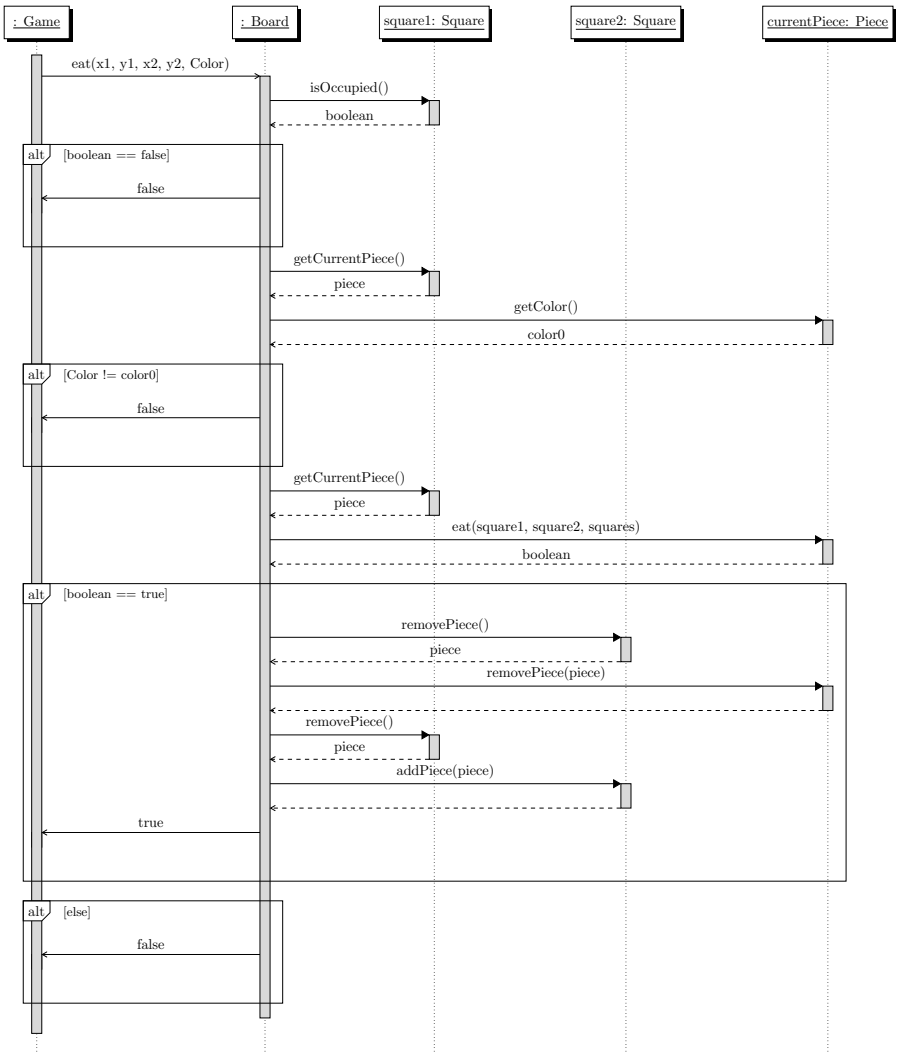
1 Board.getUniqueInstance(Game game)



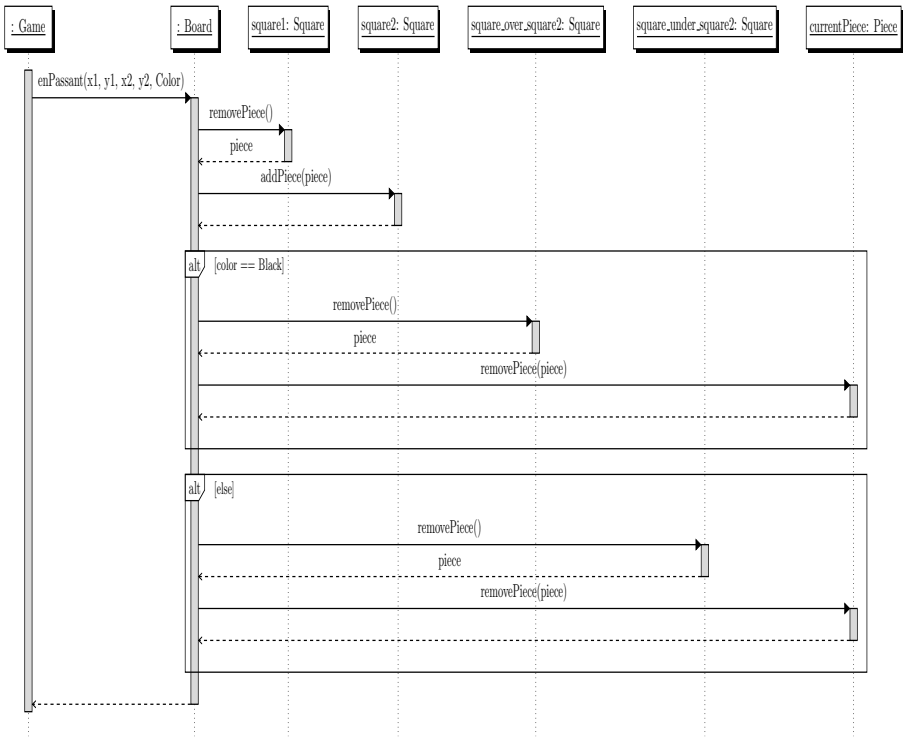
2 Board.move(x1, y1, x2, y2, Color)



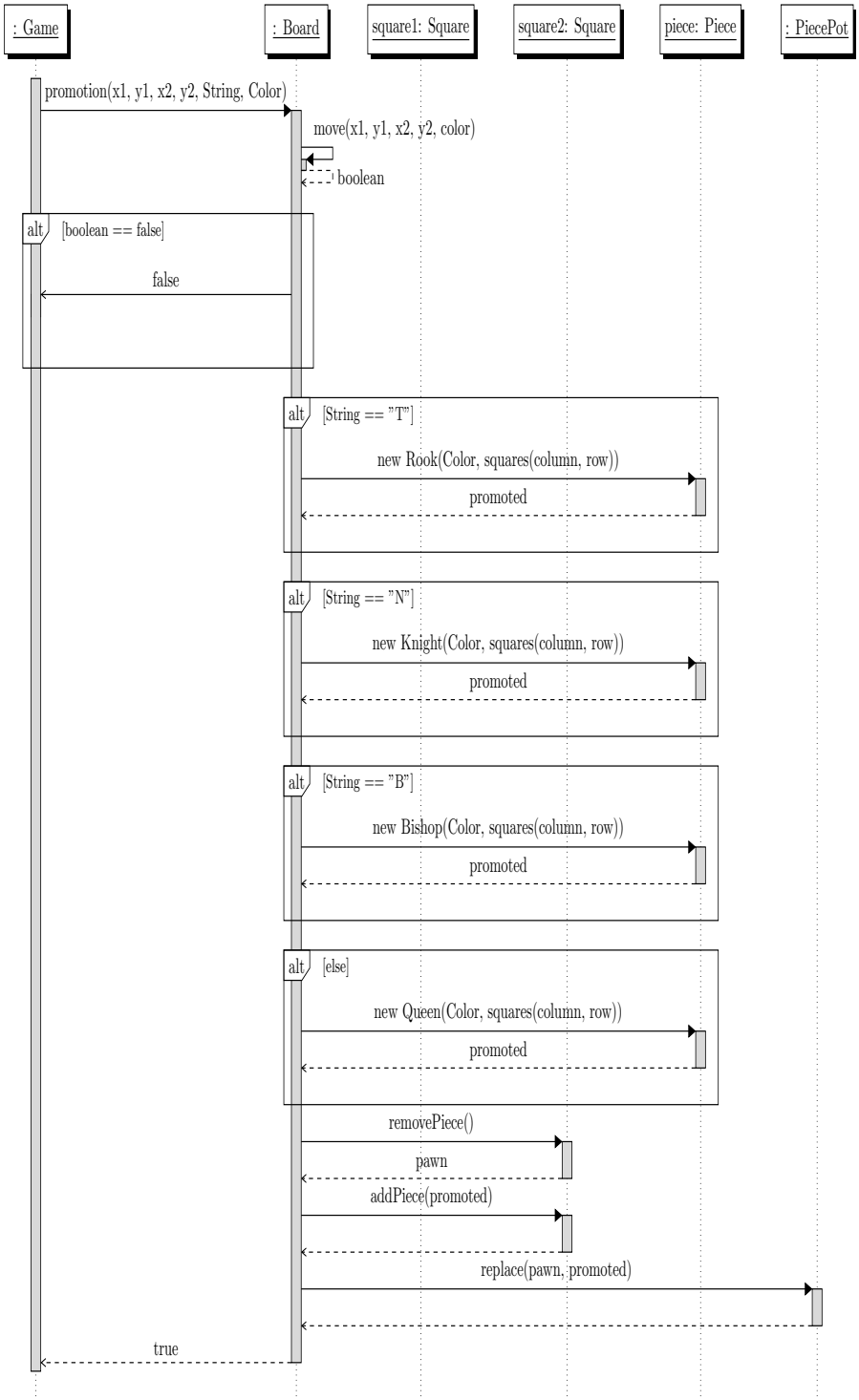
3 Board.eat(x1, y1, x2, y2, Color)



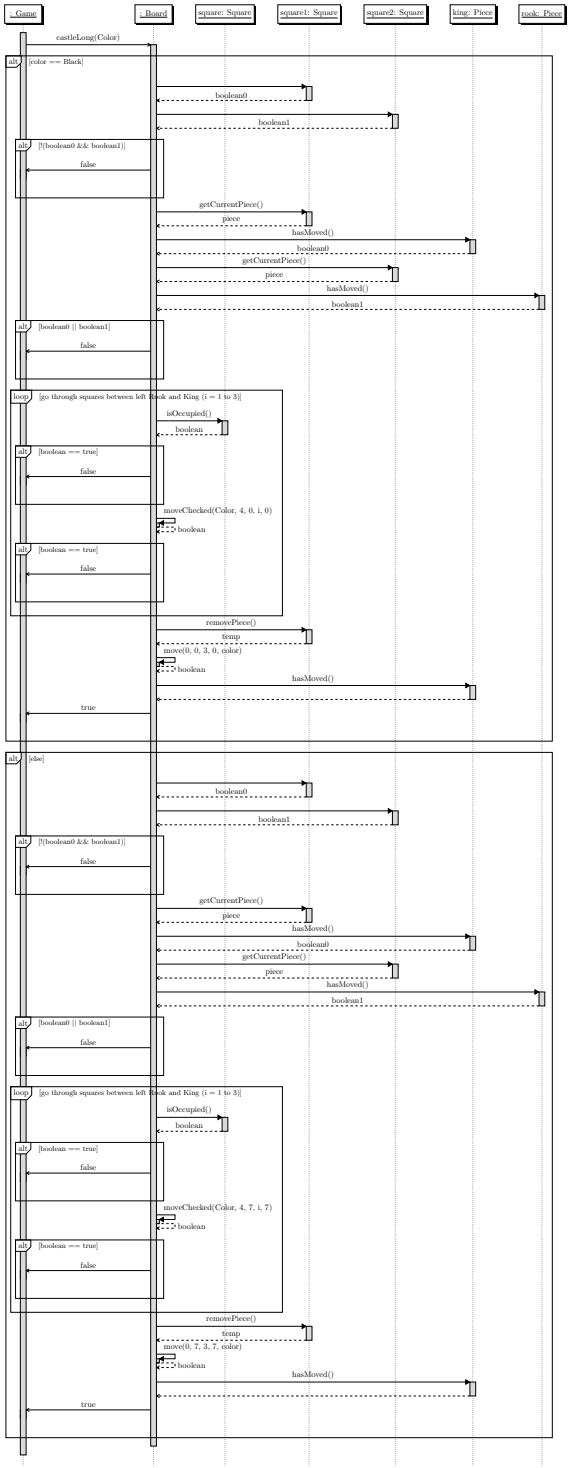
4 Board.enPassant(x1, y1, x2, y2, Color)



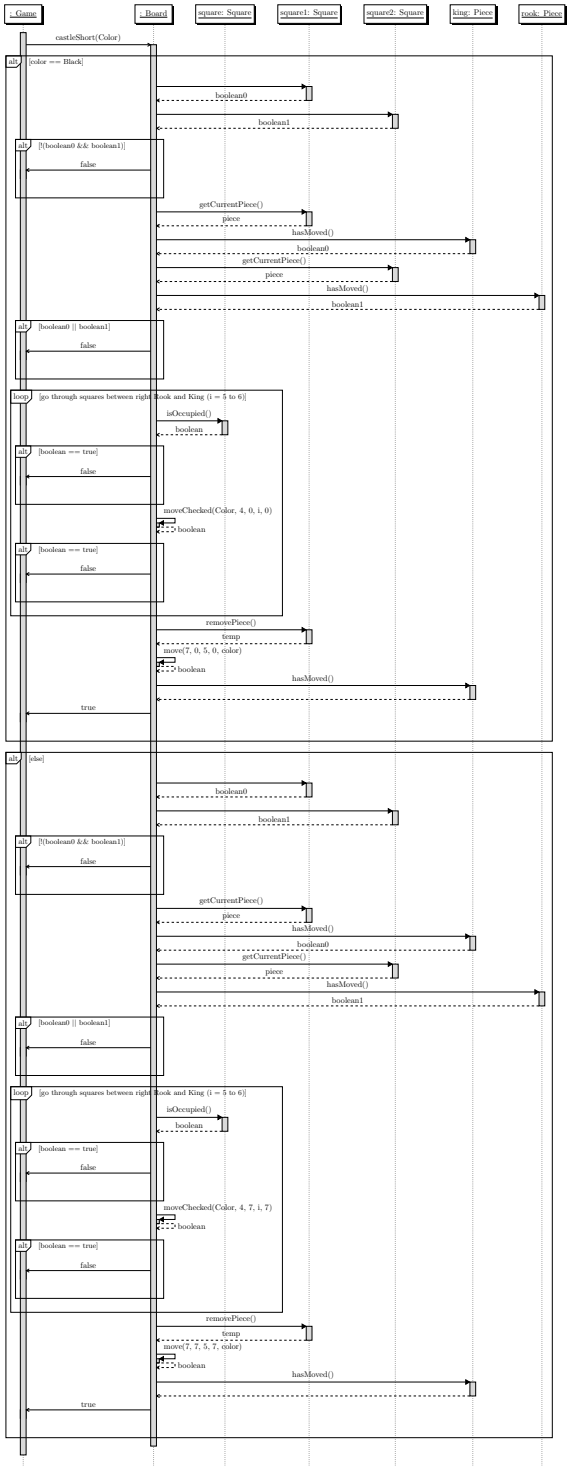
5 Board.promition(x1, y1, x2, y2, String, Color)



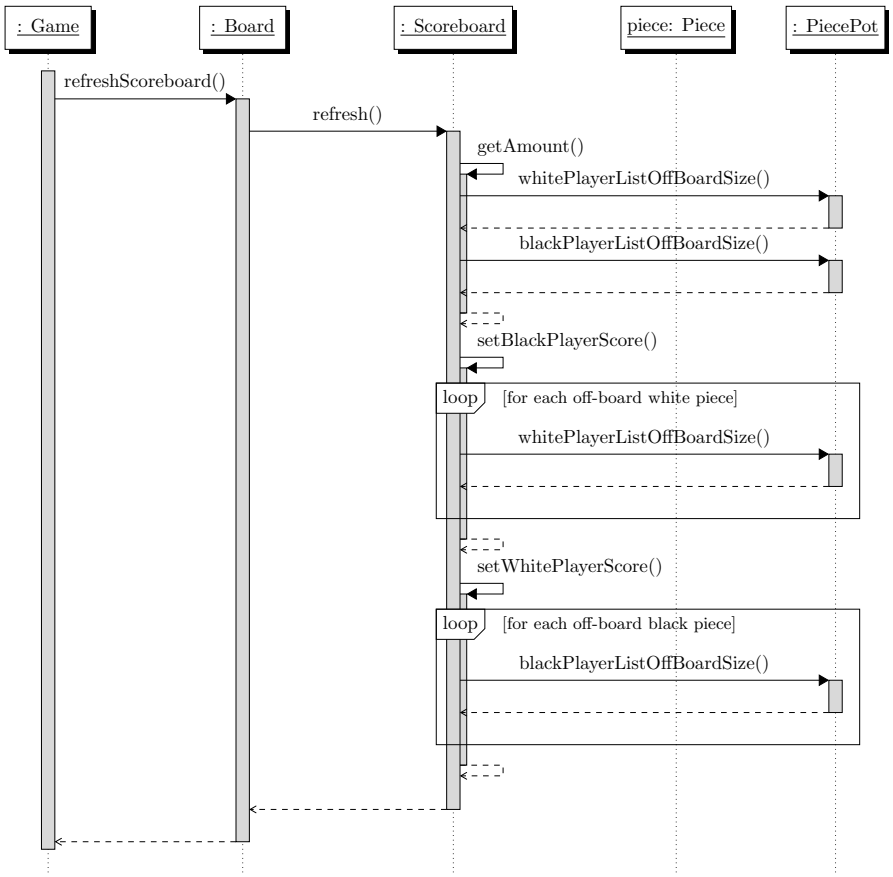
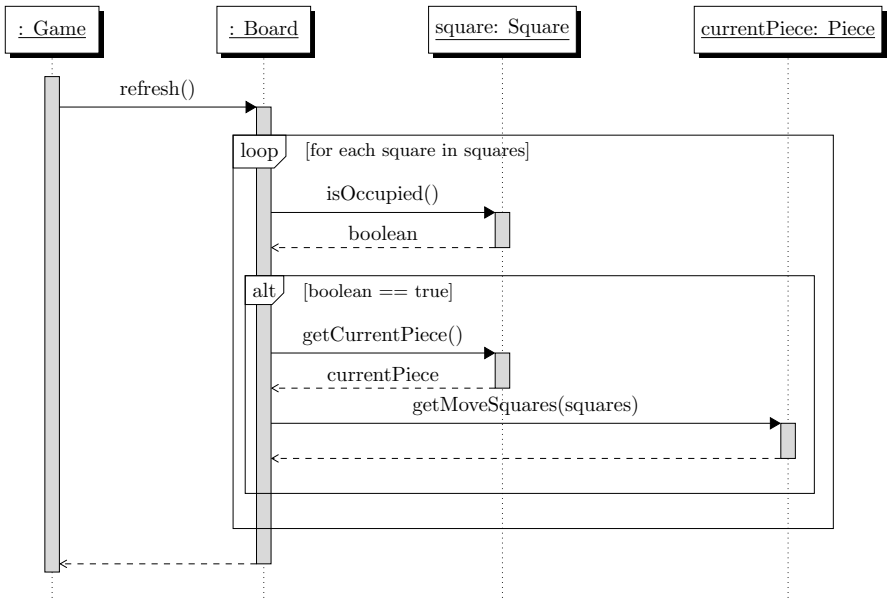
6 Board.castleLong(Color)



7 Board.castleShort(Color)



8 Board.refreshScoreboard()



9 Board.refresh()