Software Construction
Class Diagram

Square
...
...

Main
main(args)

Singleton
Board
- game : Game
- piecepot : PiecePot
- scoreboard : Scoreboard
- uniqueInstance : Board
...
getUniqueInstance (game)
move (x₁, y₁, x₂, y₂, color)
eat (x₁, y₁, x₂, y₂, color)
...

Game
- board : Board
- userInterface : Ui
- currentPlayer : Player
- black : Player
- white : Player
...
- run ()
- move ()
- checkInput (move, mode)
...

Ui
- Input : Scanner
...

Player
- name : String
- color : Color
...

Singleton
Scoreboard
- uniqueInstance : Scoreboard
...
- getInstance ()

PiecePot
...
...

Piece   abstract
- color Color
...
...

enum
Color
Black
White

ChessPieceIterator
...
hasNext ()
next ()
« Iterator »

PiecePotIterator
...
hasNext ()
next ()
...
« Iterator »

Bishop | King | Knight | Pawn | Queen | Rook
...
...