



| Piece |
|---|
| # piece :String [] [] # player :int bool :boolean |
| + newgame () :void + PrintBoard () :void + getPlayer () :int + getPiece () :String [] [] + Legal (in fromY :int, in fromX :int, in toY :int, in toX :int) :boolean + rightP (in y, in x) :boolean - empty (in toX :int, in toY :int) :void - oneJump (in fromX :int, in fromY :int, in toX :int, in toY :int) :void + move (in x :int, in y :int, in toX :int, in toY :int) :void |