Checkers Sammy Daniel

Piece
piece :String [] []   # player :int   bool :boolean
+ newgame () :void   + PrintBoard () :void   + getPlayer () :int   + getPiece () :String[] []   + Ligal (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