

com.chess.pieces.Piece

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classDiagram
    com.chess.pieces.Piece <|-- com.chess.pieces.Alchemist
    com.chess.pieces.Piece <|-- com.chess.pieces.Archer
    com.chess.pieces.Piece <|-- com.chess.pieces.Bishop
    com.chess.pieces.Piece <|-- com.chess.pieces.King
    com.chess.pieces.Piece <|-- com.chess.pieces.Knight
    com.chess.pieces.Piece <|-- com.chess.pieces.Pawn
    com.chess.pieces.Piece <|-- com.chess.pieces.Queen
    com.chess.pieces.Piece <|-- com.chess.pieces.Rook
```

A UML class diagram illustrating inheritance. The base class is `com.chess.pieces.Piece`, located at the top left. It has eight subclasses listed vertically on the right: `com.chess.pieces.Alchemist`, `com.chess.pieces.Archer`, `com.chess.pieces.Bishop`, `com.chess.pieces.King`, `com.chess.pieces.Knight`, `com.chess.pieces.Pawn`, `com.chess.pieces.Queen`, and `com.chess.pieces.Rook`. Each subclass is connected to the base class by a horizontal line, and a vertical line with an upward-pointing arrow connects the base of these lines to the `com.chess.pieces.Piece` box, indicating inheritance.

com.chess.pieces.Alchemist

com.chess.pieces.Archer

com.chess.pieces.Bishop

com.chess.pieces.King

com.chess.pieces.Knight

com.chess.pieces.Pawn

com.chess.pieces.Queen

com.chess.pieces.Rook