CS 246 - UML

Rastin Rassoli - Cellina Patricia

View

ChessView
1
2
+ run ()

Observer
+ *notify ()*

TextObserver
+ notify ()

GraphicsObserver
+ notify ()

Controller

ChessController
+ start (player1 : string, player2 : string)
+ resign ()
+ move (from : string, to : string)
+ setup_add (Piece : string, position : string)
+ setup_remove (Piece : string)
+ setup_color (color : string)
+ setup_done()
1

Model

Subject
*
+ attach (Observer)
+ detach (Observer)
#notifyObservers ()

Board
1
+ move (from : Position, to : Position)
+ is_over () : string
+ get_last_move () : Move
+ resign()
+ setup_add (Piece : string, position : string)
+ setup_remove (Piece : string)
+ setup_color (color : string)
+ check_setup () : Boolean
+ add_player (player : string, color : char)
*
*

Move
2

Position

Piece
+ *move (m : Move)*

King
+ move (m : Move)

Queen
+ move (m : Move)

Bishop
+ move (m : Move)

Rook
+ move (m : Move)

Knight
+ move (m : Move)

Pawn
+ move (m : Move)

ComputerPlayer
+ *play (board : shared_ptr<Piece> [8][8], turn : string) : Move*

Level1
+ play (board : shared_ptr<Piece> [8][8], turn : string) : Move

Level2
+ play (board : shared_ptr<Piece> [8][8], turn : string) : Move

Level3
+ play (board : shared_ptr<Piece> [8][8], turn : string) : Move

Level4
+ play (board : shared_ptr<Piece> [8][8], turn : string) : Move