

fen_edit
fen_label

get_fen_string()
set_default_fen()

EditPlayersDialog

player1_combo
player2_combo

get_player_types()

ErrorDialog

ErrorDialog

HumanPlayer

app : IApplication
clicked_move : NoneType
player_type : str

decide_on_move(board: Board): Move handle_valid_move_clicked(move: Move): None Player

player_type

decide_on_move(board: Board): Move

Sound SoundPlayer

name notify(sound) play(sound: Sound)