CLI 2021/06/12

pkg cli

Cli

+ main(args : String[]) : void
 - getInput() : String
 ~ isValidMove(consoleInput : String) : boolean
 - toConsole(game : Game) : void
 - generateAnswer(selectedPiece : Piece, finalSquare : Square, currentGame : Game) : void

Simple

+ main(args : String[]) : void + getInput() : void

Engine 2021/06/12

pkg engine

Engine

+ nextBestMove(game : Game) : Move

EvaluatePieces

~ evaluateBoard(game : Game, AlColour : Colour) : int

~ piecesValue(piece : Pieces) : int

- evaluateEndgame(game : Game, AlColour : Colour) : boolean

GUI 2021/06/12

pkg gui

Gui

startScene : ScenechessScene : Scene

+ main(args : String[]) : void + start(primaryStage : Stage) : void - startWindow(primaryStage : Stage, guiGame : GuiGame) : void - chessWindow(primaryStage : Stage, guiGame : GuiGame) : void

ChessBoardView

+ guiGame : GuiGame

- generateGrid(): GridPane - generatePlayersMoveLabelBox(): HBox - generateBeatenPieces(): HBox - setButtons(grid: GridPane): void - setHighlightedButtons(grid: GridPane): void - setButtonAction(): void

SetImages

 $\frac{\sim chooselmage(square:Square):ImageView}{\sim getBeatenPieces(type:Type, colour:Colour):ImageView}$

ImageHandler

- instance : ImageHandler - imgs : Map<String,Image> = new HashMap<>

+ getInstance() : ImageHandler - loadImage(name : String) : void

+ getImage(key : String) : Image

GuiGame

+ game : Game

~ squareStart : Square = null

~ squareFinal : Square = null

~ isRotatingBoard : boolean = true

~ highlightPossibleMoves : boolean = true

~ hintlnCheck : boolean = true

~ allowedToChangeSelectedPiece : boolean = false

~ turnAl : boolean = false

~ setBothSquares(square : Square) : void ~ computePossibleSquares() : List<Square>

AlertBox

+ display(title : String, header : String, message : String) : void

ConfirmationBox

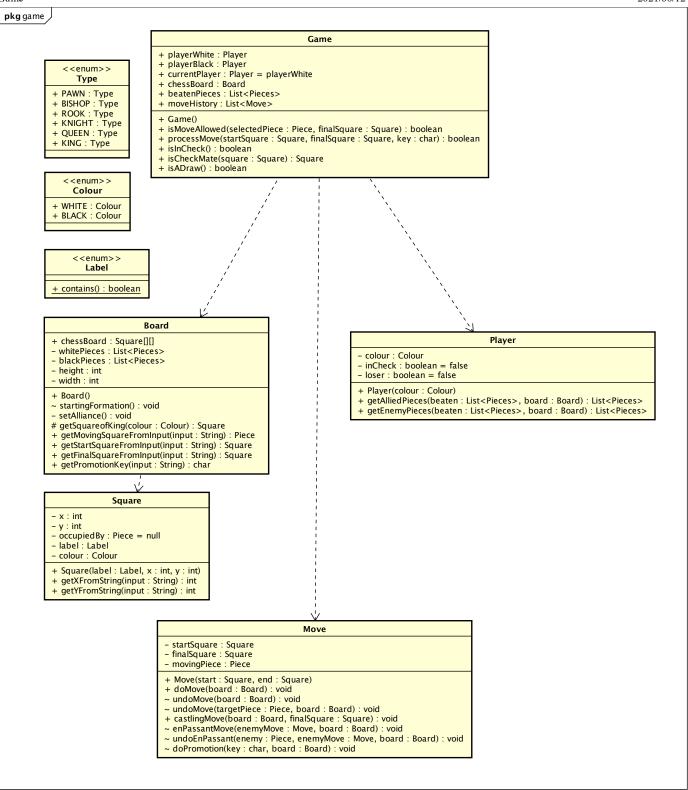
<u>- answer : boolean</u>

+ display(title : String, message : String) : boolean

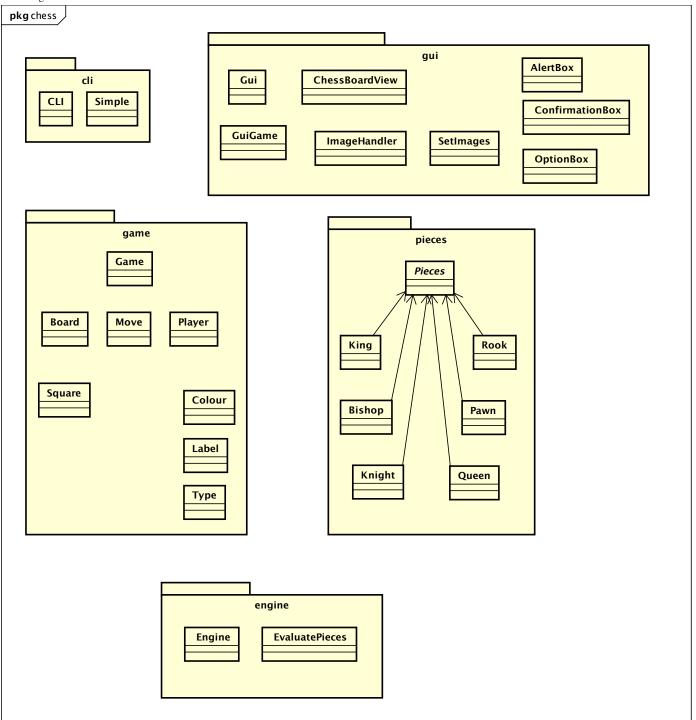
OptionBox

+ display(title : String, header : String, message : String, options : List<ButtonType>) : ButtonType

Game 2021/06/12



Paketdiagramm 2021/06/12



Pieces 2021/06/12

