Board (main)

matrix: felder

paint()

move_piece()

Square

figur: bexeht_von

boolean: color

tuple: cords

paint()

paint_piece (Piece)

Piece (abstract)

King

forward_move()

forward_move_left()

forward_move_right()

backward_move()

backward_move_left()

backward_move_right()

sideward_left()

sideward_right()

Pawn (King)

take_left()

take_right()

move()

Bishop (King)

forward_left(int)

forward_right(int)

backward_left(int)

backward_right(int)

Queen (King)

forward(int)

forward_left(int)

forward_right(int)

sideward_left(int)

sideward_right(int)

backward_left(int)

backward_right(int)

backward(int)

Rook (King)

forward(int)

left(int)

right(int)

backward(int)

Knight (King)

forward_one()

forward_two()

left_one()

left_two()

right_one()

right_two()

backward_one()

backward_two()