This is the updated UML:

Pawn
- -moved: bool
- -p: Piece*

+getname(): void
+getvalue(): void
+canmove(move: Coordinate): bool
+hasmoved(): bool
+moveto(Coordinate: move): void
+restore(): void
+undo(): void

Queen
+canmove(move: Coordinate): bool
+getname(): char
+getvalue(): int

Bishop
+canmove(move: Coordinate): bool
+getname(): char
+getvalue(): int

Knight
+canmove(move: Coordinate): bool
+getname(): char
+getvalue(): int

Rook
- -moved: bool

+canmove(move: Coordinate): bool
+hasmoved(): bool
+getname(): char
+getvalue(): int
+undo(): void

King
- -moved: bool
- -castling: bool

+canmove(int r, int c): bool
+hasmoved(): bool
+getname(): char
+getvalue(): int
+moveto(move: Coordinate): void
+undo(): void

Piece
- -color: string
- -value: int
- -name: char
- -coor: Coordinate*
- -cb: Checkboard*

+canmove(int r, int c): void
+getname(): char
+getvalue(): int
+restore(): void
+getcolor(): string
+getcoor(): Coordinate
+hasmoved(): bool
+moveto(move: Coordinate): void
+undo(): void

Coordiante
- -r: char
- -c: char
- -piece: Piece*
- -occupied: bool
- -color: string

+getc(): char
+getr(): char
+getx(): int
+gety(): int
+getcolor(): string
+moveto(coor: Coordinate): void
+setPiece(p: Piece): void
+hasoccupied(): bool
+getoccupied(): Piece

Checkboard
- +td: TextDisplay*
- +gd: GraphicsDisplay*
- +Wking: Coordinate*
- +Bking: Coordinate*
- +p1: Player1*
- +p2: Player2*
- +turn: string

+init(): void
+attachCommand(c: Command): void
+getCommand(): Command
+clear(): void
+undo(): void
+move(coor1: string, coor2: string): void
+check(king: string): bool
+checkmate(king: string): bool
+concede(): void
+setup(piece: string, coor string): setup
+unset(coor: string): void
+setturn(t: string): void
+verify(): bool
+underattack(p: Piece): bool
+value(color: string): int
+getplayer(string p): Player
+getturn(): string
+setTurn(): void
+setking(color: string, coor: Coordinat): void
+stalemate(color: string): bool
+standardopening(color: string): void
+printmoves(): void
+move1(color: string): void
+move2(color: string): void
+move3(color: string): void
+coordianteat(x: int, y: int): Coordinate
+clearhorizontal(from: Coordinate, to: Coordinate): bool
+clearvertical(from: Coordinate, to: Coordinate): bool
+cleardiagonal(from: Coordinate, to: Coordinate): bool
+endrow(coor: Coordinate): bool

Player
- #color: string
- #is_com: bool
- #score: double

+getIs_com(): bool
+getScore(): double
+winscore(): void
+draw(): void
+getLevel(): int
+getColor(): string

Human
+getLevel(): int

Computer
+getLevel(): int

Subject
+attatch(): void
+notifyObservers(): void
+getc(): char
+getr(): char
+getcolor(): string
+hasoccupied(): bool
+getoccupied(): Piece

GraphicsDisplay
- -xw: Xwindow*
- -size: const int

+init(): void
+notify(whoNotified: Subject): void

TextDisplay
+size: const int

+init(): void
+notify(whoNotified: Subject): void

Observer
+notify(whoNotified: Subject): void