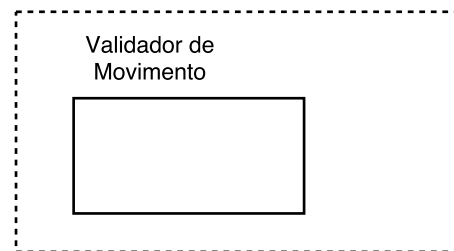
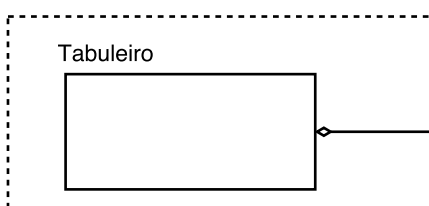


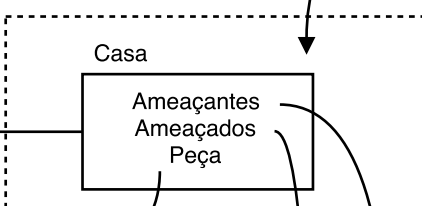
**Módulo
Validez
Movimento**



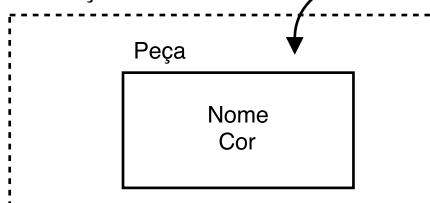
**Módulo
Tabuleiro**



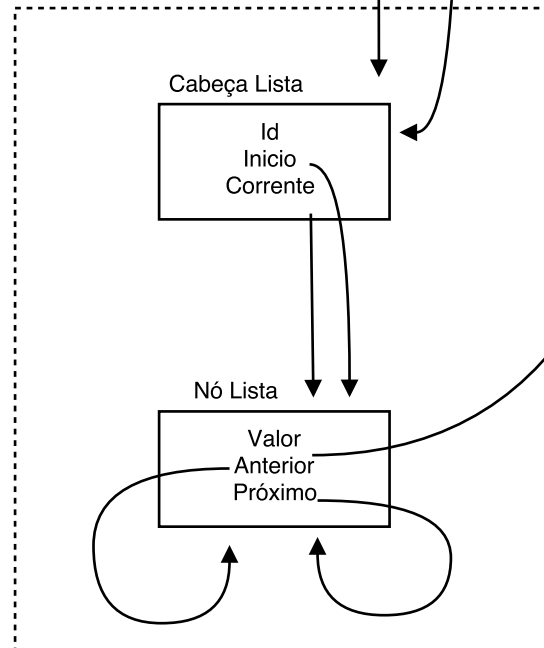
**Módulo
Casa**



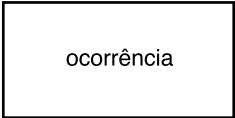
**Módulo
Peça**



**Módulo
Lista**

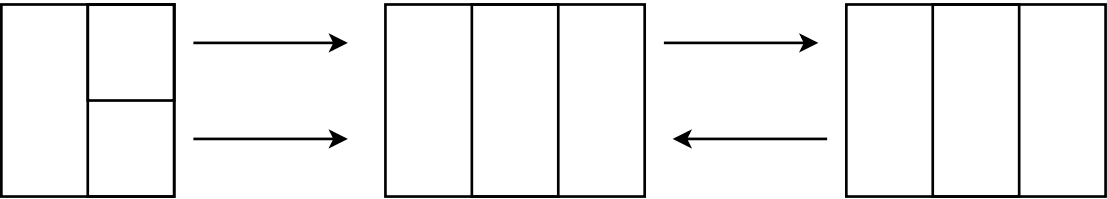


Exemplo físico peça



Nome e cor nunca podem ser nulos, se peça for vazia, seus respectivos valores são 'V'.

Exemplo físico lista

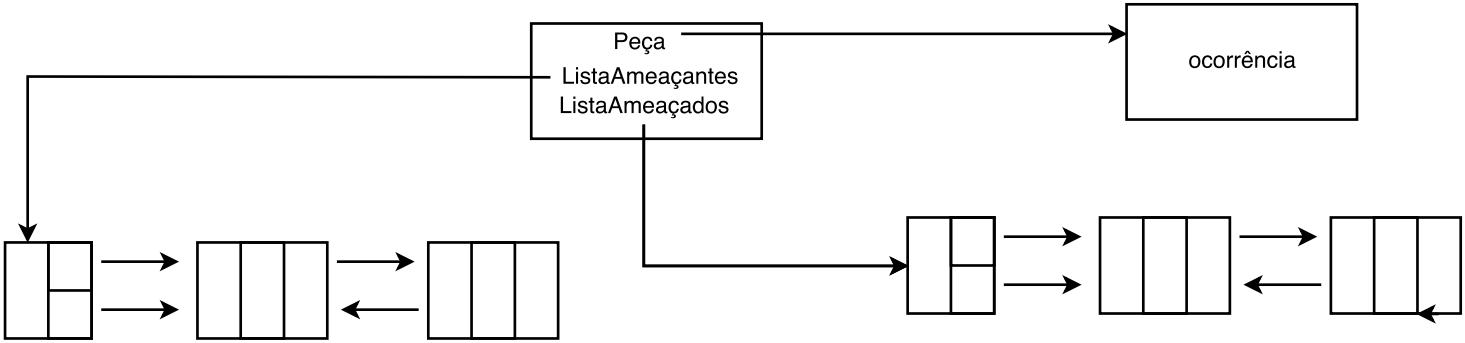


se pAnt != nulo então
pCorr->pAnt->pProx =
pCorr

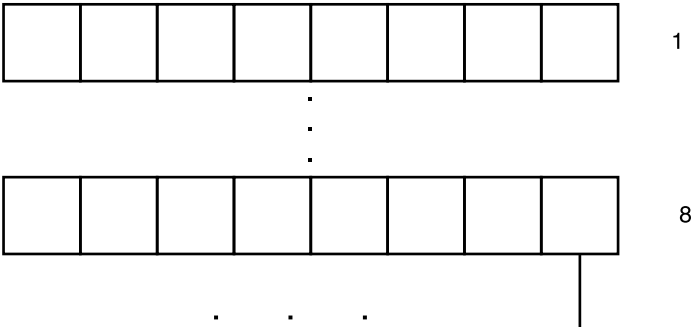
se pProx != nulo então
pCorr->pProx->pAnt =
pCorr

Exemplo físico casa

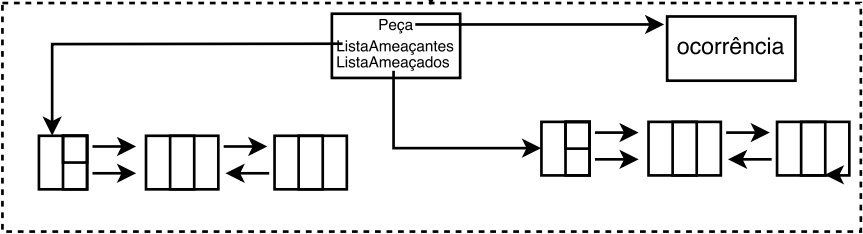
Os elementos da casa obedecem as assertivas dos respectivos módulos.



Exemplo físico tabuleiro



. . .



Os elementos do tabuleiro obedecem as assertivas dos respectivos módulos.