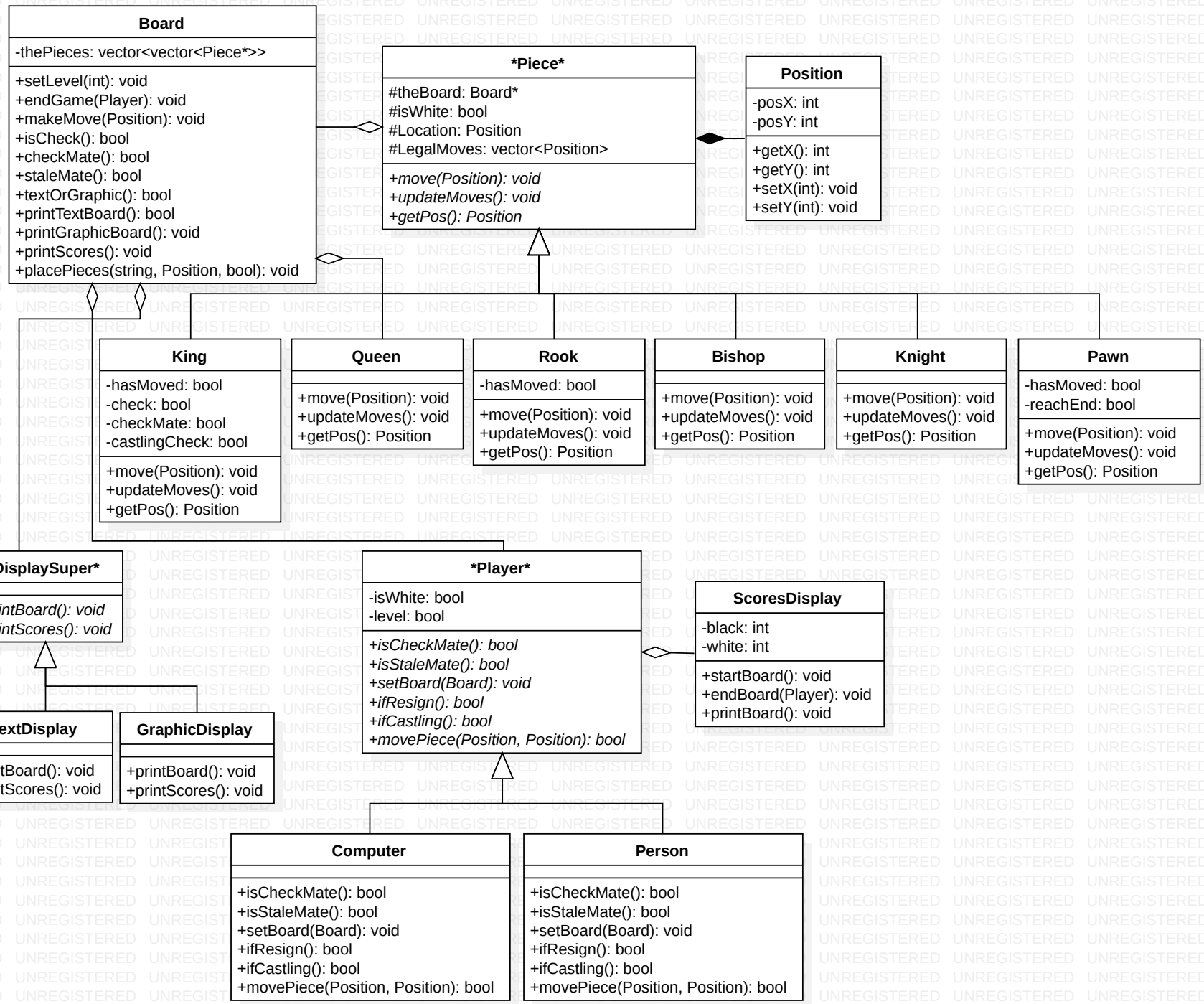
Board
-thePieces: vector<vector<Piece*>>
+setLevel(int): void
+endGame(Player): void
+makeMove(Position): void
+isCheck(): bool
+checkMate(): bool
+staleMate(): bool
+textOrGraphic(): bool
+printTextBoard(): bool
+printGraphicBoard(): void
+printScores(): void
+placePieces(string, Position, bool): void
Piece
#theBoard: Board*
#isWhite: bool
#Location: Position
#LegalMoves: vector<Position>
+move(Position): void
+updateMoves(): void
+getPos(): Position
Position
-posX: int
-posY: int
+getX(): int
+getY(): int
+setX(int): void
+setY(int): void
King
-hasMoved: bool
-check: bool
-checkMate: bool
-castlingCheck: bool
+move(Position): void
+updateMoves(): void
+getPos(): Position
Queen
+move(Position): void
+updateMoves(): void
+getPos(): Position
Rook
-hasMoved: bool
+move(Position): void
+updateMoves(): void
+getPos(): Position
Bishop
+move(Position): void
+updateMoves(): void
+getPos(): Position
Knight
+move(Position): void
+updateMoves(): void
+getPos(): Position
Pawn
-hasMoved: bool
-reachEnd: bool
+move(Position): void
+updateMoves(): void
+getPos(): Position
DisplaySuper
+printBoard(): void
+printScores(): void
Player
-isWhite: bool
-level: bool
+isCheckMate(): bool
+isStaleMate(): bool
+setBoard(Board): void
+ifResign(): bool
+ifCastling(): bool
+movePiece(Position, Position): bool
ScoresDisplay
-black: int
-white: int
+startBoard(): void
+endBoard(Player): void
+printBoard(): void
TextDisplay
+printBoard(): void
+printScores(): void
GraphicDisplay
+printBoard(): void
+printScores(): void
Computer
+isCheckMate(): bool
+isStaleMate(): bool
+setBoard(Board): void
+ifResign(): bool
+ifCastling(): bool
+movePiece(Position, Position): bool
Person
+isCheckMate(): bool
+isStaleMate(): bool
+setBoard(Board): void
+ifResign(): bool
+ifCastling(): bool
+movePiece(Position, Position): bool