

LIB

**XMLValidator**  
+validate();

**EscapeChars**  
+forXML();

<<uses>>

<<uses>>

**XMLObj**  
+read();  
+writeToXML();

**SciffBridge**

<<uses>>

<<uses>>

Singleton

**Move**  
-int x;  
-int y;  
-String color;  
-String figure;  
+getX();  
+getY();  
+toString();

<<uses>>

**ChessBoard**

<<uses>>

**FileManager**

<<uses>>

<<uses>>

**WorldDescription**  
+generateWorldDescription();

**MoveConverter**  
+convertStringToMoves();

