

Comp 1 prerelease

Task 2 questions

1. Explain what happens when a piece is moved off the right-hand edge of the board. Trying to enter a coordinate that is to the right hand edge of the board causes an index error, as the board does not contain more than eight rows/ columns
2. Explain what happens when a piece is move off the left-hand edge of the board.

The statement "That is not a legal move - please try again" is displayed

1. Explain what happens when a piece is moved off the top edge of the board. The piece disappears from the board
2. Explain what happens when a piece is moved off the bottom edge of the board. This error message appears `IndexError: list index out of range`
3. Explain any differences you encountered whilst attempting the above questions Some of the moves got a response from the program, and others got an error message.
4. Identify the function responsible for validating whether a move is acceptable or not. `CheckMoveIsLegal(Board, StartRank, StartFile, FinishRank, FinishFile, WhoseTurn):`

task 3 questions

1. Identify the function responsible for getting the move from the user. `GetMove(StartSquare, FinishSquare):`

task 5 questions

1. Describe what is returned by the game when a position on the board containing a piece is selected e.g. `Board[4][3]` (if there where a piece in that position).

When a piece is selected, the user is asked what space they would like to move the piece to.

task 6 questions

1. Identify the function where the Redum is promoted to the marzaz Pani.

`MakeMove(Board, StartRank, StartFile, FinishRank, FinishFile, WhoseTurn)`

task 7 questions

1. Identify the function where the board is generated to be displayed.

`DisplayBoard(Board)`

task 8 questions

1. Describe each variable role in your own words.

Fixed Value: A value that is made with out using any calculations and is not changed i.e

Stepper: A value that steps through a predictable set of values i.e Count

Most recent holder: A variable that holds the latest value encountered i.e

Most wanted holder: A variable which stores the most appropriate value

Gatherer: A variable which "gathers" the effect of all the individual values.

Transformation: A variable which stores it's value based on a calculation of other variables

Follower: A variable which stores the previous value of a data item

Temporary: A value which stores a value for only a short time.

task 9 questions

1. Describe the difference between passing by value and passing by reference in your own words.

Calling by value: The value of the variable being called is copied to the parameter.

Calling by reference: The variable uses a reference to the memory location. The reference is the variable passed as a parameter.

1. For each function in the program identify the mechanism using to pass each parameter.