

## Data in

program start call

user input

recall by start\_menu

gets called by  
answers in  
start\_menu

### checks:

1. game\_over
2. Who plays
  - a. White  
if human  
else:
  - b. Black  
if human  
else:

## start\_game

### start\_menu

- play against human
- play against bot as white
- play against bot as black
- See two bots play

### - game\_data

### game\_state

## Data out

add start\_menu

prints

call itself if data wrong  
start\_menu

give videre svar:  
- game\_data

writes global variables  
- Black =  
- White =  
- Difficulty =

calls when done

1. → make\_board()
2. → game\_state

→ game\_over  
→ human player  
→ bot-play

human input  
for move  
→ is-legal

human player

1. if not print wrong move &
2. call human-player
- else:  
3. call → move → Board
4. call draw-board

bot-play

1. calls → next move
2. prints information on move
3. → move → Board
4. call draw board

calls  
board. Board

draw - board

prints  
representation  
calls game-state

calls info on  
legal-moves  
no more figures  
who won / tie

Game-over

prints  
Tie  
OR  
winner  
calls Restart

Restart

point asks for

1. → start-game  
or

2. → abort

Abort

