> EuropeanChess EC = new EuropeanChess()

> EuropeanChessDisplay ECD = new EuropeanChessDisplay()

> ChessBoard CP = new ChessBoard( 8,8, ECD, EC)

> QueenPiece QPS = new QueenPiece( ChessGame.Side.SOUTH, 4,4, "QPS" , CP)

> CP. addPiece( QPS, 4,4)

assertEquals("Testing ", CP, QPS.getChessBoard());

isLegalMove

isLegalNonCaptureMove

isLegalCaptureMove

DoubleLinkedList<Integer> list = new DoubleLinkedList<Integer>();

list.addToFront(3);

list.addToFront(2);

list.addToFront(1);

DLNode<Integer> head = list.getFront();

DLNode<Integer> tail = list.getBack();