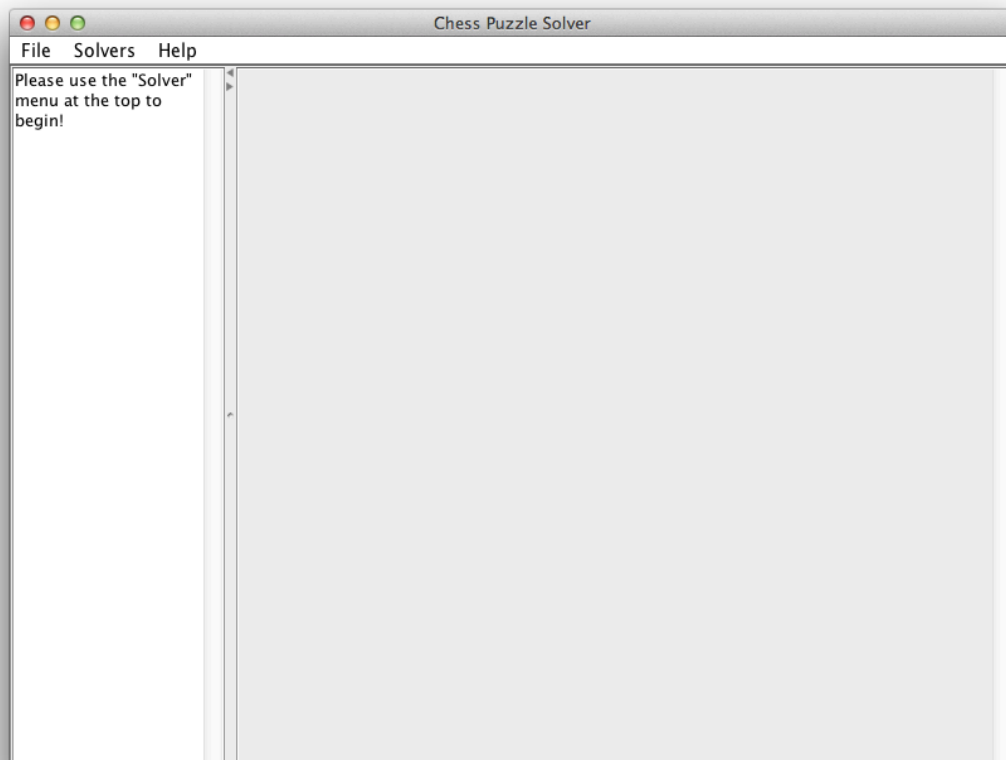
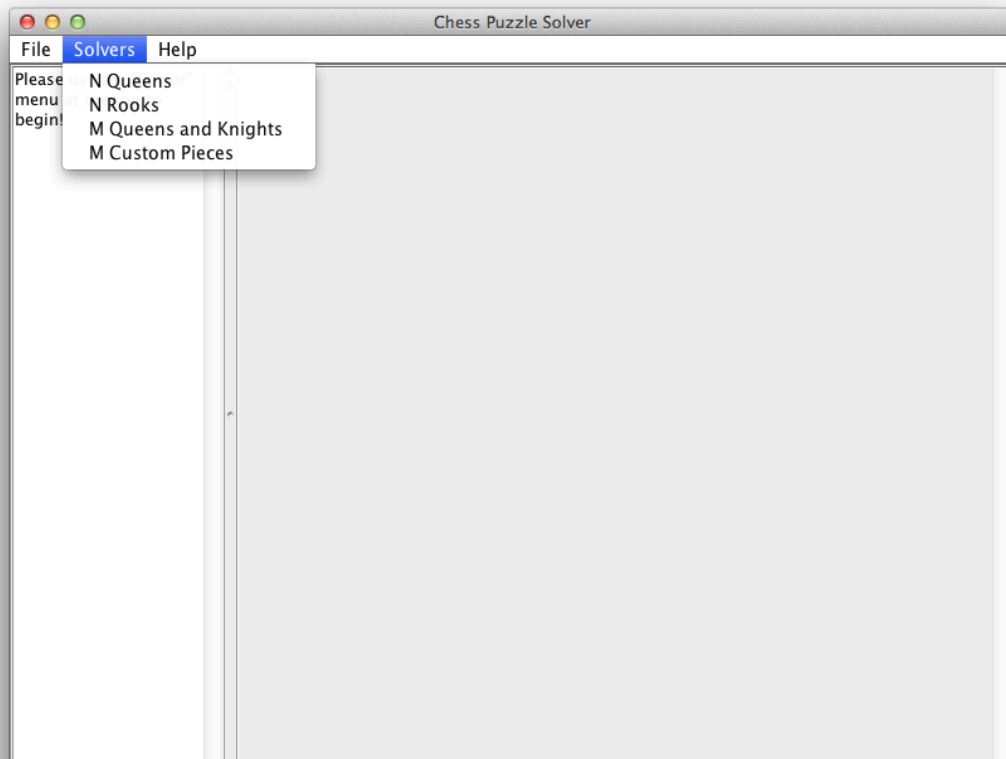


To test the Chess Puzzle Solver GUI, follow the steps below.

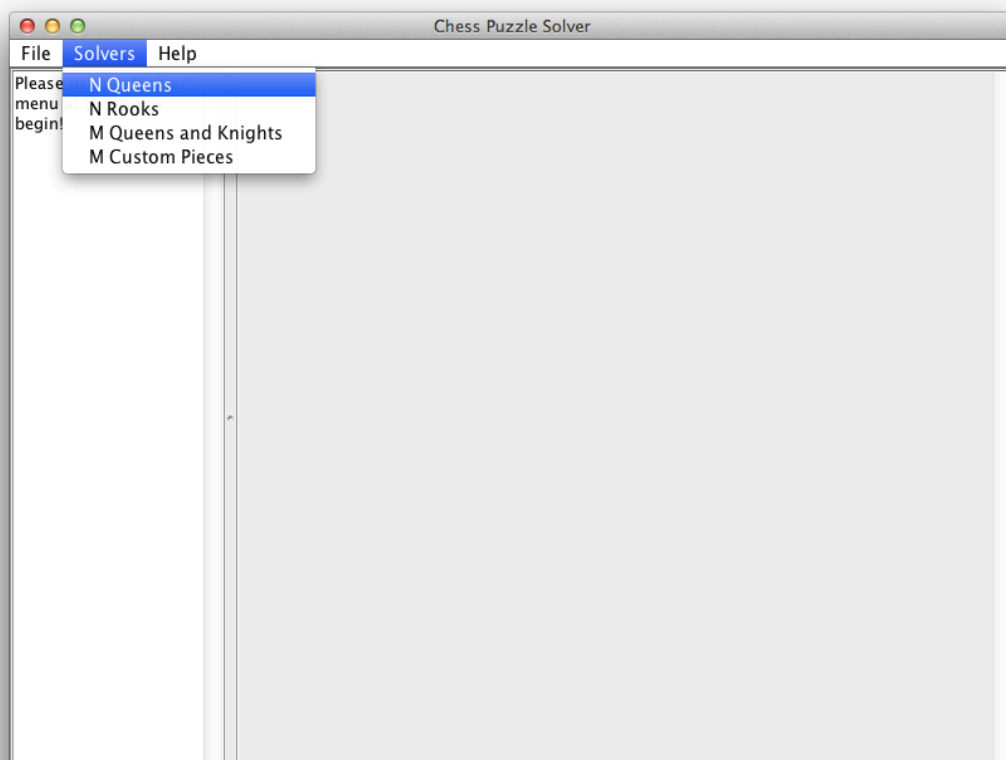
### Run the Application



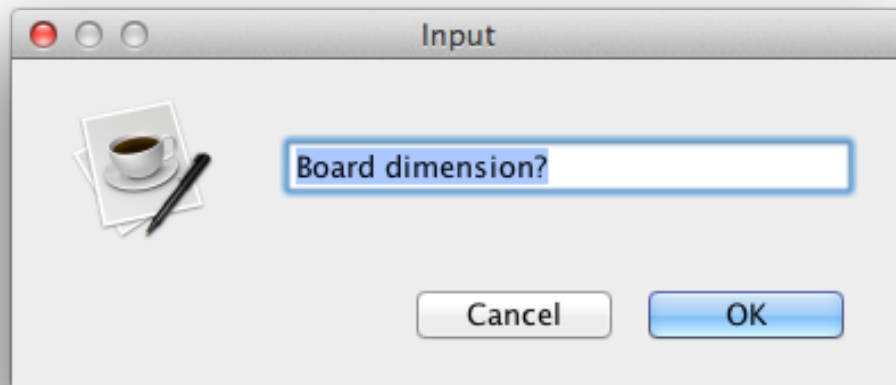
**Hover over the Pop-up menus**



**Select *N Queens* from the *Solvers* menu**

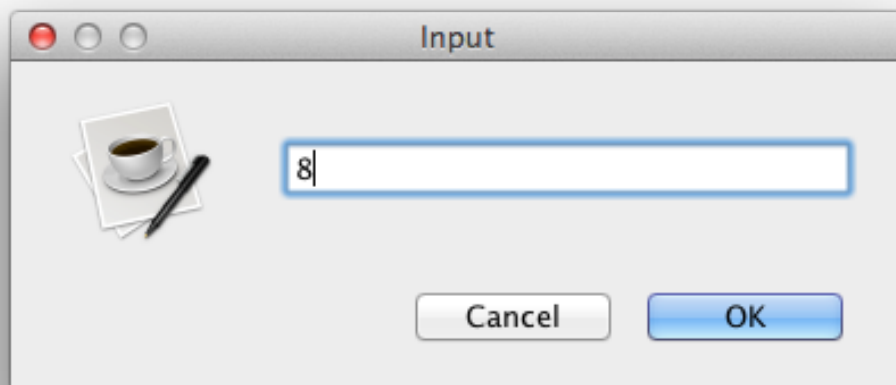


A window resembling the following should appear



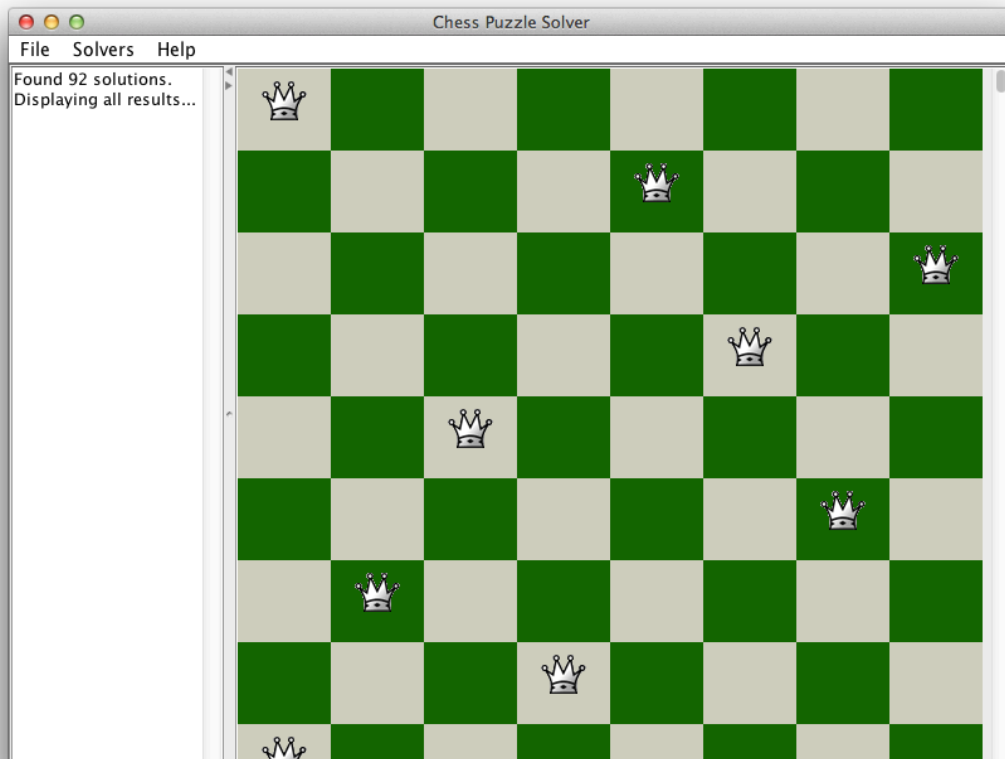
A screenshot of a macOS-style dialog box titled "Input". The window has a light gray background and a title bar with three standard window control buttons (red, yellow, green). On the left side, there is an icon depicting a white coffee cup on a saucer with a black pen resting on it. To the right of the icon is a text input field with a blue border and a light blue highlight. The text "Board dimension?" is displayed inside the field. Below the input field are two buttons: a "Cancel" button with a light gray gradient and a "OK" button with a blue gradient.

Enter the value 8 for the input as follows

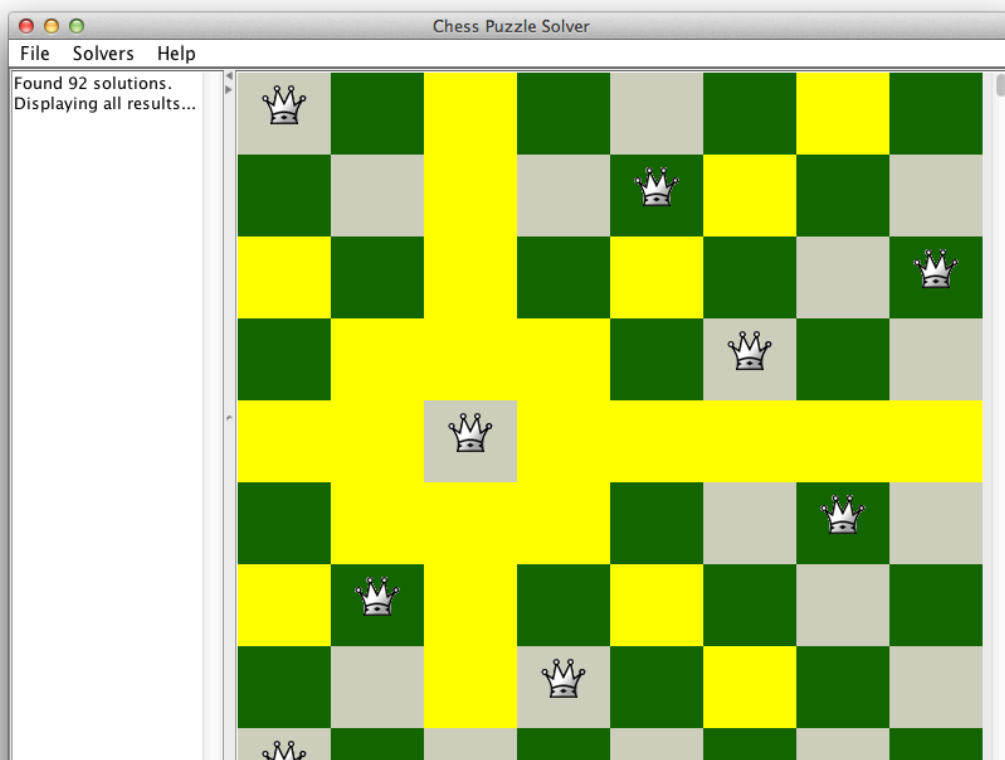


A screenshot of the same "Input" dialog box as above, but with the value "8" entered into the text input field. The cursor is positioned at the end of the "8". The "Cancel" and "OK" buttons remain at the bottom of the dialog.

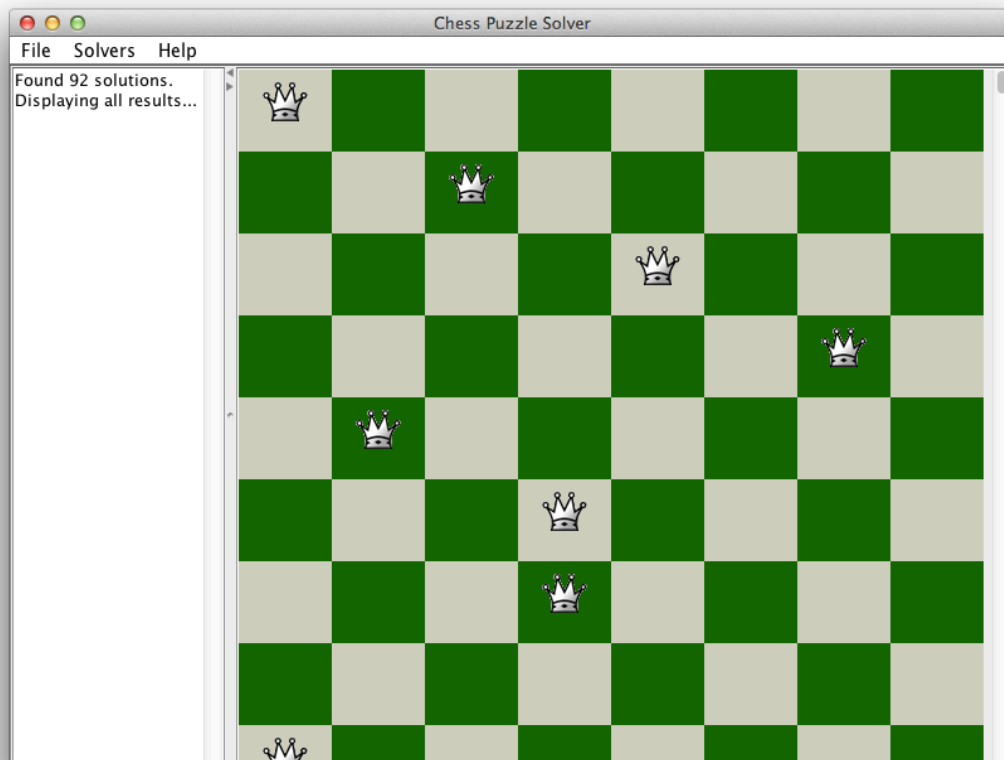
A screen similar to the following should appear



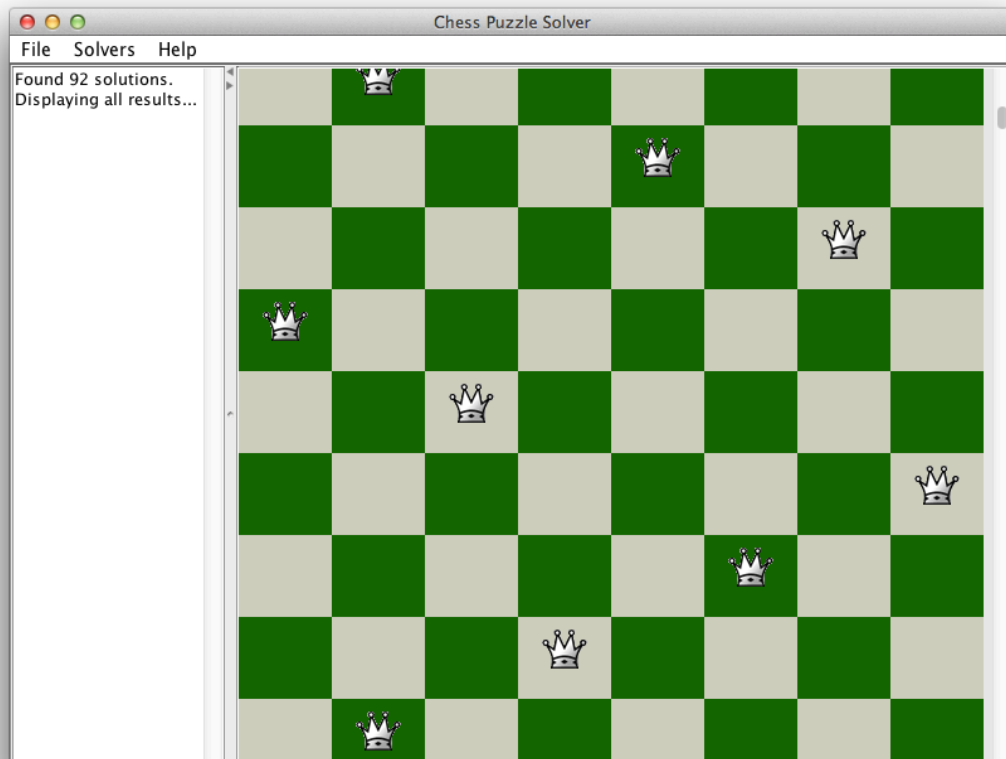
Hover over a game piece in order to see its attack patterns



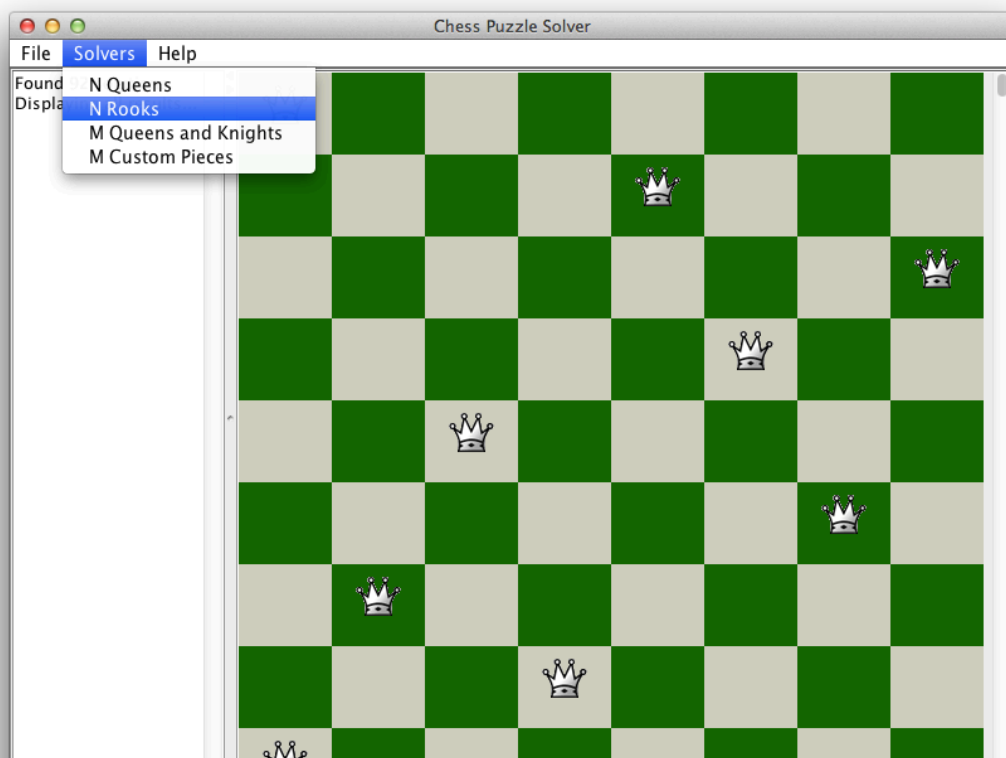
**Click anywhere on the first board and you should be able to observe the board resolving its solution in real-time**



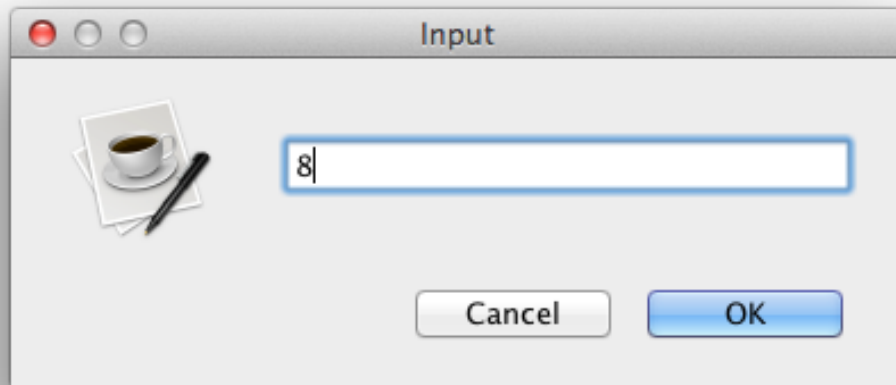
By scrolling down, you should be able to view more of the displayed solutions



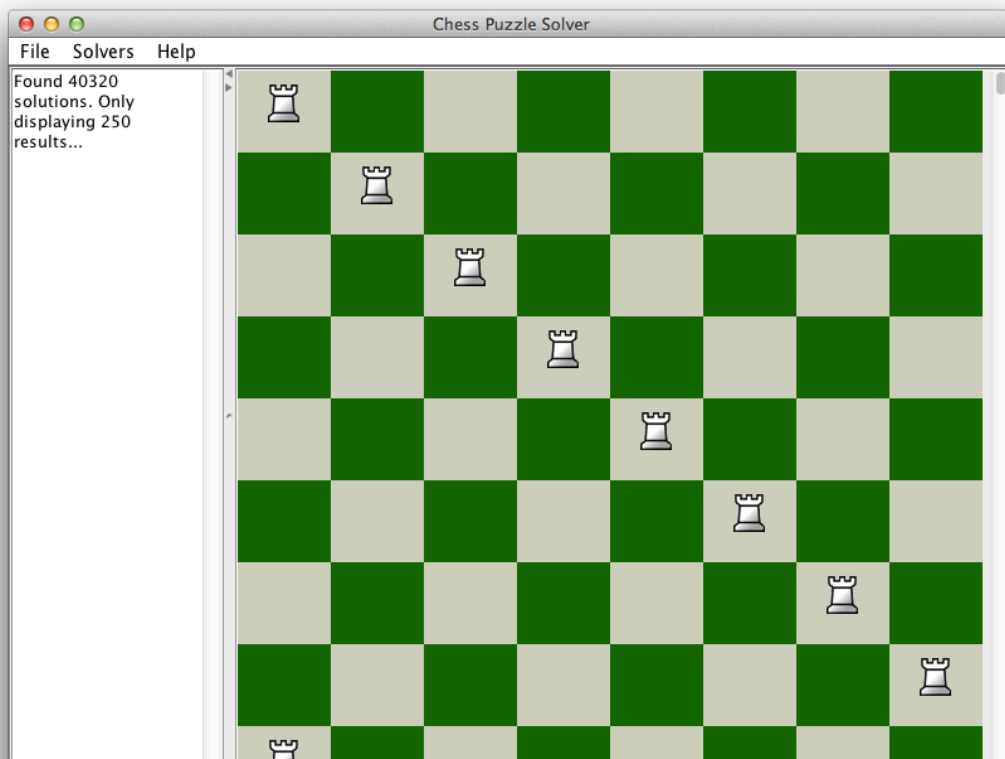
To test the puzzle switch feature, now select *N Rooks* from the *Solver* menu



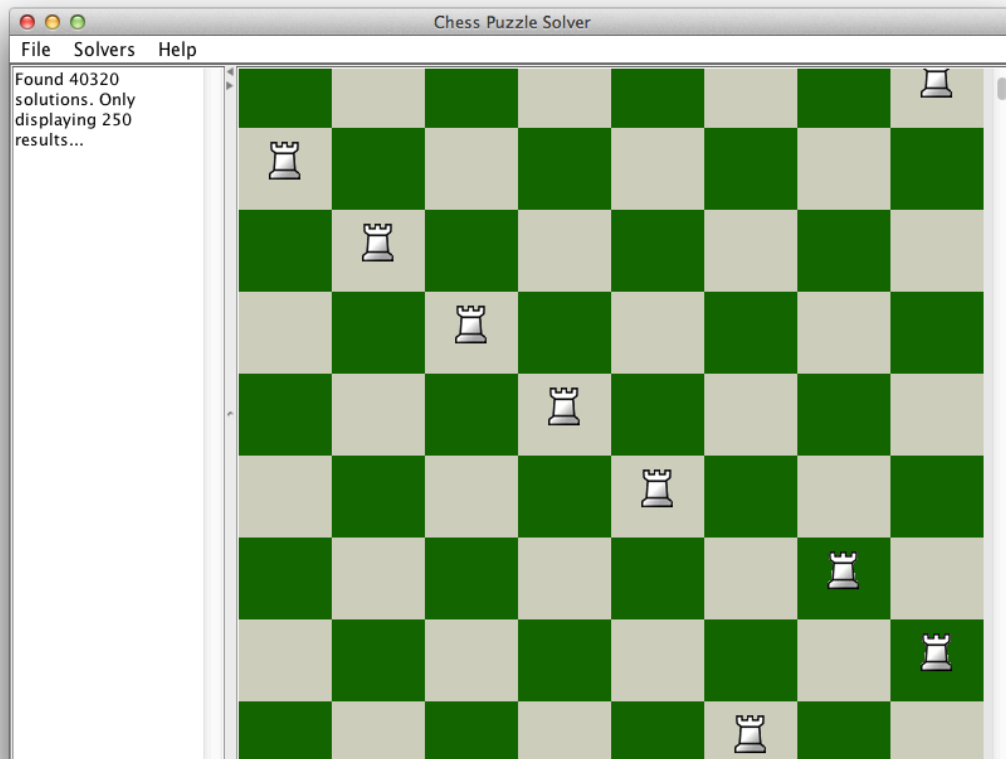
**Enter the value 8 in the input prompt**



**You should now see a new screen such as the following**

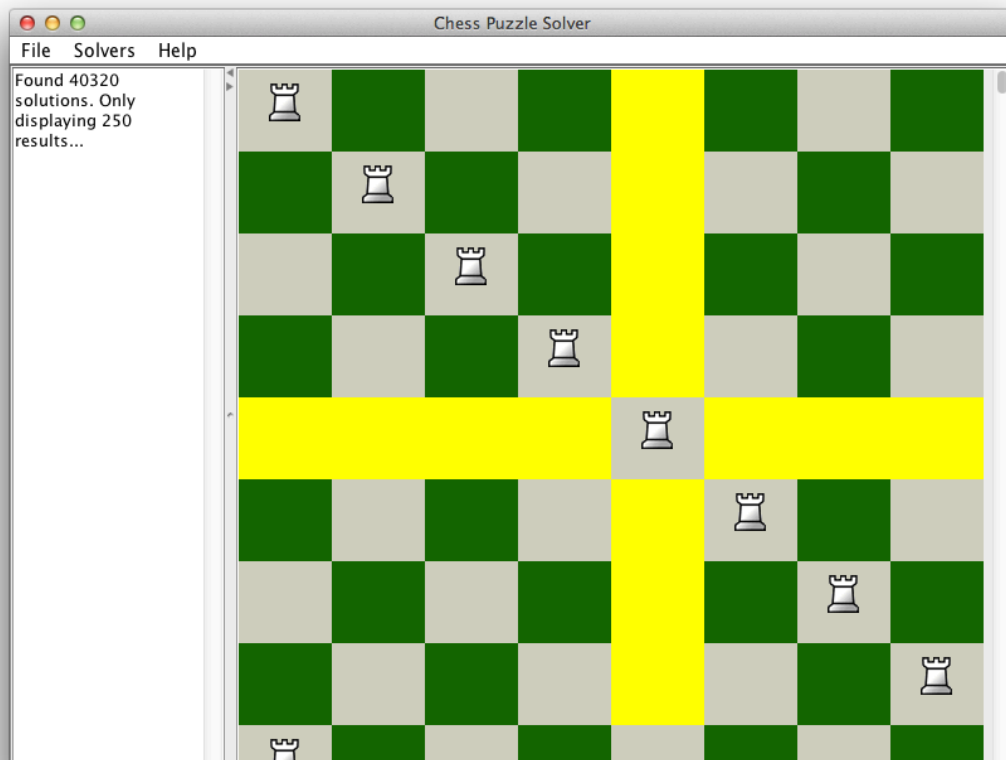


**By scrolling down, you should be able to view more of the displayed solutions**

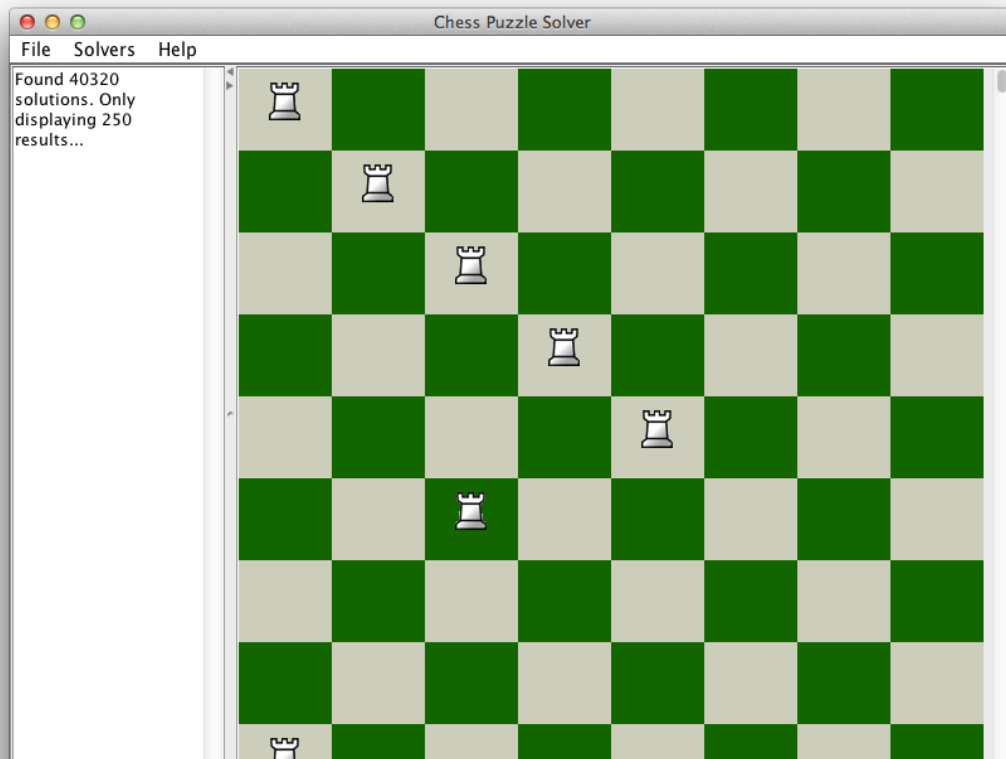




**Hovering over another game piece should provide a new (and correct for that piece) attack path**



Clicking on the board should, again, solve this puzzle in real-time



Now click on *Help* from the *Help* menu and the following pop-up should appear

