

```
Start;
block initialization/declaration{
    block struct pos{
        int x;
        int y;
    }
    char board[8][8]= Chess Initial Array;
    char cap1[16],cap2[16];
    int pl;
    struct pos p1, p2;
}

block main(){
    /mode = Type c for casual game and t for timeout game/;
    if(mode=='t')
        /time_limit = Enter Time Limit per move in seconds/;
    else if(mode!='c'){
        /Enter only t or c!/;
        return 1;
    }
    while(!game_over){
        call print_board;
        call Input;
        call move(p1,p2,pl);
    }
}
```

