This contains the printed outputs for the PIECE and RULES classes.

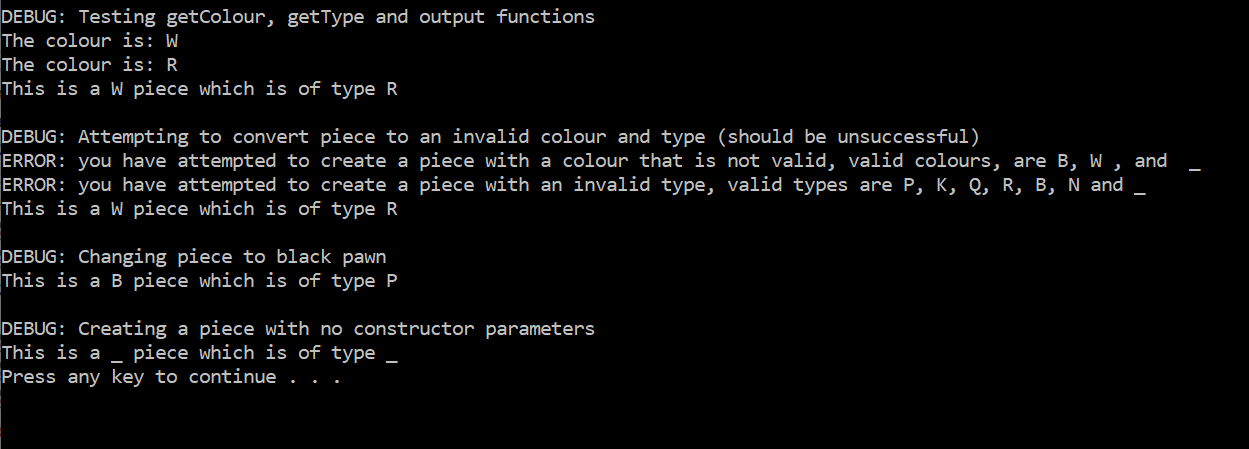
The code is found in TESTING\_piece\_and\_rules.cpp

“(positive test)” indicates the outcome should be 1 (True)

“(negative test)” indicates the outcome should be 0 (False)

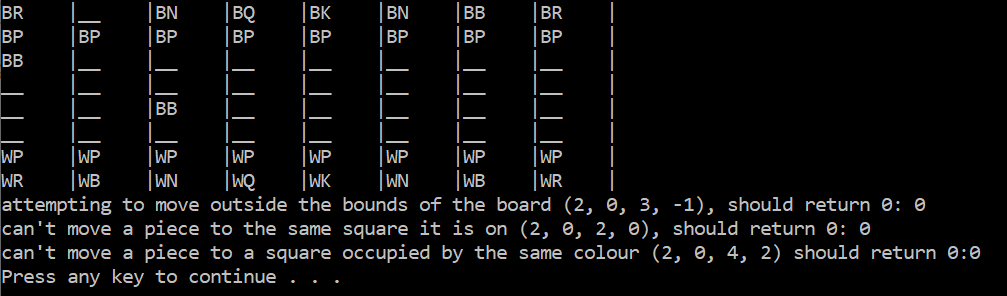
# Piece Class function testing

## Output for the code which tests the Piece Class

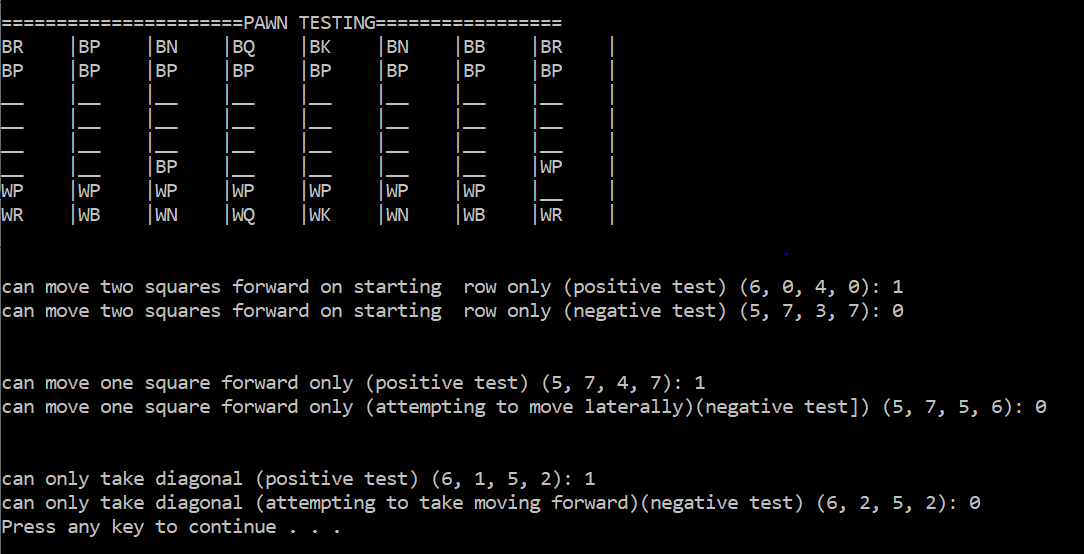


# Rules Class function testing

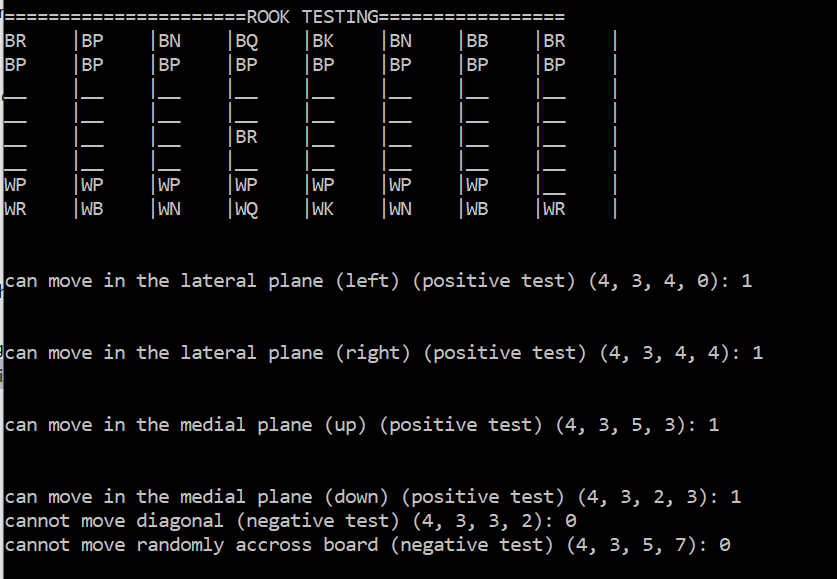
## Initial moveLegal base conditions



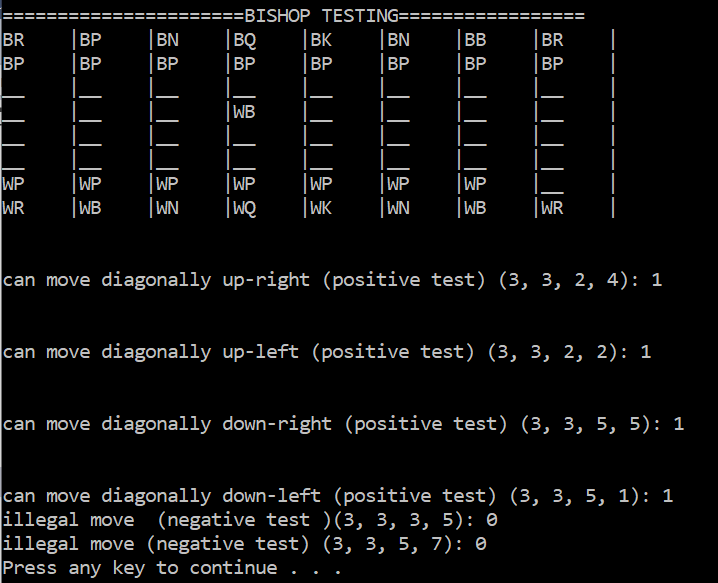
## Pawn\_rules Output



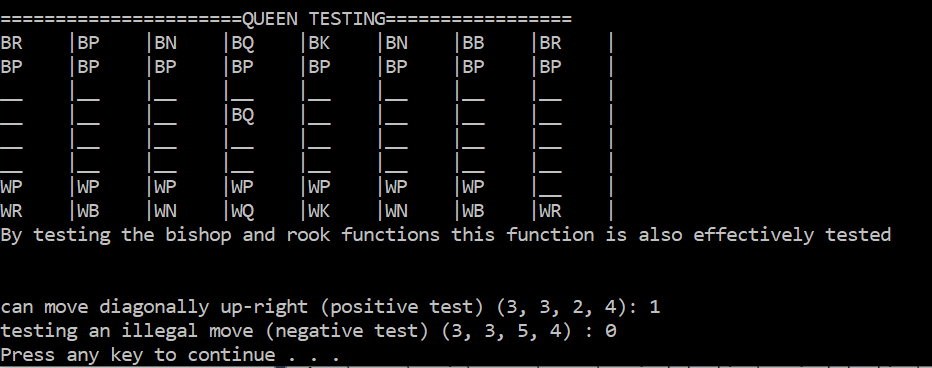
## Rook\_rules Output



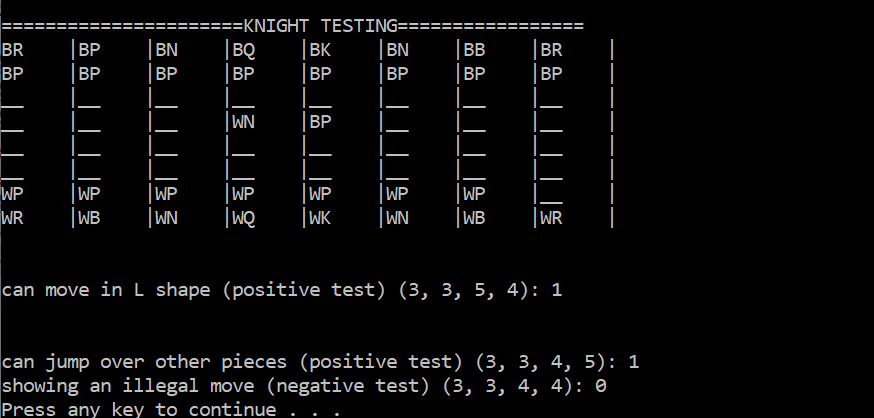
## Bishop\_rules Output



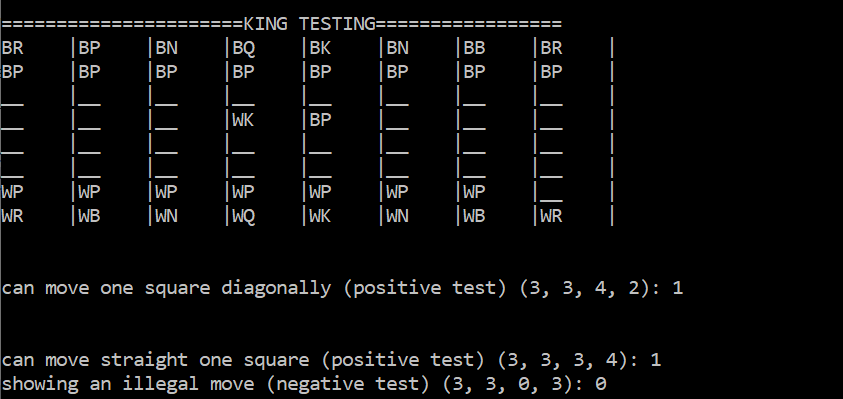
## Queen\_rules Output



## Knight\_rules Output

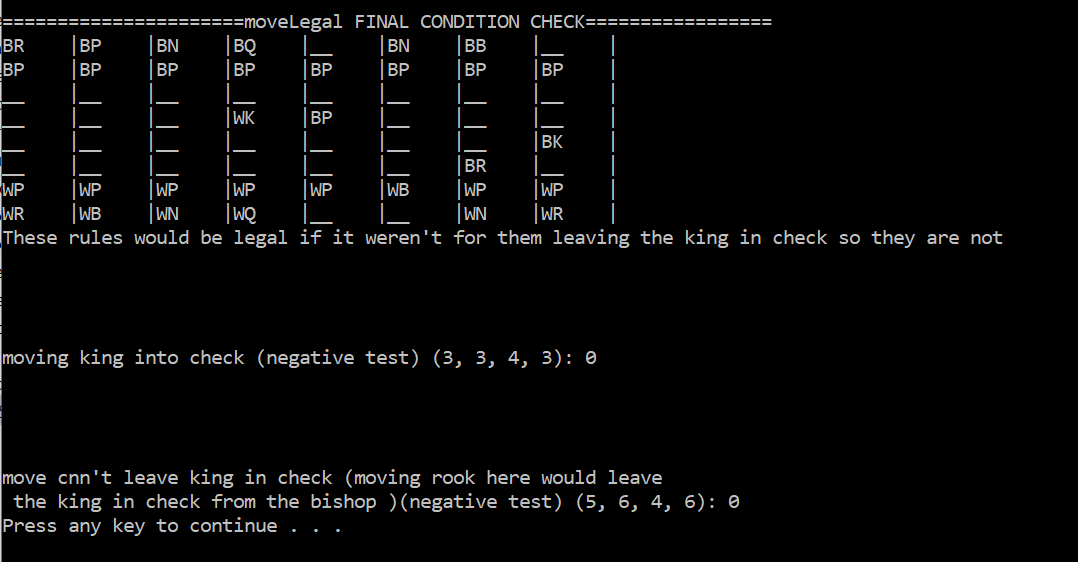


## King\_Rules Output



## Final moveLegal Condition

The final check in the moveLegal function is to make sure that making the move would not leave the king in check (this can either happen through moving the king directly or through a discovery)



## incheck and square attack Output

