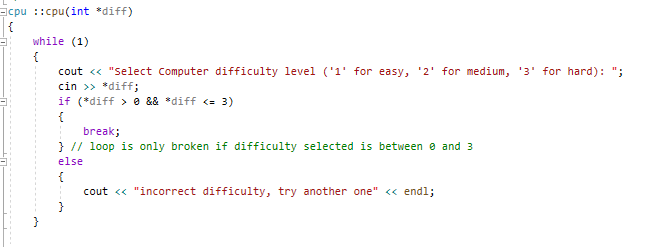
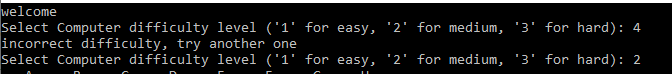
**Computer.h testing**

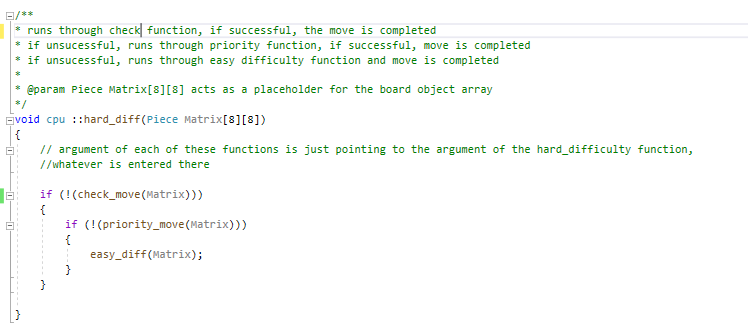
**Constructor**

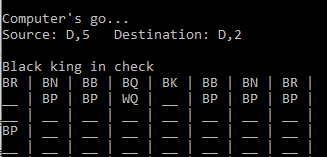




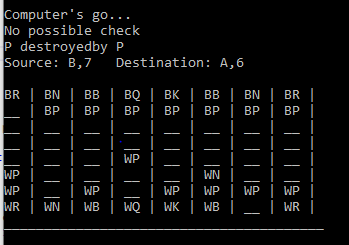
Showing validation for incorrect difficulty being selected and when a correct difficulty is selected it breaks the loop and continues into the program

**Computer’s go**

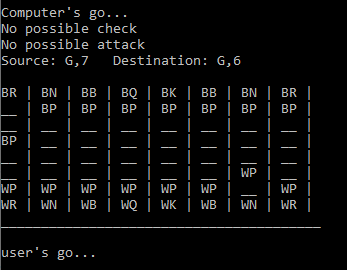




Computer makes a check move and to go is over

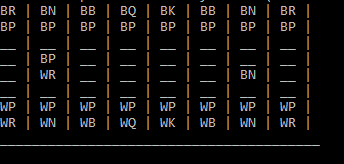


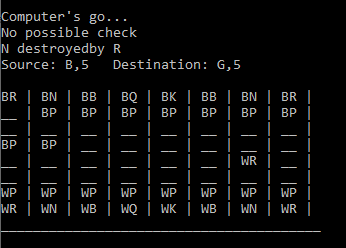
If there is no possible check, blackpiece/priority move function is called to take out a piece



No check moves possible or possible attack, so it makes a random legal move.

**Priority move selection**





Chooses what piece to attack depending on its rank, in this case a knight is more valuable than a pawn.