# Goto() Is All Powerful – Board Class Testing

**Test 1 – Printing Board Layout To Screen**

The image below shows that the layout in Piece board[8][8], is successfully being printed to the screen. The full output of this test shows the background layout i.e. white squares and black squares, with corresponding pieces on these squares.

Functions used and needed in order to complete this test are:

* squarePairCreation(char squareColour, int mainRow, int squarePairNum, int subline, Piece Matrix[8][8])
* printRow(int mainRow, int firstColour, int secondColour, Piece Matrix[8][8])
* printBoard(Piece board[8][8])

A picture containing drawing, keyboard

Description automatically generated

Figure - Test 1 showing the board displaying with pieces on squares

**Test 2 – Print Board with Coordinates**

The image below shows the printed board, printed above was successfully printed out with location coordinates along the top and bottom of the board. These were added in with simple std::cout statements in particular locations.

A picture containing drawing

Description automatically generated

Figure - Test 2 showing board coordinates displaying around board

**Test 3 – Printing Piece Key**

Fig. 3. below shows a test to show that a key can be printed out below the board, as to allow the player to know which pieces are which. It also prints at realevent side of the board, which colour start where.

Functions used and needed in order to conduct this test are:

* printKey()

A close up of a logo

Description automatically generated

Figure - Test 3 showing board key