

## CHESS SOLITAIRE+

**feature -- impletation** chess\_board : ARRAY2 chess\_board\_move: ARRAY2

row: LINKED\_LIST[INTEGER]
col: LINKED\_LIST[INTEGER]
history: LINKED\_LIST[COMMAND]

feature -- commands

set\_error+(e: STRING)
--set error message to e

set\_lose+(g : STRING)
--set lose message

setup\_chess+(c:STRING; ro:INTEGER; co:INTEGER)
--put chess c on the 2d array board with row ro and column co,
put ro on linked\_list row, and co on linked\_list col

undo\_setup+(ur : INTEGER; uc: INTEGER)
--undo the setup

undo the setup

moves+(ro1: INTEGER; co1: INTEGER)

--print the chess on the chess\_board with row ro1 and column co1 to a new board called chess\_board\_move and print all its possible moves

invisible move+ (ir : INTEGER; ic : INTEGER)

--print the chess on the chess\_board with row ir and column ic to a new board called chess\_board move and print all its possible moves

without passing to output

move and capture+(r1: INTEGER; c1: INTEGER; r2: INTEGER; c2: INTEGER)

--put the chess on the chess\_board with row r1 and column c1 to another spot with row r2 and column c2. Remove the chess at the row r1 and column c1. Remove r1 from row and it's corresponding c1 from col

start\_game+
--game started, set start

8.....

reset\_game+

--reset chess\_board, reset row and col, reset start

extend\_history(cmd: COMMAND)

--remove the right side of the current command cmd

feature -- Queries

out++

--print message and board, error message if exists

