King.doCastling(ArrayList<Piece> pieces, Rook k) called

false

Return False

Call validCastling (pieces, k)

Return True?

true

Update new positions and moved flags.

Return True

King. validCastling (ArrayList<Piece> pieces, Rook k) called

No

Same color and same row?

Yes

Yes

King and Rook moved?

Yes

No

Any piece between rook and king?

Yes

No

Has next piece?

Yes

No

Is king checked?

No

Return false

Define orgX, targetX, x, step and checked?

Return not checked

Recover position to orgX

Yes

No

Arrive at target?

No

Set checked = true

Yes

Is King checked in position x?

X += step, set king’s position to x