

Task 2

1. It gives an error message
2. The piece disappears off the board
3. The peice disappears off the board
4. It gives an error message
5. when you move the piece to a 9 you get an error message if you move to a 0 the peice disappears
6. CheckMoveIsLegal()

Task 3

1. GetMove(StartSquare, FinishSquare)

Task 5

1. CheckMoveIsLegal(Board, StartRank, StartFile, FinishRank, FinishFile, WhoseTurn)
2. That peice is deleted from the list because it has been captured
3. MakeMove(Board, StartRank, StartFile, FinishRank, FinishFile, WhoseTurn)

Task 6

1. CheckMarzazPaniMoveIsLegal(Board, StartRank, StartFile, FinishRank, FinishFile)

Task 7

1. InitialiseBoard(Board, SampleGame)

Task 8

Role	Description	Example
Stepper	Used to move through a list, generally a counter.	Count
Most recent holder	Last thing entered by the user or a the last value being read from a list.	StartSquare
Most wanted holder	Keeps track of the lowest or highest value in a set of inputs.	
Gatherer	Accumulates or tallies up set of data and input s.	Board
Transformation	Stores the result of a calculation involving more than one variable.	RankDifference
Follower	Keeps check of a previous value of a variable.	
Temporary	Used for storing data for a short period of time.	

Task 9

Data Type Passing Mechanism

Data Type Passing Mechanism

Integer	by value
Float	by value
String	by value
Boolean	by value

Task 11

1. the display menu will only display a menu that the user will need to pick from.
2. The get menu selection function will have an input in it and will return the choice picked by the user.
3. Make selection function takes the choice variable and decides what needs to be done with it.
4. the play game function contains the whole main and creates the either the sample game or the new game.

Task 12

1. GetMove()
- 2.