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CST-250

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Activity 2

# Console App

**A computer screen with a black screen

Description automatically generated**

Decided to remove the “-“ to show invalid moves. Makes it easier on the eyes, especially when testing all positions and pieces. Other than that, shows the menu prompts and the results.

**Chess Piece Selection**

**A computer screen with many colorful text

Description automatically generated**

Simply shows the code used to select a chess piece.

**Index out of Bounds Checking**

**A computer screen with many colorful lines

Description automatically generated**

**A computer screen with many colorful text

Description automatically generated**

Shows the code for checking the indexes for each move. Most of it is done within the loop for straight line moves. For ones that don’t use a loop, there’s a small function on the bottom of screenshot 2 that simply checks the position supplied.

**Input Validation**

**A screenshot of a computer

Description automatically generated**

Shows the code used for checking the input. Decided to use the “Try Parse” way to simplify it instead of doing a whole Try-Catch-Finally code block.

# Chess GUI Form App

**On-Load Screenshot**

**A screenshot of a computer

Description automatically generated**

Just shows the form upon loading.

**Queen Piece Display**

**A screenshot of a computer

Description automatically generated**

Chose the Queen piece because it looks like the most complicated one. Shows the center piece text and all the possible legal moves.

**Bulk Code Screenshot**

**A computer screen shot of a black screen

Description automatically generated**

Barely fits into one screenshot. Shows all the code for the GUI app. I still find the whole making buttons/UI elements solely with code a bit confusing, but it did clear up a lot of confusion for later with making the GUI for the Mine Sweeper game and looks really cool.

# Activity 2.2

Error 404, Got back home too late.