Process of original chess code

Ein Bild, das Text, Screenshot, Schrift, Design enthält.

Automatisch generierte BeschreibungIn the first step, the program sets the turn to white, since in the game of chess white always plays the first move. The program then proceeds by creating an eight-by-eight field that represent the chess board. Afterwards, the position is set up by adding the chess pieces to their corresponding starting location.

Next the program waits for an input of the user. This will be a click on a field that the user wants to move a piece from. The program must now check if the selected field does indeed have a white piece on it. By taking the value of the field, the program can determine if there is a piece on the selected field. If the field is empty, the user must select a field again. If the user succeeds in picking a field with a piece on it, it colors that field green, to indicate that it has been selected. Afterwards, the program must calculate every possible move with the selected piece and writes down coordinates to which fields the piece can travel to. These fields will be marked with a green circle to show the user, what moves are available to him.

Then the computer waits for the second input of the user that will let the computer know to which field to move the selected piece to. If the destination field corresponds to the possible moves of the selected piece, the program allows the move to be played. If not, the program asks the user to select a piece again and make another move.

Once the move was successful, the turns switch and black is asked to select one of his pieces.