### 4. LISKOV SUBSTITUTION PRINCIPLE

*Check the java open chess source code, especially the substitution of chess figures from the general piece class, if it follows the Liskov substitution principle. If not, find an implementation that fulfills the principle.*

Piece has a property chessboard that, after the default constructor has been called, holds a reference to the current Chessboard object. However, the constructor can (and must) be overridden by the inheriting classes to set the symbol and images. The Piece class itself guarantees that chessboard holds a reference to the Chessboard you provide in the constructor, while the derived classes could possibly set another Chessboard or even null.

In the current implementation, all the derived classes override the constructor, but take the same arguments and call super(chessboard, player) for everything to work right. Therefor, the Liskov substitution principle is not broken, but could easily be if an inexperienced programmer writes another class that inherits from Piece.