// Version 2-28-20 11:15 AM - Ayaan Nazir

//Beginning of Alex

import static java.lang.System.\*;

public class Board

{

public static Piece[][] board1 = new Piece[8][8];

//String[] args

//String p1, String p2

public static void create(String p1, String p2)

{

//Don't reset screen here it already does that

int numSpace = 8;

char letSpace = 'A';

out.println( p1 + "'s score = " + "0" + " " + p2 + "'s score = " + "0\n\n");

for(int i = 0;i<board1.length;i++)

{

System.out.print(numSpace + " ");

numSpace--; //

for(int j = 0;j<board1.length;j++)

{

switch(i){

case 0:switch(j){

case 0:board1[i][j] = new Rook(i,j,"b","r");break;

case 1:board1[i][j] = new Knight(i,j,"b","n");break;

case 2:board1[i][j] = new Bishop(i,j,"b","b");break;

case 3:board1[i][j] = new Queen(i,j,"b","q");break;

case 4:board1[i][j] = new King(i,j,"b","k");break;

case 5:board1[i][j] = new Bishop(i,j,"b","b");break;

case 6:board1[i][j] = new Knight(i,j,"b","n");break;

case 7:board1[i][j] = new Rook(i,j,"b","r");};break;

case 1:switch(j){

case 0:board1[i][j] = new Pawn(i,j,"b","p");

case 1:board1[i][j] = new Pawn(i,j,"b","p");

case 2:board1[i][j] = new Pawn(i,j,"b","p");

case 3:board1[i][j] = new Pawn(i,j,"b","p");

case 4:board1[i][j] = new Pawn(i,j,"b","p");

case 5:board1[i][j] = new Pawn(i,j,"b","p");

case 6:board1[i][j] = new Pawn(i,j,"b","p");

case 7:board1[i][j] = new Pawn(i,j,"b","p");};break;

case 6:switch(j){

case 0:board1[i][j] = new Pawn(i,j,"w","P");

case 1:board1[i][j] = new Pawn(i,j,"w","P");

case 2:board1[i][j] = new Pawn(i,j,"w","P");

case 3:board1[i][j] = new Pawn(i,j,"w","P");

case 4:board1[i][j] = new Pawn(i,j,"w","P");

case 5:board1[i][j] = new Pawn(i,j,"w","P");

case 6:board1[i][j] = new Pawn(i,j,"w","P");

case 7:board1[i][j] = new Pawn(i,j,"w","P");};break;

case 7:switch(j){

case 0:board1[i][j] = new Rook(i,j,"w","R");break;

case 1:board1[i][j] = new Knight(i,j,"w","N");break;

case 2:board1[i][j] = new Bishop(i,j,"w","B");break;

case 3:board1[i][j] = new Queen(i,j,"w","Q");break;

case 4:board1[i][j] = new King(i,j,"w","K");break;

case 5:board1[i][j] = new Bishop(i,j,"w","B");break;

case 6:board1[i][j] = new Knight(i,j,"w","N");break;

case 7:board1[i][j] = new Rook(i,j,"w","R");};break;

}

if(i >= 2 && i <= 5){

if(i%2==0 && j%2==0 || i%2 != 0 && j%2!=0)

board1[i][j] = new DefaultWhite(i,j,"#");

else

board1[i][j] = new DefaultBlack(i,j,"#");

}

System.out.print(board1[i][j].getPieceType()+ " | " );

}

System.out.println("\n ---|---|---|---|---|---|---|---|");

}

System.out.print("\n\n A B C D E F G H");

}

// End of Alex

//Alex’s edit of jon’s code

public static void update(String n1, String n2, boolean turn, int c1, int r1)

{

out.print('\u000c');

if(turn)

out.println("It is now " + n1 + "'s turn.\n");

else

out.println("It is now " + n2 + "'s turn.\n");

int numSpace = 8;

for(int r = 0;r<board1.length;r++)

{

System.out.print(numSpace + " ");

numSpace--;

for(int c = 0;c<board1.length;c++)

{

if(!((r==r1) && (c==c1)))

board1[r][c].setEnPassant(false);

System.out.print(board1[r][c].getPieceType()+ " | ");

}

System.out.println("\n ---|---|---|---|---|---|---|---|");

}

System.out.print("\n\n A B C D E F G H");

//Multiplayer.setPosition(board1);

}

}