3

Infinite loop

Setting up starting board and initial values

4

isKing=1  
fullPieceCheckBlack

checkBlack

Print “Check Black”

Valid=0

pUndo==0

Turn % 2==0

(White turn)

Not valid || checkwhite

Read player1‘s move

3

Same steps for Black turn

Turn++

3

3

2

1

Input == “S”

Input == “U”

Input == “L”

Read saveName

2

undoGame

saveGame  
 scanAndConvert

2

loadGame

Print “File doesn’t exist”

fPointer

Input == “R”

1

2

redoGame

2

1

Input == “L”

Valid

3

4

4

gameOver

Print “Stalemate”

!checkMateWhite

kingBlackStaleMate

!checkBlack

isKing=1  
fullPieceCheckBlack

checkMateBlack

gameOver

Print “Checkmate”

!checkMateWhite

kingBlackCheckmate

isKing=1  
fullPieceCheckBlack

gameOver

Print “Stalemate”

!checkMateBlack

1

1

1

1

printGame  
kingWhiteStaleMate

1

Print “Invalid move”  
reverseSwapElement

Valid && checkWhite

isKing=1  
fullPieceCheckWhite

Valid

saveUndo  
swapElements

Valid

Valid

moveSet

checkValidMove