Шахматы отчет. Гурбанов Нурлан группа 682.

Код:

1) Класс

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Chess

{

class MyChess

{

public bool ChessOver = false;

public int x = 0, y = 0, i = 0, z = 0;

public ConsoleKeyInfo knopki;

public string[,] MyBoard = new string[,]

{

{ "\u265c ","\u265e ","\u265d ", "\u265b ", "\u265a ", "\u265d ", "\u265e ", "\u265c " , " 8" },

{ "\u265F ","\u265F ","\u265F ", "\u265F ", "\u265F ", "\u265F ", "\u265F ", "\u265F " , " 7" },

{ " "," "," ", " ", " ", " ", " ", " " , " 6" },

{ " "," "," ", " ", " ", " ", " ", " " , " 5" },

{ " "," "," ", " ", " ", " ", " ", " " , " 4" },

{ " "," "," ", " ", " ", " ", " ", " " , " 3" },

{ "\u2659 ", "\u2659 ","\u2659 ", "\u2659 ", "\u2659 ", "\u2659 ", "\u2659 ", "\u2659 " , " 2" },

{ "\u2656 ", "\u2658 ","\u2657 ", "\u2655 ", "\u2654 ", "\u2657 ", "\u2658 ", "\u2656 " , " 1" },

//{ "H ", "G ","F ", "E ", "D ", "C", "B ", "A " }

};

public bool Pole(bool ChessOver)

{

for (int i = 0; i < MyBoard.GetLength(0); i++)

{

for (int j = 0; j < MyBoard.GetLength(1); j++)

{

if ((j + i) % 2 == 0 && j < 8 && i < 8)

{

Console.BackgroundColor = ConsoleColor.White;

Console.Write(MyBoard[i, j]);

}

else

{

Console.BackgroundColor = ConsoleColor.Black;

Console.Write(MyBoard[i, j]);

}

}

Console.WriteLine();

}

return ChessOver;

}

public void ChooseFigure()

{

while (true)

{

if (Console.KeyAvailable == true)

{ knopki = Console.ReadKey(true); }

switch (knopki.Key)

{

case ConsoleKey.W:

if (y > 0)

{

y--;

Console.SetCursorPosition(x, y);

}

break;

case ConsoleKey.A:

if (x > 0)

{

x -= 2;

Console.SetCursorPosition(x, y);

z--;

}

break;

case ConsoleKey.S:

if (y < 7)

{

y++;

Console.SetCursorPosition(x, y);

}

break;

case ConsoleKey.D:

if (x < 14)

{

x += 2;

Console.SetCursorPosition(x, y);

z++;

}

break;

}

}

}

public void Peshki()

{

while (knopki.Key != ConsoleKey.Enter)

{

if (x == 0 && y == 6 || x == 2 && y == 6 || x == 4 && y == 6 || x == 6 && y == 6 || x == 8 && y == 6 || x == 10 && y == 6 || x == 12 && y == 6 || x == 14 && y == 6)

{

int j = 0;

knopki = Console.ReadKey(true);

switch (knopki.Key)

{

case ConsoleKey.W:

if ((((x - z) + y) % 2) != 0)

{ Console.BackgroundColor = ConsoleColor.Black; }

else

{ Console.BackgroundColor = ConsoleColor.White; }

MyBoard[y, (x - z)] = " ";

Console.SetCursorPosition(x, y);

Console.Write(MyBoard[y, (x - z)]);

y--;

Console.SetCursorPosition(x, y);

MyBoard[y, (x - z)] = "\u2659 ";

if ((((x - z) + y) % 2) == 0)

{

Console.BackgroundColor = ConsoleColor.White;

Console.Write(MyBoard[y, (x - z)]);

}

else

{

Console.BackgroundColor = ConsoleColor.Black;

Console.Write(MyBoard[y, (x - z)]);

}

j++;

break;

}

}

knopki = Console.ReadKey(true);

int M = 0, N = 0, x\_p = x, y\_p = y;

switch (knopki.Key)

{

case ConsoleKey.W:

if (y > 0)

{

y--;

Console.SetCursorPosition(x, y);

M--;

}

break;

case ConsoleKey.A:

if (x > 0)

{

x = x - 2;

Console.SetCursorPosition(x, y);

z--;

N = N - 2;

}

break;

case ConsoleKey.S:

if (y < 7)

{

y++;

Console.SetCursorPosition(x, y);

M++;

}

break;

case ConsoleKey.D:

if (x < 7 \* 2)

{

x = x + 2;

Console.SetCursorPosition(x, y);

z++;

N = N + 2;

}

break;

}

}

}

}

}

2) Programm.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Chess

{

class Program

{

static void Main(string[] args)

{

MyChess my = new MyChess();

while (!my.ChessOver)

{

my.Pole(my.ChessOver);

my.ChooseFigure();

}

}

}

}

Скриншоты:

