Manual for GUI

Ch1: check for if the board is setup by just using the following:

super("CHESS STATIC BOARD");

```
whole_board= getContentPane();

whole_board.setLayout(new GridLayout(ROW,COL));




this.setLocationRelativeTo(null);

this.setSize(560,560);


store_images();

this.setVisible(true);
```
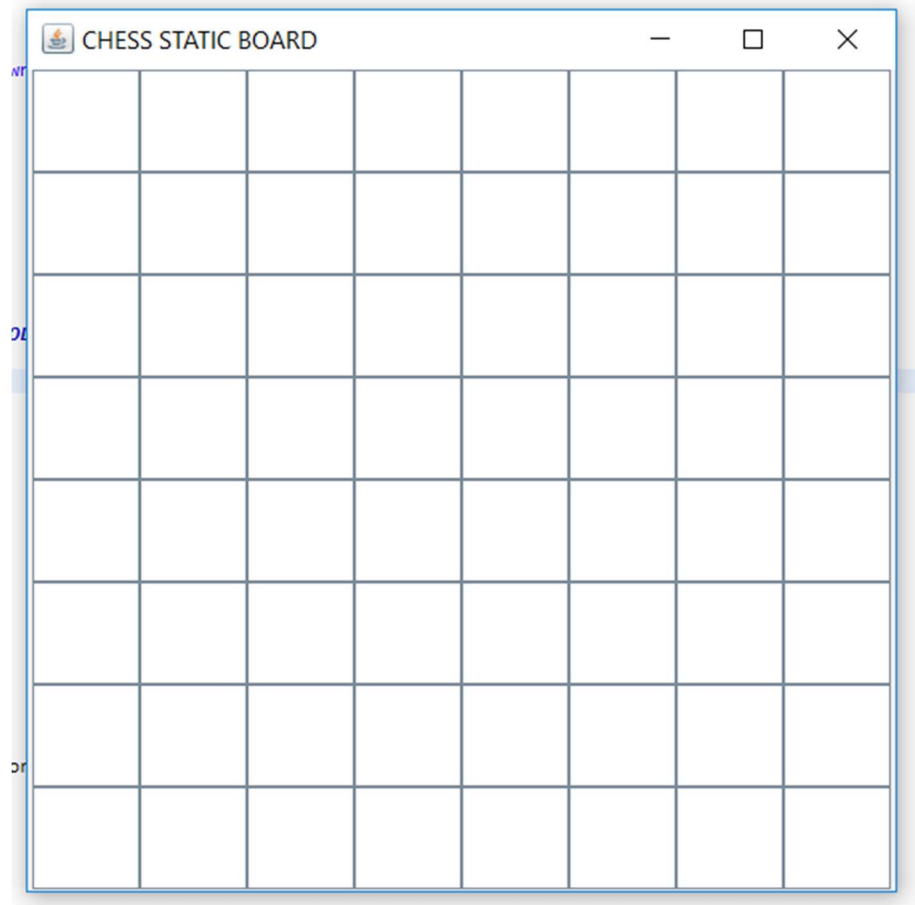
Ch2: check for paint setup by enabling and writnig paint method:

super("CHESS STATIC BOARD");

whole_board= getContentPane();
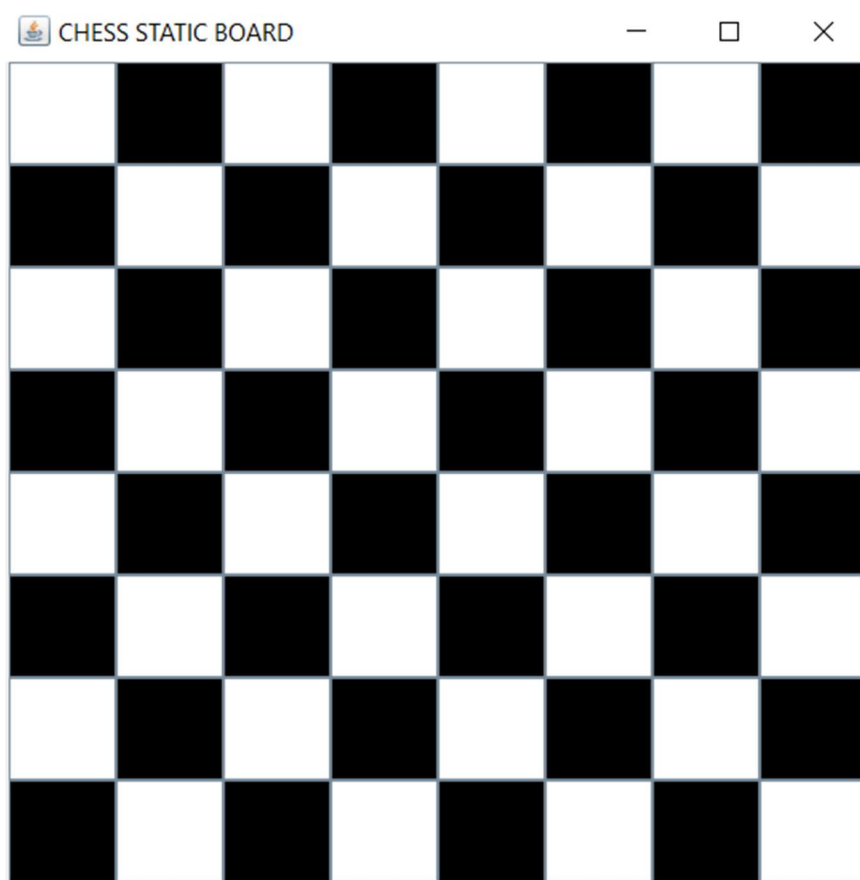
whole_board.setLayout(new GridLayout(ROW,COL));

this.setLocationRelativeTo(null);

this.setSize(560,560);

this.setup_board_paint();

store_images();

this.setVisible(true);

Ch3: check for pawn_setup

super("CHESS STATIC BOARD");

whole_board= getContentPane();

whole_board.setLayout(new GridLayout(ROW,COL));

this.setLocationRelativeTo(null);

this.setSize(560,560);

this.setup_board_paint();

this.setup_pawns();

store_images();

this.setVisible(true);

Ch4: check for rook_setup

super("CHESS STATIC BOARD");

whole_board= getContentPane();

whole_board.setLayout(new GridLayout(ROW,COL));

this.setLocationRelativeTo(null);
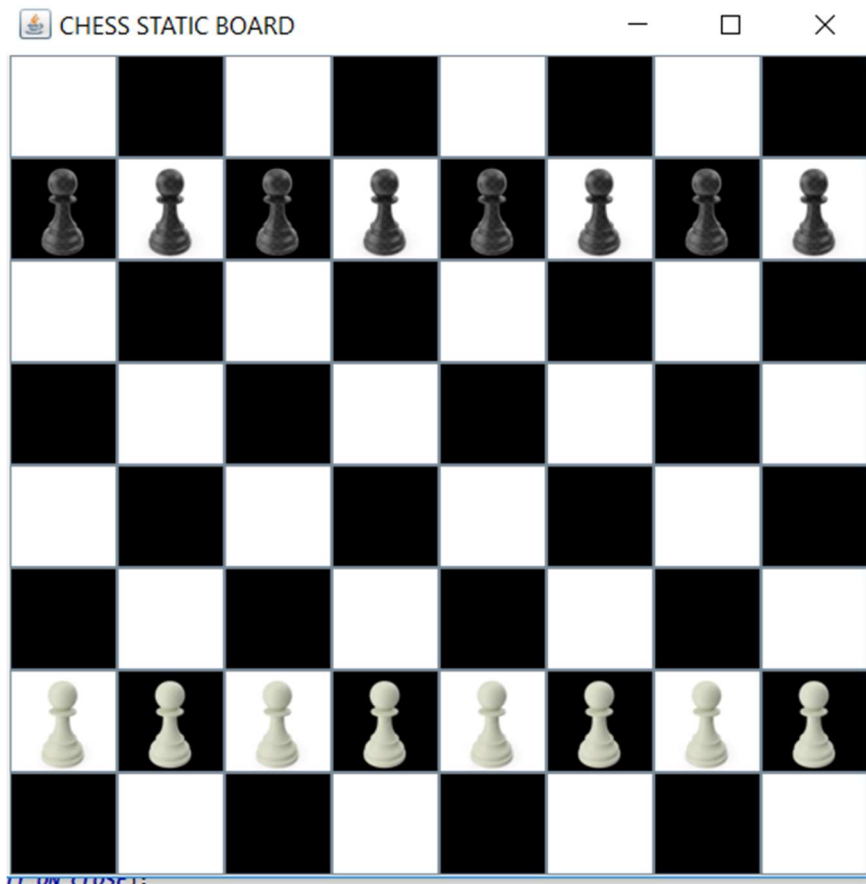
```
this.setSize(560,560);

this.setup_board_paint();

this.setup_pawns();


store_images();

this.setup_backrow(0,7,true);

this.setVisible(true);
```


Ch5: check for knight setup

```
super("CHESS STATIC BOARD");

                whole_board= getContentPane();

                whole_board.setLayout(new GridLayout(ROW,COL));
```

```
this.setLocationRelativeTo(null);

this.setSize(560,560);

this.setup_board_paint();

this.setup_pawns();


store_images();

this.setup_backrow(0,7,true);

this.setup_backrow(1,5,true);

this.setVisible(true);
```


ch6: check for bishop setup

```java
super("CHESS STATIC BOARD");

        whole_board= getContentPane();

        whole_board.setLayout(new GridLayout(ROW,COL));




        this.setLocationRelativeTo(null);

        this.setSize(560,560);

        this.setup_board_paint();

        this.setup_pawns();


        store_images();

        this.setup_backrow(0,7,true);

        this.setup_backrow(1,5,true);

        this.setup_backrow(2,3,true);

        this.setVisible(true);
```

ch7: check for King setup:

```
        super("CHESS STATIC BOARD");

                whole_board= getContentPane();

                whole_board.setLayout(new GridLayout(ROW,COL));




                this.setLocationRelativeTo(null);

                this.setSize(560,560);

                this.setup_board_paint();

                this.setup_pawns();


                store_images();
```

```
this.setup_backrow(0,7,true);

this.setup_backrow(1,5,true);

this.setup_backrow(2,3,true);

this.setup_backrow(3,0,false);

this.setVisible(true);
```


ch8: check for Queen setup:

```
super("CHESS STATIC BOARD");

whole_board= getContentPane();

whole_board.setLayout(new GridLayout(ROW,COL));
```

```
this.setLocationRelativeTo(null);

this.setSize(560,560);

this.setup_board_paint();

this.setup_pawns();


store_images();

this.setup_backrow(0,7,true);

this.setup_backrow(1,5,true);

this.setup_backrow(2,3,true);

this.setup_backrow(3,0,false);

this.setup_backrow(4,0,false);



this.setVisible(true);
```