// ask for red player and black play to input x ,y coordinators to move the checker. Whoever get the 3 jumps win.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// ask for red player and black play to input x ,y coordinators to move the checker. Whoever get the 3 jumps win.

//\*ask red player select the piece which player want to move. And input the x y coordinators.

//\*ask red player pick the place to move the piece player chose before. And input the x y coordinators.

//\*show the result of the move in the board

//\*ask black player select the piece which player want to move

//\*ask black player pick the place to move the piece player chose before.

//\*show the result of the move in the board

//\*continue input for both side and who get the first 3 scores win.

// ask for red player and black play to input x ,y coordinators to move the checker. Whoever get the 3 jumps win.

//\*ask red player select the piece which player want to move. And input the x y coordinators.

//\*\*cout Red Player, select the piece you would like to move(x,y):

//\*\*cin x1,y1 in int red

//\*ask red player pick the place to move the piece player chose before. And input the x y coordinators.

//\*\*cout Red player, select the place to move your piece(i.c. x y)(-1 -1 to pass):

//\*\*cin x2 y2 in int red

//\*\*move the piece from (x1,y1)to(x2,y2)

//\*show the result of the move in the board

//\*\* cout Red Points: Black Points: and show the int redPoints and blackPoints

//\*ask black player select the piece which player want to move

//\*\*cout black player, select the piece you would like to move(x3,y3):

//\*\*cin x3 y3 in int black

//\*ask black player pick the place to move the piece player chose before.

//\*\*black player, select the place to move your piece(i.c. x y)(-1 -1 to pass):

//\*\*cin x4 y4 in int black

//\*show the result of the move in the board

//\*\* cout Red Points: Black Points: and show the int redPoints and blackPoints

//\*continue input for both side and who get the first 3 scores win.

//\*\*use the loop to continue until one of the player win.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// ask for red player and black play to input x ,y coordinators to move the checker. Whoever get the 3 jumps win.

//\*ask red player select the piece which player want to move. And input the x y coordinators.

//\*\*cout Red Player, select the piece you would like to move(x,y):

//\*\*cin x1,y1 in int red

//\*\*\*check the validity of the new position

//\*ask red player pick the place to move the piece player chose before. And input the x y coordinators.

//\*\*cout Red player, select the place to move your piece(i.c. x y)(-1 -1 to pass):

//\*\*cin x2 y2 in int red

//\*\*\*check the validity of the new position

//\*\*move the piece from (x1,y1)to(x2,y2)

//\*\*\*need check whether the input is -1,-1 first. if input is pass, need use if to continue

//\*\*\*otherwise red [x1][y1]=red[x2][y2]; red[x1][y1]=0

//\*show the result of the move in the board

//\*\* cout Red Points: Black Points: and show the int redPoints and blackPoints

//\*\*\*if red player jumps, make redpoints+1

//\*ask black player select the piece which player want to move

//\*\*cout black player, select the piece you would like to move(x3,y3):

//\*\*cin x3 y3 in int black

//\*\*\* check the validity of choosing piece

//\*ask black player pick the place to move the piece player chose before.

//\*\*black player, select the place to move your piece(i.c. x y)(-1 -1 to pass):

//\*\*cin x4 y4 in int black

//\*\*\* check the validity of choosing piece

//\*show the result of the move in the board

//\*\* cout Red Points: Black Points: and show the int redPoints and blackPoints

//\*\*\*if black player jumps, make blackpoints+1

//\*continue input for both side and who get the first 3 scores win.

//\*\*use the loop to continue until one of the player win.

//\*\*\*use the do while loop to achieve that

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// ask for red player and black play to input x ,y coordinators to move the checker. Whoever get the 3 jumps win.

//\*ask red player select the piece which player want to move. And input the x y coordinators.

//\*\*cout Red Player, select the piece you would like to move(x,y):

//\*\*cin x1,y1 in int red

//\*\*\*check the validity of the new position

//\*\*\*\* only can choose red

//\*ask red player pick the place to move the piece player chose before. And input the x y coordinators.

//\*\*cout Red player, select the place to move your piece(i.c. x y)(-1 -1 to pass):

//\*\*cin x2 y2 in int red

//\*\*\*check the validity of the new position

//\*\*\*\*EX1 if move 1 step, cannot landing on other piece

//\*\*\*\*EX2 jump means move 2 step, we need to check the same number as the piece jumping

//\*\*\*\*EX3 red piece we choose need to move diagonal

//\*\*\*\*red piece cannot move beyond the 6\*6 checker board

//\*\*move the piece from (x1,y1)to(x2,y2)

//\*\*\*need check whether the input is -1,-1 first. if input is pass, need use if to continue

//\*\*\*otherwise red [x1][y1]=red[x2][y2]; red[x1][y1]=0

//\*show the result of the move in the board

//\*\* cout Red Points: Black Points: and show the int redPoints and blackPoints

//\*\*\*if red player jumps, make redpoints+1

//\*ask black player select the piece which player want to move

//\*\*cout black player, select the piece you would like to move(x3,y3):

//\*\*cin x3 y3 in int black

//\*\*\* check the validity of choosing piece

//\*\*\*\* only can choose black

//\*ask black player pick the place to move the piece player chose before.

//\*\*black player, select the place to move your piece(i.c. x y)(-1 -1 to pass):

//\*\*cin x4 y4 in int black

//\*\*\* check the validity of choosing piece

//\*\*\*\*EX1 if move 1 step, cannot landing on other piece

//\*\*\*\*EX2 jump means move 2 step, we need to check the same number as the piece jumping

//\*\*\*\*EX3 black piece we choose need to move diagonal

//\*\*\*\*black piece cannot move beyond the 6\*6 checker board

//\*show the result of the move in the board

//\*\* cout Red Points: Black Points: and show the int redPoints and blackPoints

//\*\*\*if black player jumps, make blackpoints+1

//\*continue input for both side and who get the first 3 scores win.

//\*\*use the loop to continue until one of the player win.

//\*\*\*use the do while loop to achieve that

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// ask for red player and black play to input x ,y coordinators to move the checker. Whoever get the 3 jumps win.

//\*ask red player select the piece which player want to move. And input the x y coordinators.

//\*\*cout Red Player, select the piece you would like to move(x,y):

//\*\*cin x1,y1 in int red

//\*\*\* check the validity of choosing piece

//\*\*\*\* only can choose red

//\*\*\*\*\*if choose black checker or the blank, we need to cout” Red Player, this is not a vaild piece to move” and let the player input the value again. Use do while loop to check until the input is correct.

//\*ask red player pick the place to move the piece player chose before. And input the x y coordinators.

//\*\*cout Red player, select the place to move your piece(i.c. x y)(-1 -1 to pass):

//\*\*cin x2 y2 in int red

//\*\*\*check the validity of the new position

//\*\*\*\*EX1 if move 1 step, cannot landing on other piece

//\*\*\*\*EX2 jump means move 2 step, we need to check the same number as the piece jumping

//\*\*\*\*\*if the jumping piece is same number, we need also make sure if the piece jump over the same number black piece, we need to delete the same number black piece between the piece we choose and the place we want to move

//\*\*\*\*EX3 red piece we choose need to move diagonal

//\*\*\*\*red piece cannot move beyond the 6\*6 checker board

//\*\*move the piece from (x1,y1)to(x2,y2)

//\*\*\*need check whether the input is -1,-1 first. if input is pass, need use if to continue

//\*\*\*otherwise red [x1][y1]=red[x2][y2]; red[x1][y1]=0

//\*show the result of the move in the board

//\*\* cout Red Points: Black Points: and show the int redPoints and blackPoints

//\*\*\*if red player jumps, make redpoints+1

//\*ask black player select the piece which player want to move

//\*\*cout black player, select the piece you would like to move(x3,y3):

//\*\*cin x3 y3 in int black

//\*\*\* check the validity of choosing piece

//\*\*\*\* only can choose black

//\*\*\*\*\*if the chose piece which is red or blank is invalid

//\*ask black player pick the place to move the piece player chose before.

//\*\*black player, select the place to move your piece(i.c. x y)(-1 -1 to pass):

//\*\*cin x4 y4 in int black

//\*\*\*check the validity of the new position

//\*\*\*\*EX1 if move 1 step, cannot landing on other piece

//\*\*\*\*EX2 jump means move 2 step, we need to check the same number as the piece jumping

//\*\*\*\*\*if the jumping piece is same number, we need also make sure if the piece jump over the same number red piece, we need to delete the same number red piece between the piece we choose and the place we want to move

//\*\*\*\*EX3 black piece we choose need to move diagonal

//\*\*\*\*black piece cannot move beyond the 6\*6 checker board

//\*\*move the piece from (x3,y3)to(x4,y4)

//\*\*\*need check whether the input is -1,-1 first. if input is pass, need use if to continue

//\*\*\*otherwise black [x3][y3]=black[x4][y4]; black[x3][y3]=0

//\*show the result of the move in the board

//\*\* cout Red Points: Black Points: and show the int redPoints and blackPoints

//\*\*\*if black player jumps, make blackpoints+1

//\*continue input for both side and who get the first 3 scores win.

//\*\*use the loop to continue until one of the player win.

//\*\*\*use the do while loop to achieve that