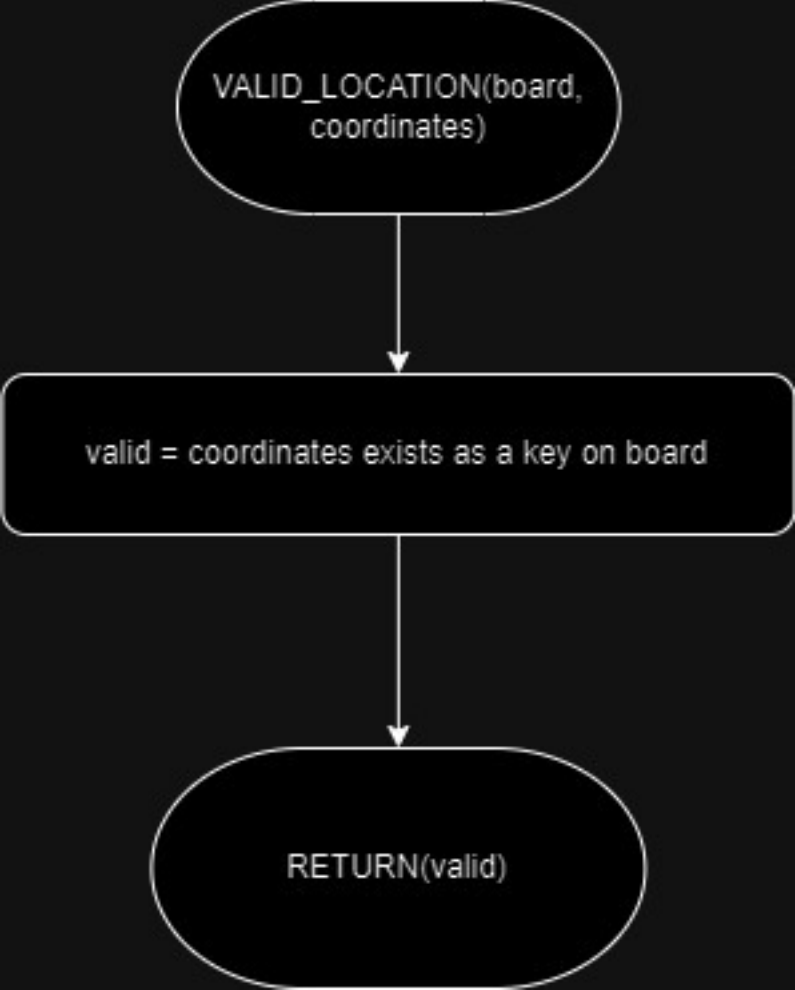


VALID_LOCATION(board,
coordinates)



```
graph TD; A([VALID_LOCATION(board, coordinates)]) --> B[valid = coordinates exists as a key on board]; B --> C([RETURN(valid)])
```

The flowchart illustrates the logic of the VALID_LOCATION function. It begins with an oval node containing the function signature 'VALID_LOCATION(board, coordinates)'. A downward arrow leads to a rectangular process node where the variable 'valid' is assigned the result of checking if 'coordinates' exists as a key on the 'board'. A second downward arrow leads to an oval node containing the statement 'RETURN(valid)'.

valid = coordinates exists as a key on board

RETURN(valid)