

ChessEngine V1

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Contents

1	Class Index	1
1.1	Class List	1
2	Class Documentation	3
2.1	swantech.ChessEngine Class Reference	3
2.1.1	Detailed Description	3
2.1.2	Member Function Documentation	3
2.1.2.1	getLegalMoves	3
2.2	swantech.playColour Enum Reference	4
2.2.1	Detailed Description	4
	Index	5

Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

swantech.ChessEngine	
ChessEngine provides an interface to a chess engine such as StockFish	3
swantech.playColour	4

Chapter 2

Class Documentation

2.1 swantech.ChessEngine Class Reference

[ChessEngine](#) provides an interface to a chess engine such as StockFish.

Public Member Functions

- `ArrayList< Square > getLegalMoves (Square startSquare)`

2.1.1 Detailed Description

[ChessEngine](#) provides an interface to a chess engine such as StockFish.

Created by simon on 31/03/15.

The [ChessEngine](#) is run as a detached process via a thread, i.e. it runs effectively as a daemon, an executable program running in the background. Commands are sent and received as if through standard input/output, and using the UCI chess interface (Universal Chess Interface, see http://en.wikipedia.org/wiki/Universal_Chess_Interface)

Other chess engines could be plugged in.

2.1.2 Member Function Documentation

2.1.2.1 `ArrayList<Square> swantech.ChessEngine.getLegalMoves (Square startSquare)`

Given a board square that has a piece on it, returns a list of squares that this piece is permitted to move to, based on the current board state. Excludes squares that would be legal but would result in check. Stateless - this method can be called any number of times with same or different squares

Note Square is defined in ICTK jar class Square

Parameters

<i>startSquare</i>	- rank and file class , must contain a piece
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Returns

List of zero or more squares. Returns NULL if startSquare is empty (so don't). List is EMPTY (length == 0) if there are NO legal moves (including only moves that result in check)

The documentation for this class was generated from the following file:

- `src/swantech/ChessEngine.java`

2.2 `swantech.playColour` Enum Reference

Public Attributes

- **WHITE**
- **BLACK**

2.2.1 Detailed Description

Created by simon on 31/03/15. Used by [ChessEngine](#) amongst others.

The documentation for this enum was generated from the following file:

- `src/swantech/playColour.java`

Index

getLegalMoves
 swantech::ChessEngine, [3](#)

swantech.ChessEngine, [3](#)
swantech.playColour, [4](#)
swantech::ChessEngine
 getLegalMoves, [3](#)