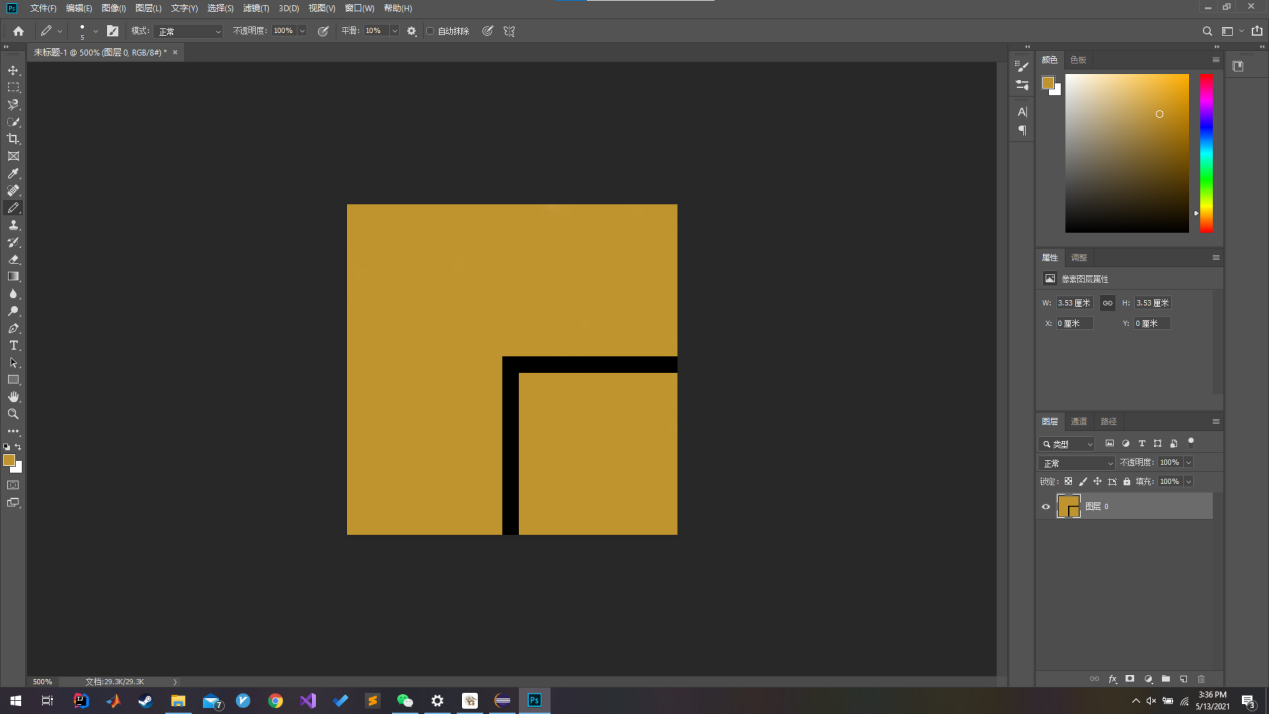
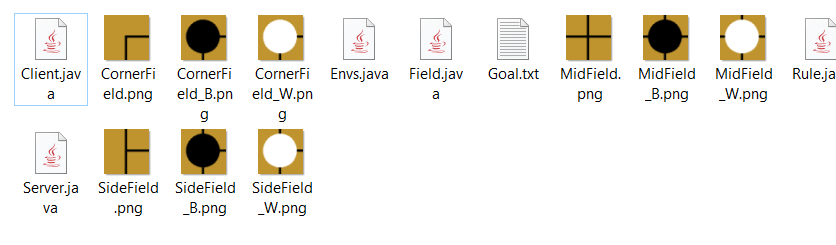
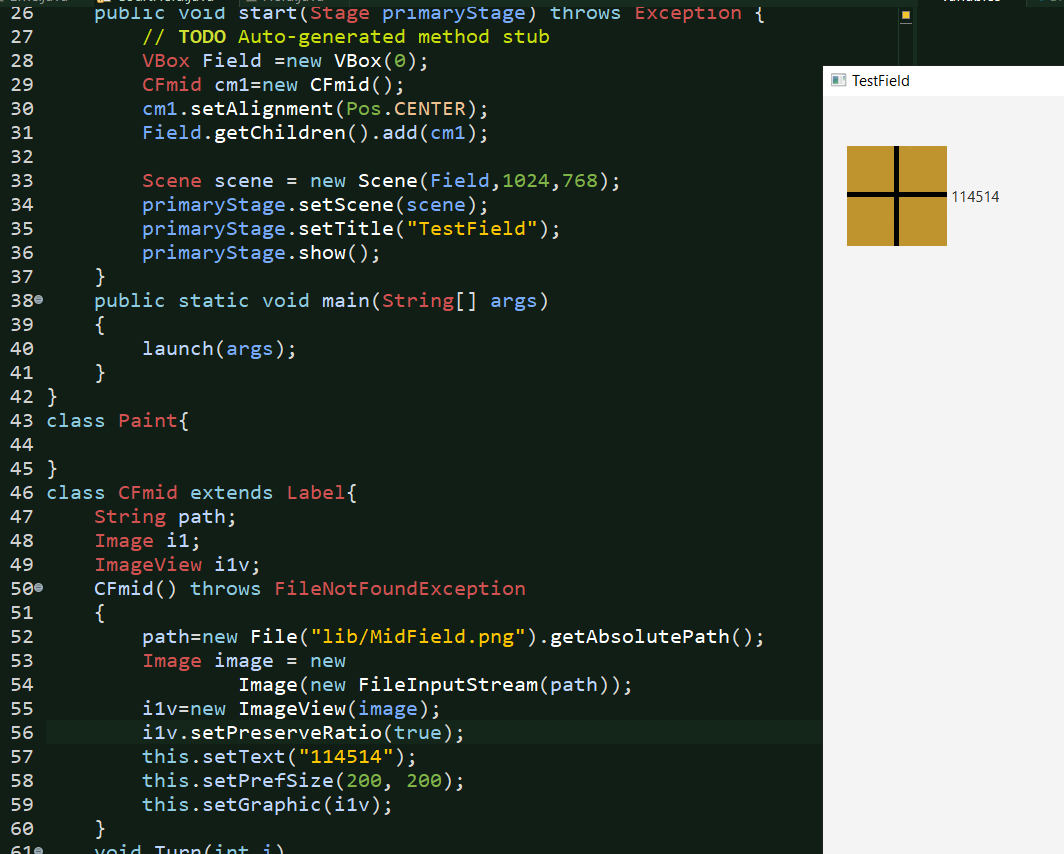
1绘制棋盘

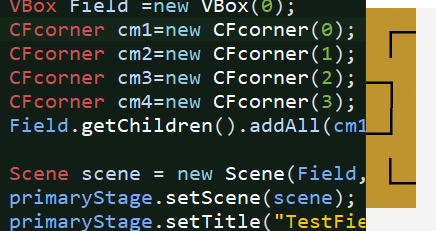




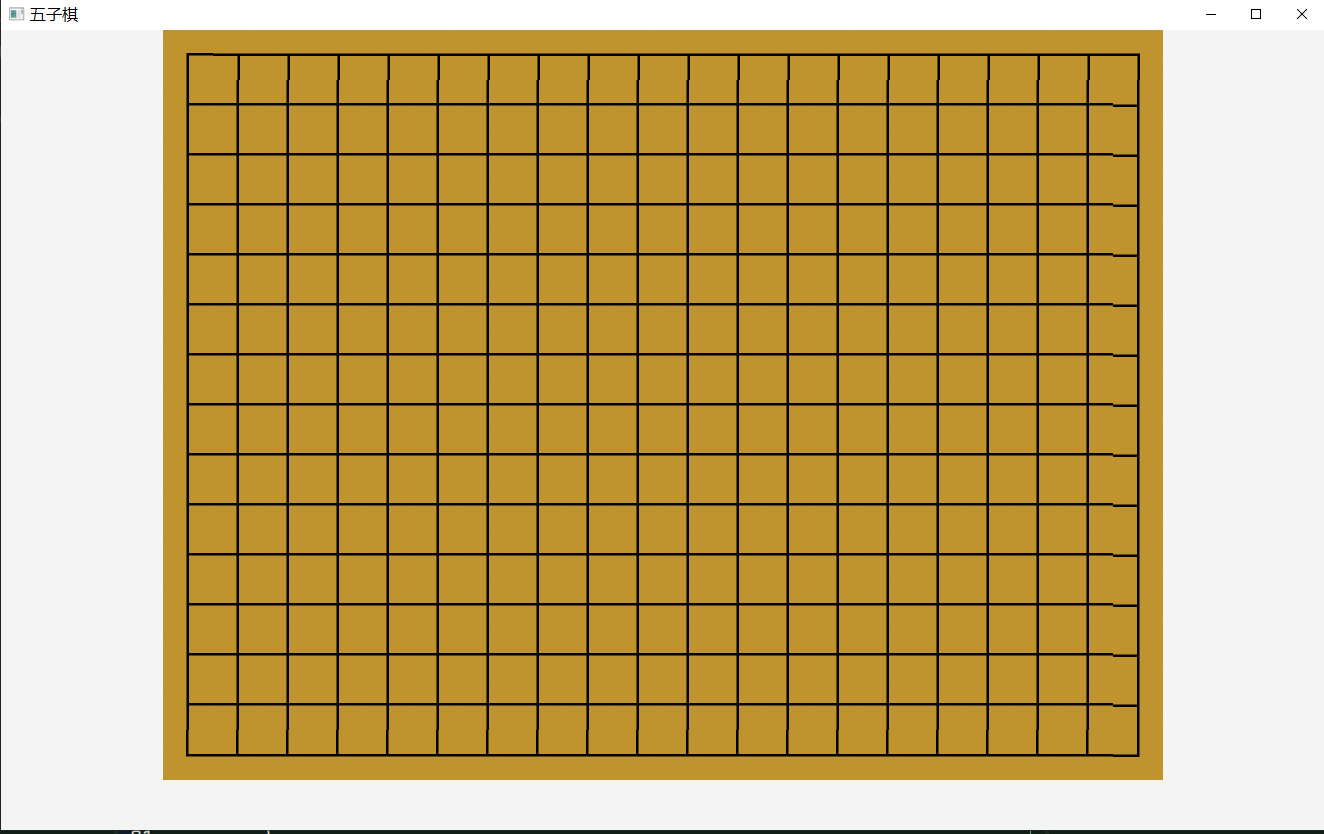
2.成功读取图片并显示



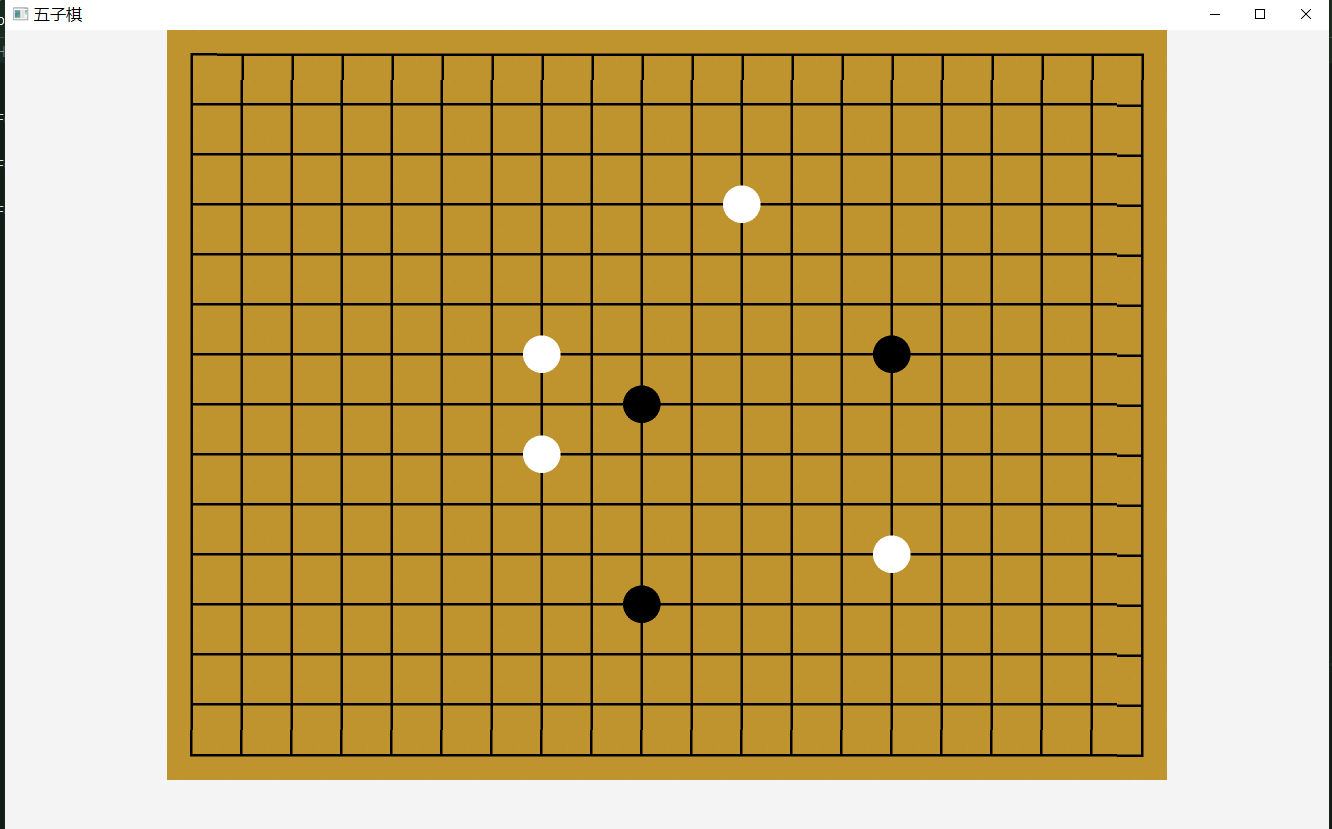
3.通过带参构造的旋转测试



4.构建棋盘



5.落子逻辑



6.输赢逻辑