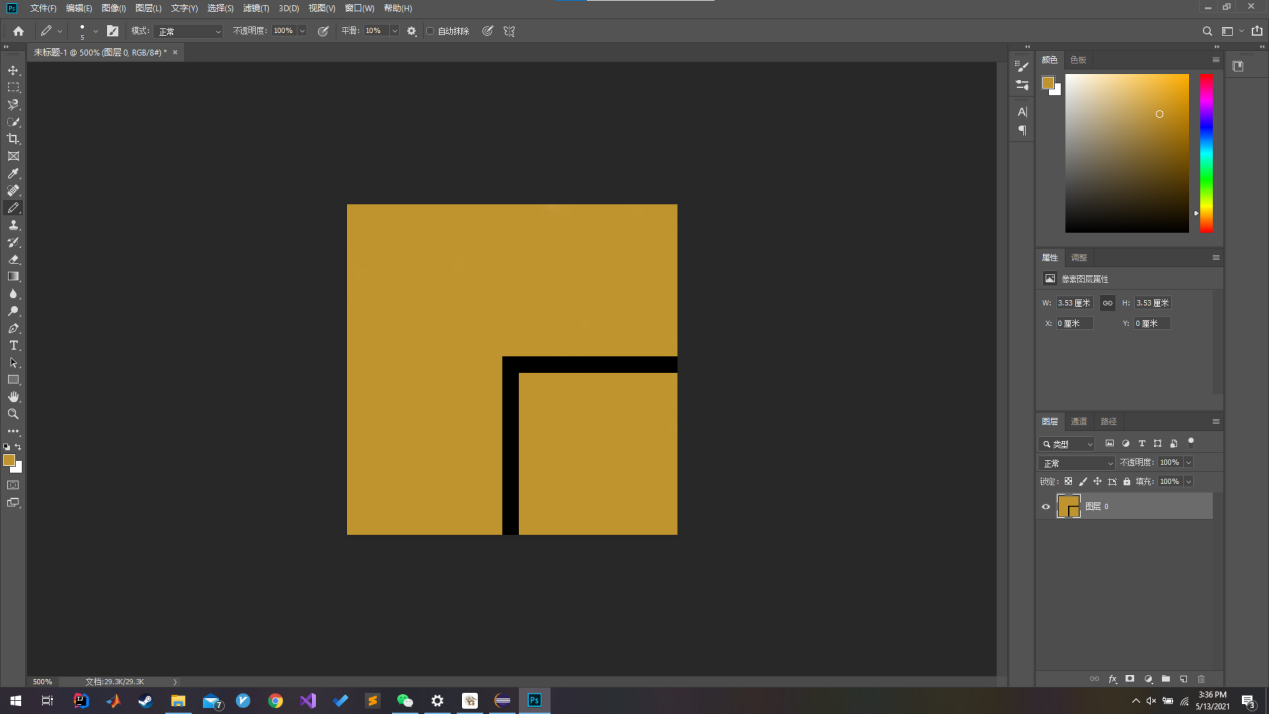
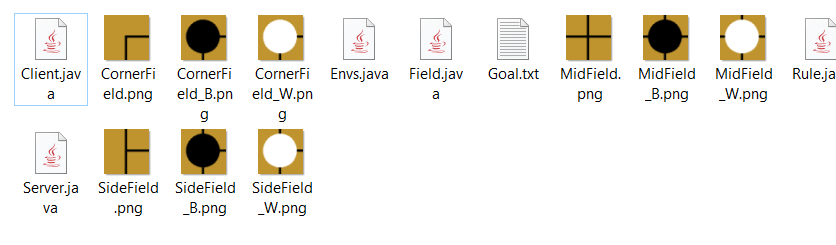
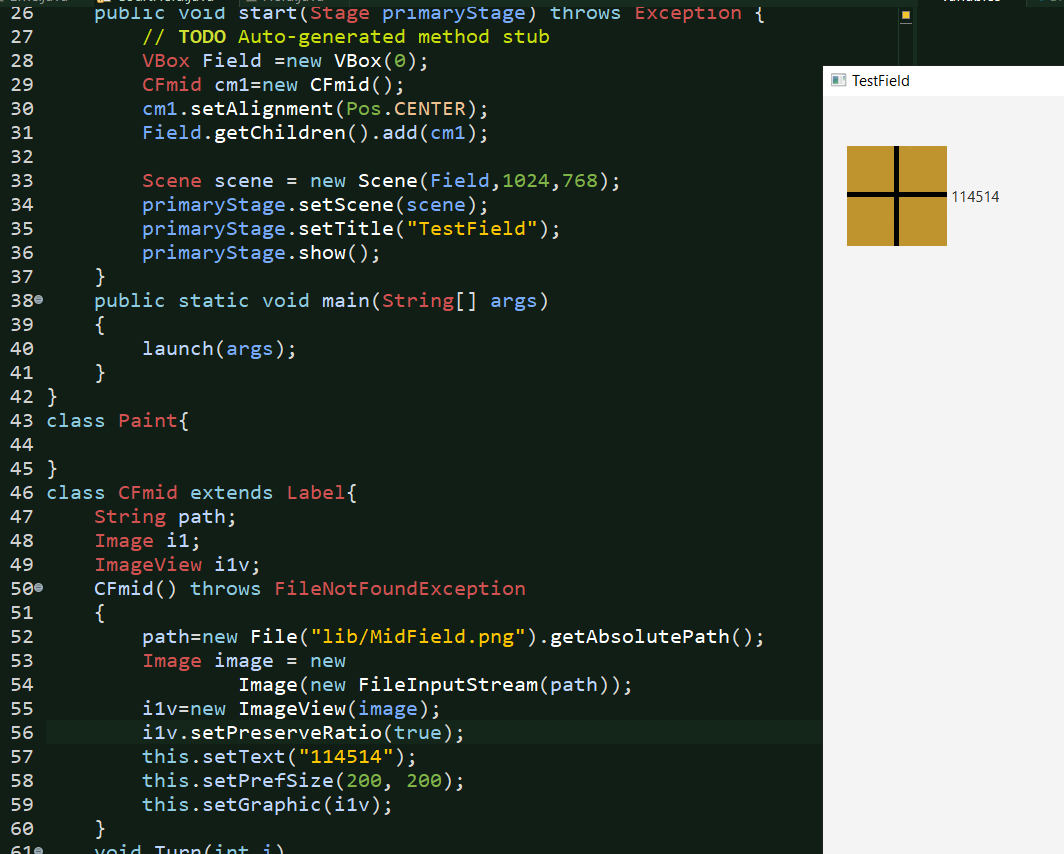
1绘制棋盘

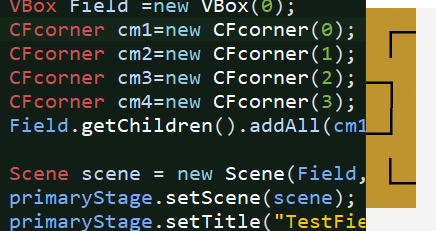




2.成功读取图片并显示



3.通过带参构造的旋转测试



4.构建棋盘

