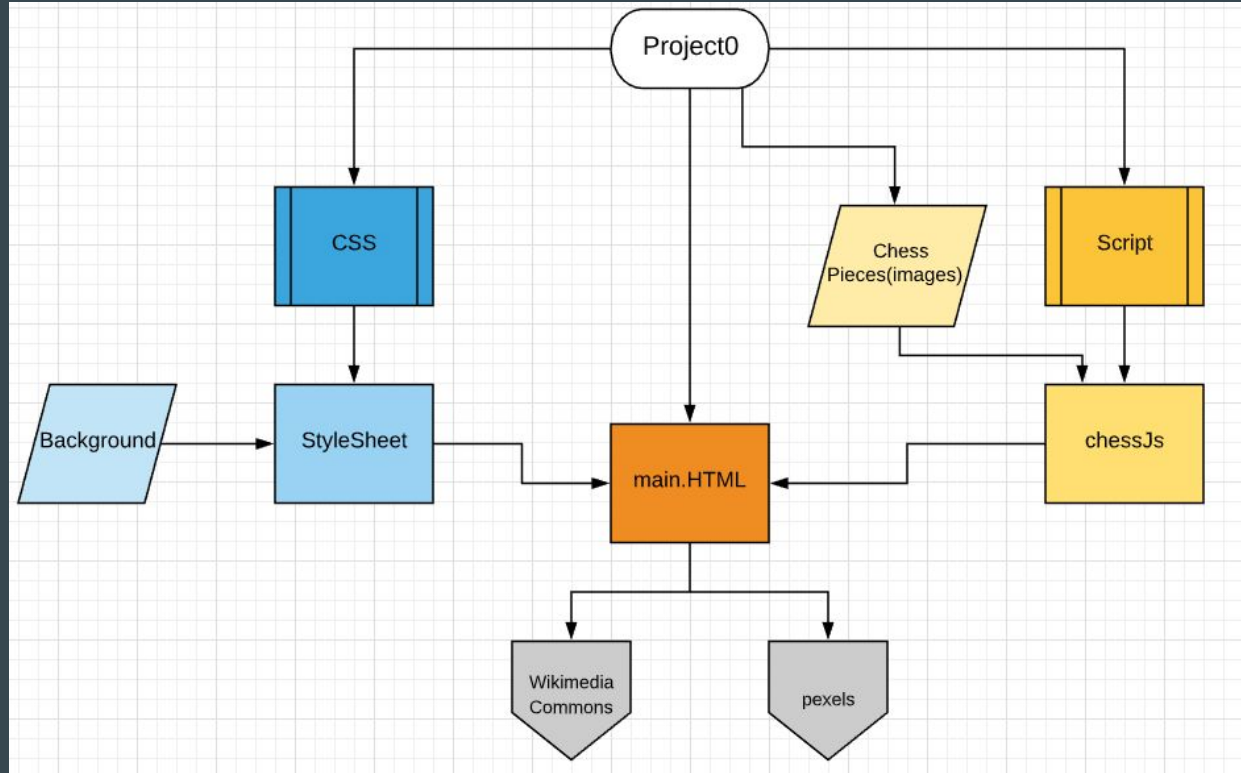


File Structure



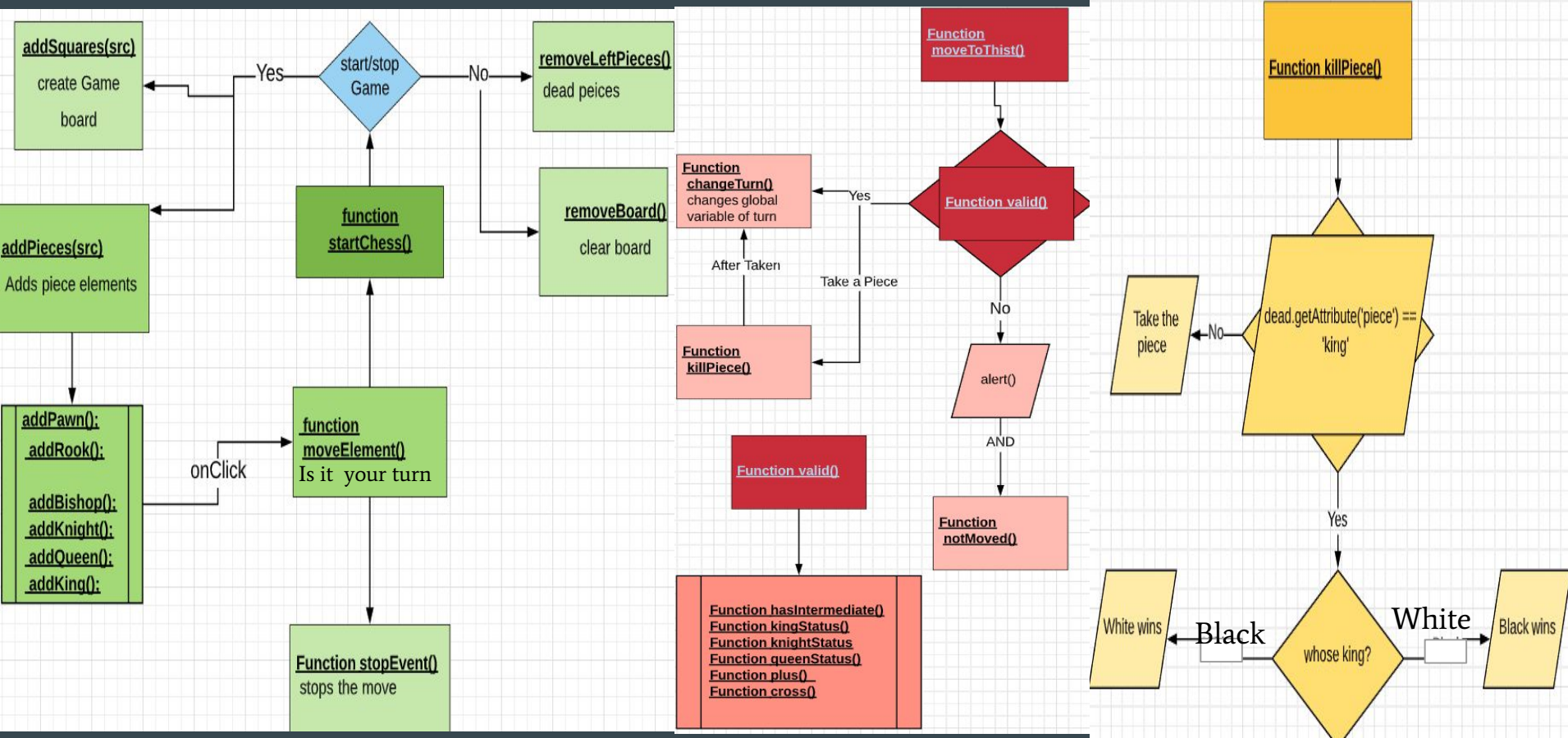
Javascript Diagram

FUNCTION

Decision

Multiple Functions

Data/Code



Some Javascript Code

```
//function to start a new chess game  
function startChess(src) {
```

```
    if(!nGame) {  
        nGame = true;  
        turn = 'white';  
        src.innerHTML = "Stop" ;  
        addSquares(src);  
        addPieces(src);  
    }
```

```
    else {  
        nGame = false;  
        playerMove = false;  
        pElem = null;  
        src.innerHTML = "Start";  
        removeBoard();  
        removeLeftPieces();  
    }
```

```
function addPawn() {  
    //black  
    for(let i =1;i<=8;i++) {  
        let pawn = document.getElementById(""+i+2);  
        let img = document.createElement("img");  
        img.setAttribute("src","b_pawn.png");  
        img.setAttribute("class","piece pawn black");  
        img.setAttribute("onclick","moveElement(event,this)");  
        img.setAttribute("id","pawn"+i);  
        img.setAttribute("player","black");  
        img.setAttribute("piece","pawn");  
        pawn.appendChild(img);  
  
        //white  
        for(let i =1;i<=8;i++) {  
            let pawn = document.getElementById(""+i+7);  
            let img = document.createElement("img");  
            img.setAttribute("src","w_pawn.png");  
            img.setAttribute("class","piece pawn white");  
            img.setAttribute("onclick","moveElement(event,this)");  
            img.setAttribute("id","pawn"+i);  
            img.setAttribute("player","white");  
            img.setAttribute("piece","pawn");  
            pawn.appendChild(img);  
        }  
    }
```

```
}  
//function changes the turn  
function changeTurn() {  
    if(turn == 'white') {  
        turn = 'black';  
    }  
    else {  
        turn = "white";  
    }  
}
```