LAB 02: Chess Design

# Class Diagrams:

The Game and Board class relation.

Diagram

Description automatically generated  
  
  
The Board and Piece class relation.  
Diagram, schematic

Description automatically generated  
  
  
The Derived Piece Classes: Pawn, Knight, Rook, Bishop, King, Queen, Space.  
A picture containing graphical user interface

Description automatically generated

A closer look at the Pawn, Knight, Rook, Bishop classes.  
Table

Description automatically generated with low confidence

A closer look at the King, Queen, Space classes.

Diagram

Description automatically generated with medium confidence

# Structure Chart:

Everything that happens before OpenGL is called.

Diagram

Description automatically generated

glutMainLoop() runs the OpenGL graphics loop; we do not get to see how it works. It does periodically call callback().  
Diagram

Description automatically generated  
  
A closer look at Game :: move()   
Diagram

Description automatically generated

# Pseudocode:

## Castling:

Text

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## En-Passant:

Text

Description automatically generated

,Board)

## Pawn Promotion:

Text

Description automatically generated

# A screenshot of a computer Description automatically generated with medium confidenceText Description automatically generatedTest Cases:

Text

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Text

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