

StackDriver.java

```
1 import java.util.Scanner;
2
3 /**
4  *
5  * @author grantelgin StackDriver methods draw the board, listen for
   input,
6  *         validate input, and save the validated move to a
   StackManager object
7  *
8  */
9
10 public class StackDriver {
11     private StackManager currentStack = new StackManager();
12     public Scanner keyboard = new Scanner(System.in);
13
14     public static void main(String[] args) {
15         StackDriver me = new StackDriver();
16         me.doIt();
17     }
18
19     public void doIt() {
20         showInstructions();
21         showBoard();
22         listenForInput();
23     }
24
25     public void showInstructions() {
26         System.out.println("8 queens v 1.0\n");
27         System.out.println("Select a column and a row for each
   position.\nThe goal is locate 8 queens on the board where they can not
   kill each other.");
28         System.out.println("Enter 999 to exit. ");
29     }
30
31     public void listenForInput() {
32         // user inputs an int for column, then an int for row. calls
   to
33         // checkLocation validate the input.
34         System.out.println("Choose a column: ");
35         try {
36             int col = keyboard.nextInt();
37             if (col == 999){
```

StackDriver.java

```
38         System.out.println("Exiting game...");
39         System.exit(0);
40     }
41     if (col > 0 && col < 9) {
42         System.out.println("Choose a row: ");
43         int row = keyboard.nextInt();
44         if (row == 999) {
45             System.out.println("Exiting game...");
46             System.exit(0);
47         }
48         if (row > 0 && row < 9) {
49             System.out.println("column: " + col + "\nrow: " +
row);
50             checkLocation(col, row);
51         } else {
52             System.out
53                 .println("Woops! Please enter a number
between 1 and 8");
54             listenForInput();
55         }
56     } else {
57         System.out
58             .println("Woops! Please enter a number between
1 and 8");
59         listenForInput();
60     }
61 } catch (Exception e) {
62     System.out
63         .println("Woops! Something went wrong. Please
enter a number between 1 and 8");
64     keyboard.nextLine();
65     listenForInput();
66 }
67 }
68
69 public void checkLocation(int col, int row) {
70     // check the input against current entries in currentStack.
Any
71     // stackNode that matches col or row returns false.
72     // if valid, check the diagonals and set boolean success. If
success,
73     // add the node to the stack.
```

StackDriver.java

```
74     StackNode node = currentStack.getTop();
75     boolean valid = true;
76     for (int x = 0; x < currentStack.getCount(); x++) {
77         if (col == node.getColumn() || row == node.getRow()) {
78             System.out.println("Nope. Already a queen there");
79             valid = false;
80             listenForInput();
81         } else {
82             node = node.getNext();
83             valid = true;
84         }
85     }
86     if (valid) {
87         // check diagonal
88         boolean success = (topLeft(col, row) && topRight(col, row)
89             && bottomLeft(col, row) && bottomRight(col, row));
90
91         if (success) {
92             // Add to currentStack
93             System.out.println("success ");
94             StackNode move = new StackNode();
95             move.setLocation(col, row);
96             currentStack.push(move);
97
98             if (currentStack.getCount() == 8) {
99                 System.out.println("You win!\n");
100                 showBoard();
101                 System.exit(0);
102             } else {
103                 showBoard();
104                 listenForInput();
105             } else {
106                 listenForInput();
107             }
108         }
109     }
110 }
111
112 public boolean topLeft(int col, int row) {
113     // check for queens on the top left diagonal
114     boolean success = true;
115     StackNode currentNode = currentStack.getTop();
```

StackDriver.java

```
116         while (col > 0 && row > 0) {
117             for (int x = 0; x < currentStack.getCount(); x++) {
118                 if (col == currentNode.getColumn()
119                     && row == currentNode.getRow()) {
120                     System.out.println("Nope. Queen on top left
diagonal");
121                     return false;
122                 }
123             }
124
125             if (success) {
126                 col = col - 1;
127                 row = row - 1;
128             }
129         }
130
131         return success;
132     }
133
134     public boolean topRight(int col, int row) {
135         // check for queens on the top right diagonal
136         boolean success = true;
137         StackNode currentNode = currentStack.getTop();
138         while (col > 0 && col < 9 && row > 0 && row < 9) {
139             for (int x = 0; x < currentStack.getCount(); x++) {
140                 if (col == currentNode.getColumn()
141                     && row == currentNode.getRow()) {
142                     System.out.println("Nope. Queen on top right
diagonal");
143                     return false;
144                 }
145             }
146
147             if (success) {
148                 col = col + 1;
149                 row = row - 1;
150             }
151         }
152
153         return success;
154     }
155
```

StackDriver.java

```
156     public boolean bottomLeft(int col, int row) {
157         // check for queens on the bottom left diagonal
158         boolean success = true;
159         StackNode currentNode = currentStack.getTop();
160         while (col < 9 && col > 0 && row > 0 && row < 9) {
161             for (int x = 0; x < currentStack.getCount(); x++) {
162                 if (col == currentNode.getColumn()
163                     && row == currentNode.getRow()) {
164                     System.out.println("Nope. Queen on bottom left
diagonal");
165                     return false;
166                 }
167             }
168
169             if (success) {
170                 col = col - 1;
171                 row = row + 1;
172             }
173         }
174
175         return success;
176     }
177
178     public boolean bottomRight(int col, int row) {
179         // check for queens on the bottom right diagonal
180         boolean success = true;
181         StackNode currentNode = currentStack.getTop();
182         while (col < 9 && col > 0 && row < 9 && row > 0) {
183             for (int x = 0; x < currentStack.getCount(); x++) {
184                 if (col == currentNode.getColumn()
185                     && row == currentNode.getRow()) {
186                     System.out.println("Nope. Queen on bottom right
diagonal");
187                     return false;
188                 }
189             }
190
191             if (success) {
192                 col = col + 1;
193                 row = row + 1;
194             }
195         }
196     }
```

StackDriver.java

```
196
197     return success;
198 }
199
200 public void showBoard() {
201     System.out.println("Drawing board...");
202     String row = "+---+---+---+---+---+---+---+---+";
203     String queen = " Q |";
204     String emptySquare = "   |";
205     String board = row;
206     String newLine = "|";
207     StackNode currentNode = currentStack.getTop();
208     boolean[][] bo = new boolean[8][8];
209     // build an array of true false values based on currentStack.
210     // true draws a queen, false draws an emptySquare
211     for (int x = 0; x < currentStack.getCount(); x++) {
212         bo[currentNode.getRow() - 1][currentNode.getColumn() - 1]
= true;
213         currentNode = currentNode.getNext();
214     }
215
216     for (int r = 0; r < 8; r++) {
217         for (int c = 0; c < 8; c++) {
218             if (bo[r][c] == true)
219                 newLine += queen;
220             else
221                 newLine += emptySquare;
222         }
223
224         board = board + "\n" + newLine + "\n" + row;
225         newLine = "|";
226     }
227
228     System.out.println(board);
229 }
230
231 }
232
```