67200072
67200090
67200171
67200382

1. index.html

```html
<!DOCTYPE html>
<html lang="ja">

<head>
<meta charset="UTF-8">
<link rel="stylesheet" type="text/css" href="./css/index.css">
<title>詰将棋</title>
</head>

<body>
<h1>詰将棋</h1>
<p><a href="./register/register.php">はじめから</a></p>
<p><a href="./register/login.php">つづきから</a></p>
<p><a href="http://133.54.224.240/penshu4_2021/67200171/last/explanation.html">ルール・操作説明</a></p>
<p><a href="">終了</a></p>
</body>

</html>
```

2. DetaBaseAction.inc

```php
<?php
  function da_query($sql)
  {
    @$result = pg_query($sql);
    if($result == FALSE) {
      print "<p>DataBase Acquisition Error</p>\n";
      exit;
```

```php
        }

        return $result;
    }


    function da_piece_in($Board, $Table, $u_name, $id)
    {
        for($y = 0; $y < MAX_Y; $y++) {
            for($x = 0; $x < MAX_X; $x++) {
                if($Board[$x][$y]->getOrd() !== NONE) {
                    $db_x = $x + 1;
                    $db_y = $y + 1;


                    da_query("insert into {$u_name}_buffer values($db_x, $db_y, {$Board[$x][$y]->getNameNum()}, {$Board[$x][$y]->getOrd()}, $id);");
                }
            }
        }


        $n = count($Table);
#echo "<p>$n</p>";
        for($i = 0; $i < $n; $i++) {
            $sql = "insert into {$u_name}_buffer values(-1, -1, {$Table[$i]->getNameNum()}, {$Table[$i]->getOrd()}, $id);";
            da_query($sql);
#echo "<p>$sql</p>";
        }
    }
?>
```

3. DefineData.inc

```php
<?php
    $db_host = 'kite.cs.miyazaki-u.ac.jp';
    $db_name = 'endb2138';
```

```php
    $db_user = 'enuser2138';
    $db_pass = 'enpass2138';

    const MAX_X = 6;  //盤面のx座標の最大値
    const MAX_Y = 6;  //盤面のy座標の最大値
    const ENEMY = -1; //敵駒を表す定数
    const NONE = 0;  //駒がないことを表す定数
    const MYSELF = 1; //自駒であることを表す定数
?>
```

4. register.php

```php
<!DOCTYPE html>
<html lang="ja">

<head>
    <meta charset="UTF-8">
    <link rel="stylesheet" type="text/css" href="../css/register.css">
    <title>アホ将棋</title>
</head>
<h1>新規登録</h1>
<body>
<?php
include_once "../DatabaseAction.inc";
include_once "../DefineData.inc";

$user_name = isset($_POST['USER_NAME']) ? $_POST['USER_NAME'] : "";
$user_pass = isset($_POST['USER_PASS']) ? $_POST['USER_PASS'] : "";

if($user_name != "" && $user_pass != "") {
    $con = pg_connect("host=$db_host dbname=$db_name user=$db_user password=$db_pass");
    if($con == FALSE) {
        print "<p>DataBase Connection Error</p>\n";
        exit;
    }
```

```php
$sql = "select uname from udata where uname = '$user_name';";

@$result = da_query($sql);
$row = pg_num_rows($result);

pg_free_result($result);

if($row < 1) {
    $sql  = "select * from udata;";
    @$result = da_query($sql);
    $row = pg_num_rows($result);
    $db_id = $row + 1;

    do {
        $unum = random_int(-1.0e5, 1.0e5);
        $sql = "select unum from udata where unum=$unum;";
        @$result = da_query($sql);
        $temp = pg_num_rows($result);
    } while($temp > 0);

    $sql = "insert into udata values($db_id, '$user_name', $unum, '$user_pass', false);";
    @$result = da_query($sql);
    $sql = "create table ".$user_name."_buffer(x int, y int, name int, ord int, id int);";
    @$result = da_query($sql);
    $sql = "create table $user_name(id int);";
    @$result = da_query($sql);


        pg_close($con);

    print <<< EOL1
    <p>ようこそ<br>{$user_name}<br>楽しんで</p>
        <form action="../game/select.php" method="post">
        <input type="hidden" name="u_name" value="{$user_name}">
```

```php
      <input type="submit" value="難易度選択画面へ">
      </form>
    <a href="../index.html">タイトル画面へ</a>
EOL1;
    exit;
  }

  print "<p>そのユーザー名は既に登録されています.</p>\n";
}

  print <<< EOL2
  <p>ユーザー名とパスワードを入力してください</p>
  <form action="register.php" method="post" name="register_form">
    <p><input type="text" name="USER_NAME"></p>
    <p><input type="text" name="USER_PASS"></p>
    <p><input type="submit" value="登録"></p>
  </form>
  <a href="../index.html">タイトル画面へ</a>
EOL2;

?>
</body>

</html>
```

5. login.php

```php
<!DOCTYPE html>
<html lang="ja">

<head>
  <meta charset="UTF-8">
  <link rel="stylesheet" type="text/css" href="../css/register.css">
  <title>アホ将棋</title>
</head>
```

```php
<h1>ログイン</h1>
<body>
<?php
include_once "../DatabaseAction.inc";
include_once "../DefineData.inc";

$user_name = isset($_POST['USER_NAME']) ? $_POST['USER_NAME'] : "";
$user_pass = isset($_POST['USER_PASS']) ? $_POST['USER_PASS'] : "";
$count = isset($_POST['count']) ? $_POST['count'] + 1 : 0;

if($user_name != "" && $user_pass != "") {
   $con = pg_connect("host=$db_host dbname=$db_name user=$db_user password=$db_pass");
   if($con == FALSE) {
      print "<p>DataBase Connection Error</p>\n";
      exit;
   }

   $sql = "select uname from udata where uname = '$user_name';";
   @$result = da_query($sql);
   $row = pg_num_rows($result);

   $sql = "select pass from udata where uname = '$user_name';";
   @$result = da_query($sql);
   $row2 = pg_num_rows($result);
   if($row2 > 0) {
      $pass = pg_fetch_result($result, 0, 0);


      if($row == 1 && $pass == $user_pass) {
         print <<< EOL1
<p>おかえりなさい<br>{$user_name}<br>楽しんで</p>
<form action="../game/select.php" method="post">
   <p><input type="hidden" name="u_name" value="{$user_name}"></p>
   <p><input type="submit" value="ゲームへ"></p>
</form>
```

```php
      <a href="../index.html">タイトル画面へ</a>
EOL1;
        exit;
    }
  }

  pg_free_result($result);
  pg_close($con);

  print "<p>ユーザー名またはパスワードが違います.<br></p>\n";
  if($count > 2) {
    print "<p>始めて遊ぶ場合のユーザー登録は<a href=\"./register.php\">こちら</a>\n</p>";
  }
}

  print <<< EOL2
  <p>ユーザー名とパスワードを入力してください</p>
  <form action="login.php" method="POST" name="register_form">
    <p><input type="text" name="USER_NAME"></p>
    <p><input type="password" name="USER_PASS"></p>
    <input type="hidden" name="count" value="{$count}">
    <p><input type="submit" value="ログイン"></p>
  </form>
  <a href="../index.html">タイトル画面へ</a>
EOL2;

?>
</body>

</html>
```

6. select.php

```html
<!DOCTYPE html>
<html lang="ja">
```

```php
<head>
    <meta charset="UTF-8">
    <link rel="stylesheet" type="text/css" href="../css/select.css">
    <title>詰将棋</title>
</head>

<body>
    <?php
    include_once "../DefineData.inc";
    include_once "../DatabaseAction.inc";

    $u_name = isset($_POST['u_name']) ? $_POST['u_name'] : "";
    if($u_name == "") {
        print "<p>ログインしてください</p>\n";
        print "<p>ログイン画面は<a href=\"../register/login.php\">こちら</a></p>\n";
        exit;
    }

    $con = pg_connect("host=$db_host dbname=$db_name user=$db_user password=$db_pass");
    if($con == FALSE) {
        print "<p>DataBase Connection Error</p>\n";
        exit;
    }

    @$result = da_query("select id from question order by id DESC;");
    $max = pg_fetch_result($result, 0, 0);

    print "<h1>問題を選択してね</h1>\n";
    print "<form action=\"./main1.php\" method=\"POST\">\n";
    for($i = 1; $i <= $max; $i++) {
        print "<p><input type=\"radio\" id=\"$i\" name=\"number\" value=\"$i\"><label
for=\"$i\">{$i}問目";
        @$result = da_query("select * from $u_name where id = $i");
        $flg = pg_num_rows($result);
        if($flg > 0) print ":クリア!";
```

```php
      print "</label></p>\n";
   }
   print "<input type=\"hidden\" name=\"u_name\" value=\"$u_name\">\n<input type=\"submit\" value=\"決定\"></form>\n";
   ?>
   <p><a href="../index.html">スタート画面に戻る</a></p>
  </body>
</html>
```

7. main1.php

```php
<!DOCTYPE html>
<html lang="ja">
  <head>
    <meta charset="UTF-8">
    <link rel="stylesheet" type="text/css" href="../css/game_main.css">
    <title>詰将棋</title>
  </head>

  <body>
    <h1>詰将棋</h1>
    <?php
    include_once "../DatabaseAction.inc";
    include_once "../DefineData.inc";
    include_once "./function/BoardPrint.inc";
    include_once "./function/MovePiece.inc";
    include_once "./function/PieceData.inc";


    /*DB 接続*/
    $con = pg_connect("host=$db_host dbname=$db_name user=$db_user password=$db_pass");
    if($con == FALSE) {
       print "<p>DataBase Connection Error</p>\n";
       exit;
    }
```

```php
$u_name = isset($_POST['u_name']) ? $_POST['u_name'] : "";
if($u_name == "") {
    print "<p>エラーが発生しました.ログインしなおしてください</p>\n ログイン画面は<a href=\"../register/login.php\">こちら</a>\n";
    exit;
}

$q_id = isset($_POST['number']) ? $_POST['number'] : "";
@$result = da_query("select id from {$u_name}_buffer;");
$row = pg_num_rows($result);
if($row == 0) {
    @$result = da_query("select x, y, name, ord from question where id = $q_id;");
    $row = pg_num_rows($result);
    $db_data = pg_fetch_all($result);
}elseif($q_id == pg_fetch_result($result, 0, 0)) {
    @$result = da_query("select x, y, name, ord from {$u_name}_buffer;");
    $row = pg_num_rows($result);
    $db_data = pg_fetch_all($result);
}else {
    @$result = da_query("select x, y, name, ord from question where id = $q_id;");
    $row = pg_num_rows($result);
    $db_data = pg_fetch_all($result);
}

$Table = array();
for($y = 0; $y < MAX_Y; $y++) {
    for($x = 0; $x < MAX_X; $x++) {
        $Board[$x][$y] = new PieceData(0, 0);
    }
}

$c = 0;
for($i = 0; $i < $row; $i++) {
    if($db_data[$i]['x'] > 0 && $db_data[$i]['y'] > 0) {
```

```php
        $Board[$db_data[$i]['x'] - 1][$db_data[$i]['y'] - 1]->setAll($db_data[$i]['name'],
$db_data[$i]['ord']);
        }else {
            $Table[$c] = new PieceData($db_data[$i]['name'], $db_data[$i]['ord']);
            $c++;
        }
    }

    @$result = da_query("select unum from udata where uname = '{$u_name}';");
    $u_num = pg_fetch_result($result, 0, 0);

    print "<p>第{$q_id}問</p>\n";
    bp_unselect($Board, "main2.php", $u_num);
    bp_table_unselect($Table, "main2.php", $u_num);

    da_query("delete from {$u_name}_buffer;");
    da_piece_in($Board, $Table, $u_name, $q_id);
    ?>
    <a href="../index.html" class="title">タイトル画面へ</a>
    </body>
</html>
```

8. main2.php

```php
<!DOCTYPE html>
<html lang="ja">
    <head>
        <meta charset="UTF-8">
        <link rel="stylesheet" type="text/css" href="../css/game_main.css">
        <title>詰将棋</title>
    </head>

    <body>
        <h1>詰将棋</h1>
        <?php
```

```php
include_once "../DatabaseAction.inc";
include_once "../DefineData.inc";
include_once "./function/BoardPrint.inc";
include_once "./function/MovePiece.inc";
include_once "./function/PieceData.inc";


/*DB 接続*/
$con = pg_connect("host=$db_host dbname=$db_name user=$db_user password=$db_pass");
if($con == FALSE) {
    print "<p>DataBase Connection Error</p>\n";
    exit;
}


$u_name = isset($_POST['u_name']) ? $_POST['u_name'] : "";
if($u_name == "") {
    print "<p>エラーが発生しました.ログインしなおしてください</p>\n ログイン画面
は<a href=\"../register/login.php\">こちら</a>\n";
    exit;
}


$q_id = isset($_POST['number']) ? $_POST['number'] : "";
@$result = da_query("select id from {$u_name}_buffer;");
$row = pg_num_rows($result);
if($row == 0) {
    @$result = da_query("select x, y, name, ord from question where id = $q_id;");
    $row = pg_num_rows($result);
    $db_data = pg_fetch_all($result);
}elseif($q_id == pg_fetch_result($result, 0, 0)) {
    @$result = da_query("select x, y, name, ord from {$u_name}_buffer;");
    $row = pg_num_rows($result);
    $db_data = pg_fetch_all($result);
}else {
    @$result = da_query("select x, y, name, ord from question where id = $q_id;");
    $row = pg_num_rows($result);
```

```php
            $db_data = pg_fetch_all($result);
        }


        $Table = array();
        for($y = 0; $y < MAX_Y; $y++) {
            for($x = 0; $x < MAX_X; $x++) {
                $Board[$x][$y] = new PieceData(0, 0);
            }
        }


        $c = 0;
        for($i = 0; $i < $row; $i++) {
            if($db_data[$i]['x'] > 0 && $db_data[$i]['y'] > 0) {
                $Board[$db_data[$i]['x'] - 1][$db_data[$i]['y'] - 1]->setAll($db_data[$i]['name'],
$db_data[$i]['ord']);
            }else {
                $Table[$c] = new PieceData($db_data[$i]['name'], $db_data[$i]['ord']);
                $c++;
            }
        }


        @$result = da_query("select unum from udata where uname = '{$u_name}';");
        $u_num = pg_fetch_result($result, 0, 0);


        print "<p>第{$q_id}問</p>\n";
        bp_unselect($Board, "main2.php", $u_num);
        bp_table_unselect($Table, "main2.php", $u_num);


        da_query("delete from {$u_name}_buffer;");
        da_piece_in($Board, $Table, $u_name, $q_id);
        ?>
    <a href="../index.html" class="title">タイトル画面へ</a>
    </body>
</html>
```

9. main3.php

```php
<!DOCTYPE html>
<html lang="ja">
  <head>
    <meta charset="UTF-8">
    <link rel="stylesheet" type="text/css" href="../css/game_main.css">
    <title>詰将棋</title>
  </head>

  <body>
    <h1>詰将棋</h1>
    <?php
    include_once "../DatabaseAction.inc";
    include_once "../DefineData.inc";
    include_once "./function/BoardPrint.inc";
    include_once "./function/MovePiece.inc";
    include_once "./function/PieceData.inc";


    /*DB 接続*/
    $con = pg_connect("host=$db_host dbname=$db_name user=$db_user password=$db_pass");
    if($con == FALSE) {
        print "<p>DataBase Connection Error</p>\n";
        exit;
    }

    $u_name = isset($_POST['u_name']) ? $_POST['u_name'] : "";
    if($u_name == "") {
        print "<p>エラーが発生しました.ログインしなおしてください</p>\n ログイン画面
は<a href=\"../register/login.php\">こちら</a>\n";
        exit;
    }

    $q_id = isset($_POST['number']) ? $_POST['number'] : "";
```

```php
@$result = da_query("select id from {$u_name}_buffer;");
$row = pg_num_rows($result);
if($row == 0) {
    @$result = da_query("select x, y, name, ord from question where id = $q_id;");
    $row = pg_num_rows($result);
    $db_data = pg_fetch_all($result);
}elseif($q_id == pg_fetch_result($result, 0, 0)) {
    @$result = da_query("select x, y, name, ord from {$u_name}_buffer;");
    $row = pg_num_rows($result);
    $db_data = pg_fetch_all($result);
}else {
    @$result = da_query("select x, y, name, ord from question where id = $q_id;");
    $row = pg_num_rows($result);
    $db_data = pg_fetch_all($result);
}


$Table = array();
for($y = 0; $y < MAX_Y; $y++) {
    for($x = 0; $x < MAX_X; $x++) {
        $Board[$x][$y] = new PieceData(0, 0);
    }
}


$c = 0;
for($i = 0; $i < $row; $i++) {
    if($db_data[$i]['x'] > 0 && $db_data[$i]['y'] > 0) {
        $Board[$db_data[$i]['x'] - 1][$db_data[$i]['y'] - 1]->setAll($db_data[$i]['name'], $db_data[$i]['ord']);
    }else {
        $Table[$c] = new PieceData($db_data[$i]['name'], $db_data[$i]['ord']);
        $c++;
    }
}


@$result = da_query("select unum from udata where uname = '{$u_name}';");
```

```php
      $u_num = pg_fetch_result($result, 0, 0);

      print "<p>第{$q_id}問</p>\n";
      bp_unselect($Board, "main2.php", $u_num);
      bp_table_unselect($Table, "main2.php", $u_num);

      da_query("delete from {$u_name}_buffer;");
      da_piece_in($Board, $Table, $u_name, $q_id);
      ?>
   <a href="../index.html" class="title">タイトル画面へ</a>
   </body>
</html>
```

10. judge.php

```php
<?php
   function judge($data_bx, $data_by, $data_x, $data_y, $u_name, $q_id)
   {
      $sql = "select x, y, bx, by, name from answer where id = $q_id";
      @$result = da_query($sql);
      $data = pg_fetch_all($result);
      $next_id = $q_id + 1;
      @$result = da_query("select * from question where id = $next_id");
      $flg = pg_num_rows($result);

      if($data_bx == -1 && $data_by == -1) {
         if($data_bx == $data[0]['bx'] && $data_by == $data[0]['by'] && $data_x + 1 == $data[0]['x'] && $data_y + 1 == $data[0]['y']) {
            @$result = da_query("select * from $u_name where id = $q_id");
            $ID = pg_num_rows($result);
            if($ID == 0) da_query("insert into $u_name values($q_id)");
            print "<h1 class=\"judge\">正解!</h1>\n";
            print "<div class=\"title\">\n<form action=\"../index.html\"><input type=\"submit\" value=\"タイトル画面に戻る\"></form>\n";
```

```php
        print "<form action=\"select.php\" method=\"post\"><p><input type=\"submit\" value=\"
難易度選択\"></p>\n<input type=\"hidden\" name=\"u_name\" value=\"$u_name\"></form>\n";
            if($flg != 0) print "<form action=\"./main1.php\" method=\"post\"><p><input
type=\"submit\" value=\"次の問題\"></p>\n<input type=\"hidden\" name=\"u_name\"
value=\"$u_name\">\n<input type=\"hidden\" name=\"number\"
value=\"$next_id\"></form>\n</div>";
            exit;
        }else {
            print "<h1 class=\"judge\">不正解!</h1>\n";
            print "<div class=\"title\">\n<form action=\"../index.html\"><input type=\"submit\"
value=\"タイトル画面に戻る\"></form>\n";
            print "<form action=\"select.php\" method=\"post\"><p><input type=\"submit\" value=\"
難易度選択\"></p>\n<input type=\"hidden\" name=\"u_name\" value=\"$u_name\"></form>\n";
            print "<form action=\"./main1.php\" method=\"post\"><p><input type=\"submit\"
value=\"もう一度\"></p>\n<input type=\"hidden\" name=\"u_name\" value=\"$u_name\">\n<input
type=\"hidden\" name=\"number\" value=\"$q_id\"></form>\n</div>";
            exit;
        }
    }else {
        if($data_bx + 1 == $data[0]['bx'] && $data_by + 1 == $data[0]['by'] && $data_x + 1 ==
$data[0]['x'] && $data_y + 1 == $data[0]['y']) {
            @$result = da_query("select * from $u_name where id = $q_id");
            $ID = pg_num_rows($result);
            if($ID == 0) da_query("insert into $u_name values($q_id)");
            print "<h1 class=\"judge\">正解!</h1>\n";
            print "<div class=\"title\">\n<form action=\"../index.html\"><input type=\"submit\"
value=\"タイトル画面に戻る\"></form>\n";
            print "<form action=\"select.php\" method=\"post\"><p><input type=\"submit\" value=\"
難易度選択\"></p>\n<input type=\"hidden\" name=\"u_name\" value=\"$u_name\"></form>\n";
            if($flg != 0) print "<form action=\"./main1.php\" method=\"post\"><input
type=\"submit\" value=\"次の問題\">\n<input type=\"hidden\" name=\"u_name\"
value=\"$u_name\">\n<input type=\"hidden\" name=\"number\"
value=\"$next_id\"></form>\n</div>";
            exit;
        }else {
```

```php
        print "<h1 class=\"judge\">不正解!</h1>\n";
        print "<div class=\"title\">\n<form action=\"../index.html\"><input type=\"submit\"
value=\"タイトル画面に戻る\"></form>\n";
        print "<form action=\"select.php\" method=\"post\"><p><input type=\"submit\" value=\"
難易度選択\"></p>\n<input type=\"hidden\" name=\"u_name\" value=\"$u_name\"></form>\n";
        print "<form action=\"./main1.php\" method=\"post\"><p><input type=\"submit\"
value=\"もう一度\"></p>\n<input type=\"hidden\" name=\"u_name\" value=\"$u_name\">\n<input
type=\"hidden\" name=\"number\" value=\"$q_id\"></form>\n</div>";
        exit;
      }
    }
  }
?>
```

11. BoardPrint.inc

```php
<?php
  function bp_change($i)
  {
    /*
    1-9の数字を漢数字に変更する
    bp_change(変換したい数字)
    */
    switch($i) {
        case 1:
            print "一";
            break;
        case 2:
            print "二";
            break;
        case 3:
            print "三";
            break;
        case 4:
            print "四";
```

```php
            break;
        case 5:
            print "五";
            break;
        case 6:
            print "六";
            break;
        case 7:
            print "七";
            break;
        case 8:
            print "八";
            break;
        case 9;
            print "九";
            break;
    }
}

function bp_unselect(&$Board, $file, $id)
{
    /*
    駒が選択されていないときの画面表示
    bp_unselect(表示させる盤面の配列, 遷移先ファイル名)
    */
    //画面構成
    print "<div class=\"grid\">\n";
    for($i = 1; $i <= MAX_X; $i++) {
        print "<div id=\"x$i\"><p>";
        bp_change($i);
        print "</p></div>\n";
        print "<div id=\"y$i\"><p>$i</p></div>\n";
    }
```

```php
    for($y = 0; $y < MAX_Y; $y++) {
        for($x = MAX_X - 1; $x >= 0; $x--) {
            switch($Board[$x][$y]->getNameNum()) {
                case 1:
                case -1:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_king.png\" usemap=\"#ne_king_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_king.png\" usemap=\"#n_king_$x$y\"></div>\n";
                        print "<map name=\"n_king_$x$y\"><area shape=\"default\" href=\"$file?x=$x&y=$y&id=$id\" alt=\"KING\"></map>\n";
                    }
                    break;
                case 2:
                case -2:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_king2.png\" usemap=\"#ne_king2_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_king2.png\" usemap=\"#n_king2_$x$y\"></div>\n";
                        print "<map name=\"n_king2_$x$y\"><area shape=\"default\" href=\"$file?x=$x&y=$y&id=$id\" alt=\"GYOKU\"></map>\n";
                    }
                    break;
                case 3:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_rook.png\" usemap=\"#ne_rook_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_rook.png\" usemap=\"#n_rook_$x$y\"></div>\n";
```

```
                    print "<map name=\"n_rook_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&id=$id\" alt=\"ROOK\"></map>\n";
                }
                break;
            case 4:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_bishop.png\"
usemap=\"#ne_bishop_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_bishop.png\"
usemap=\"#n_bishop_$x$y\"></div>\n";
                    print "<map name=\"n_bishop_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&id=$id\" alt=\"BISHOP\"></map>\n";
                }
                break;
            case 5:
            case -5:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_gold.png\"
usemap=\"#ne_gold_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_gold.png\"
usemap=\"#n_gold_$x$y\"></div>\n";
                    print "<map name=\"n_gold_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&id=$id\" alt=\"GOLD\"></map>\n";
                }
                break;
            case 6:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_silver.png\"
usemap=\"#ne_silver_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_silver.png\"
usemap=\"#n_silver_$x$y\"></div>\n";
```

```perl
                    print "<map name=\"n_silver_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&id=$id\" alt=\"SILVER\"></map>\n";
                }
                break;
            case 7:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_knight.png\"
usemap=\"#ne_knight_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_knight.png\"
usemap=\"#n_knight_$x$y\"></div>\n";
                    print "<map name=\"n_knight_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&id=$id\" alt=\"KNIGHT\"></map>\n";
                }
                break;
            case 8:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_lance.png\"
usemap=\"#ne_lance_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_lance.png\"
usemap=\"#n_lance_$x$y\"></div>\n";
                    print "<map name=\"n_lance_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&id=$id\" alt=\"LANCE\"></map>\n";
                }
                break;
            case 9:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_pawn.png\"
usemap=\"#ne_pawn_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_pawn.png\"
usemap=\"#n_pawn_$x$y\"></div>\n";
                    print "<map name=\"n_pawn_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&id=$id\" alt=\"PAWN\"></map>\n";
```

```php
                }
                break;
            case -3:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/pe_rook.png\" usemap=\"#pe_rook_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/p_rook.png\" usemap=\"#p_rook_$x$y\"></div>\n";
                    print "<map name=\"p_rook_$x$y\"><area shape=\"default\" href=\"$file?x=$x&y=$y&id=$id\" alt=\"P_ROOK\"></map>\n";
                }
                break;
            case -4:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/pe_bishop.png\" usemap=\"#pe_bishop_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/p_bishop.png\" usemap=\"#p_bishop_$x$y\"></div>\n";
                    print "<map name=\"p_bishop_$x$y\"><area shape=\"default\" href=\"$file?x=$x&y=$y&id=$id\" alt=\"P_BISHOP\"></map>\n";
                }
                break;
            case -6:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/pe_silver.png\" usemap=\"#pe_silver_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/p_silver.png\" usemap=\"#p_silver_$x$y\"></div>\n";
                    print "<map name=\"p_silver_$x$y\"><area shape=\"default\" href=\"$file?x=$x&y=$y&id=$id\" alt=\"P_SILVER\"></map>\n";
                }
                break;
```

```
case -7:
    if($Board[$x][$y]->getOrd() === ENEMY) {
        print "<div id=\"board$x$y\"><img src=\"../ping/pe_knight.png\"
usemap=\"#pe_knight_$x$y\"></div>\n";
    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
        print "<div id=\"board$x$y\"><img src=\"../ping/p_knight.png\"
usemap=\"#p_knight_$x$y\"></div>\n";
        print "<map name=\"p_knight_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&id=$id\" alt=\"P_KNIGHT\"></map>\n";
    }
    break;
case -8:
    if($Board[$x][$y]->getOrd() === ENEMY) {
        print "<div id=\"board$x$y\"><img src=\"../ping/pe_lance.png\"
usemap=\"#pe_lance_$x$y\"></div>\n";
    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
        print "<div id=\"board$x$y\"><img src=\"../ping/p_lance.png\"
usemap=\"#p_lance_$x$y\"></div>\n";
        print "<map name=\"p_lance_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&id=$id\" alt=\"P_LANCE\"></map>\n";
    }
    break;
case -9:
    if($Board[$x][$y]->getOrd() === ENEMY) {
        print "<div id=\"board$x$y\"><img src=\"../ping/pe_pawn.png\"
usemap=\"#pe_pawn_$x$y\"></div>\n";
    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
        print "<div id=\"board$x$y\"><img src=\"../ping/p_pawn.png\"
usemap=\"#p_pawn_$x$y\"></div>\n";
        print "<map name=\"p_pawn_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&id=$id\" alt=\"P_PAWN\"></map>\n";
    }
    break;
default:
```

```php
                print "<div id=\"board$x$y\"><img src=\"../ping/null.png\"
usemap=\"#null_$x$y\"></div>\n";
            }
        }
    }
}

function bp_print(&$Board)
{
    /*
    画面表示.駒の選択はできない
    bp_unselect(表示させる盤面の配列)
    */

    //画面構成
    print "<div class=\"grid\">\n";
    for($i = 1; $i <= MAX_X; $i++) {
        print "<div id=\"x$i\"><p>";
        bp_change($i);
        print "</p></div>\n";
        print "<div id=\"y$i\"><p>$i</p></div>\n";
    }

    for($y = 0; $y < MAX_Y; $y++) {
        for($x = MAX_X - 1; $x >= 0; $x--) {
            switch($Board[$x][$y]->getNameNum()) {
                case 1:
                case -1:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_king.png\"
usemap=\"#ne_king_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_king.png\"
usemap=\"#n_king_$x$y\"></div>\n";
                    }
```

```php
                break;
            case 2:
            case -2:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_king2.png\"
usemap=\"#ne_king2_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_king2.png\"
usemap=\"#n_king2_$x$y\"></div>\n";
                }
                break;
            case 3:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_rook.png\"
usemap=\"#ne_rook_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_rook.png\"
usemap=\"#n_rook_$x$y\"></div>\n";
                }
                break;
            case 4:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_bishop.png\"
usemap=\"#ne_bishop_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_bishop.png\"
usemap=\"#n_bishop_$x$y\"></div>\n";
                }
                break;
            case 5:
            case -5:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_gold.png\"
usemap=\"#ne_gold_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
```

```perl
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_gold.png\"
usemap=\"#n_gold_$x$y\"></div>\n";
                }
                break;
            case 6:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_silver.png\"
usemap=\"#ne_silver_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_silver.png\"
usemap=\"#n_silver_$x$y\"></div>\n";
                }
                break;
            case 7:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_knight.png\"
usemap=\"#ne_knight_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_knight.png\"
usemap=\"#n_knight_$x$y\"></div>\n";
                }
                break;
            case 8:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_lance.png\"
usemap=\"#ne_lance_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_lance.png\"
usemap=\"#n_lance_$x$y\"></div>\n";
                }
                break;
            case 9:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_pawn.png\"
usemap=\"#ne_pawn_$x$y\"></div>\n";
```

```php
            }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                print "<div id=\"board$x$y\"><img src=\"../ping/n_pawn.png\"
usemap=\"#n_pawn_$x$y\"></div>\n";
            }
            break;
        case -3:
            if($Board[$x][$y]->getOrd() === ENEMY) {
                print "<div id=\"board$x$y\"><img src=\"../ping/pe_rook.png\"
usemap=\"#pe_rook_$x$y\"></div>\n";
            }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                print "<div id=\"board$x$y\"><img src=\"../ping/p_rook.png\"
usemap=\"#p_rook_$x$y\"></div>\n";
            }
            break;
        case -4:
            if($Board[$x][$y]->getOrd() === ENEMY) {
                print "<div id=\"board$x$y\"><img src=\"../ping/pe_bishop.png\"
usemap=\"#pe_bishop_$x$y\"></div>\n";
            }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                print "<div id=\"board$x$y\"><img src=\"../ping/p_bishop.png\"
usemap=\"#p_bishop_$x$y\"></div>\n";
            }
            break;
        case -6:
            if($Board[$x][$y]->getOrd() === ENEMY) {
                print "<div id=\"board$x$y\"><img src=\"../ping/pe_silver.png\"
usemap=\"#pe_silver_$x$y\"></div>\n";
            }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                print "<div id=\"board$x$y\"><img src=\"../ping/p_silver.png\"
usemap=\"#p_silver_$x$y\"></div>\n";
            }
            break;
        case -7:
            if($Board[$x][$y]->getOrd() === ENEMY) {
```

```php
                print "<div id=\"board$x$y\"><img src=\"../ping/pe_knight.png\"
usemap=\"#pe_knight_$x$y\"></div>\n";
            }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                print "<div id=\"board$x$y\"><img src=\"../ping/p_knight.png\"
usemap=\"#p_knight_$x$y\"></div>\n";
            }
            break;
        case -8:
            if($Board[$x][$y]->getOrd() === ENEMY) {
                print "<div id=\"board$x$y\"><img src=\"../ping/pe_lance.png\"
usemap=\"#pe_lance_$x$y\"></div>\n";
            }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                print "<div id=\"board$x$y\"><img src=\"../ping/p_lance.png\"
usemap=\"#p_lance_$x$y\"></div>\n";
            }
            break;
        case -9:
            if($Board[$x][$y]->getOrd() === ENEMY) {
                print "<div id=\"board$x$y\"><img src=\"../ping/pe_pawn.png\"
usemap=\"#pe_pawn_$x$y\"></div>\n";
            }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                print "<div id=\"board$x$y\"><img src=\"../ping/p_pawn.png\"
usemap=\"#p_pawn_$x$y\"></div>\n";
            }
            break;
        default:
            print "<div id=\"board$x$y\"><img src=\"../ping/null.png\"
usemap=\"#null_$x$y\"></div>\n";
        }
    }
}


    function bp_select(&$Board, $data_x, $data_y, $file, $uid)
```

```
{
    /*
    駒が選択されているときの画面表示
    bp_select(表示させる盤面の配列, 選択された駒の x 座標, 選択された駒の y 座標, 遷移
先ファイル名, 問番号, ユーザ名数)
    */

    //画面構成
    print "<div class=\"grid\">\n";
    for($i = 1; $i <= MAX_X; $i++) {
        print "<div id=\"x$i\"><p>";
        bp_change($i);
        print "</p></div>\n";
        print "<div id=\"y$i\"><p>$i</p></div>\n";
    }

    $data0 = array($data_x, $data_y);
    mp_checkMove($Board, $data0, $data);

    $data[] = $data_x;
    $data[] = $data_y;
    $n = count($data) / 2;

    for($y = 0; $y < MAX_Y; $y++) {
        for($x = MAX_X - 1; $x >= 0; $x--) {
            for($i = 0; $i < $n; $i++) {
                if(($x == $data[2 * $i]) && ($y == $data[2 * $i + 1])) {
                    switch($Board[$x][$y]->getNameNum()) {
                        case 1:
                        case -1:
                            if($Board[$x][$y]->getOrd() === ENEMY) {
                                print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/ne_king.png\" usemap=\"#ne_king_$x$y\"></div>\n";
                                print "<map name=\"ne_king_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"KING\"></map>\n";
```

```php
            }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                print "<div id=\"board$x$y\" style=\"border: 3px solid tomato;\"><img
src=\"../ping/n_king.png\" usemap=\"#n_king_$x$y\"></div>\n";
                print "<map name=\"n_king_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"KING\"></map>\n";
            }
            break;
        case 2:
        case -2:
            if($Board[$x][$y]->getOrd() === ENEMY) {
                print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/ne_king2.png\" usemap=\"#ne_king2_$x$y\"></div>\n";
                print "<map name=\"ne_king2_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"GYOKU\"></map>\n";
            }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/n_king2.png\" usemap=\"#n_king2_$x$y\"></div>\n";
                print "<map name=\"n_king2_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"GYOKU\"></map>\n";
            }
            break;
        case 3:
            if($Board[$x][$y]->getOrd() === ENEMY) {
                print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/ne_rook.png\" usemap=\"#ne_rook_$x$y\"></div>\n";
                print "<map name=\"ne_rook_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"ROOK\"></map>\n";
            }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/n_rook.png\" usemap=\"#n_rook_$x$y\"></div>\n";
                print "<map name=\"n_rook_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"ROOK\"></map>\n";
            }
            break;
        case 4:
```

```php
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/ne_bishop.png\" usemap=\"#ne_bishop_$x$y\"></div>\n";
                        print "<map name=\"ne_bishop_$x$y\"><area shape=\"default\"
href=\"$file?x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"BISHOP\"></map>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/n_bishop.png\" usemap=\"#n_bishop_$x$y\"></div>\n";
                        print "<map name=\"n_bishop_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"BISHOP\"></map>\n";
                    }
                    break;
                case 5:
                case -5:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/ne_gold.png\" usemap=\"#ne_gold_$x$y\"></div>\n";
                        print "<map name=\"ne_gold_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"GOLD\"></map>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/n_gold.png\" usemap=\"#n_gold_$x$y\"></div>\n";
                        print "<map name=\"n_gold_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"GOLD\"></map>\n";
                    }
                    break;
                case 6:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/ne_silver.png\" usemap=\"#ne_silver_$x$y\"></div>\n";
                        print "<map name=\"ne_silver_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"SILVER\"></map>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/n_silver.png\" usemap=\"#n_silver_$x$y\"></div>\n";
```

```
                    print "<map name=\"n_silver_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"SILVER\"></map>\n";
                }
                break;
            case 7:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/ne_knight.png\" usemap=\"#ne_knight_$x$y\"></div>\n";
                    print "<map name=\"ne_knight_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"KNIGHT\"></map>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\" style=\"border: 3px solid tomato;\"><img
src=\"../ping/n_knight.png\" usemap=\"#n_knight_$x$y\"></div>\n";
                    print "<map name=\"n_knight_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"KNIGHT\"></map>\n";
                }
                break;
            case 8:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/ne_lance.png\" usemap=\"#ne_lance_$x$y\"></div>\n";
                    print "<map name=\"ne_lance_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"LANCE\"></map>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/n_lance.png\" usemap=\"#n_lance_$x$y\"></div>\n";
                    print "<map name=\"n_lance_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"LANCE\"></map>\n";
                }
                break;
            case 9:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/ne_pawn.png\" usemap=\"#ne_pawn_$x$y\"></div>\n";
```

```php
                    print "<map name=\"ne_pawn_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"PAWN\"></map>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/n_pawn.png\" usemap=\"#n_pawn_$x$y\"></div>\n";
                    print "<map name=\"n_pawn_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"PAWN\"></map>\n";
                }
                break;
            case -3:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/pe_rook.png\" usemap=\"#pe_rook_$x$y\"></div>\n";
                    print "<map name=\"pe_rook_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_ROOK\"></map>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/p_rook.png\" usemap=\"#p_rook_$x$y\"></div>\n";
                    print "<map name=\"p_rook_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_ROOK\"></map>\n";
                }
                break;
            case -4:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/pe_bishop.png\" usemap=\"#pe_bishop_$x$y\"></div>\n";
                    print "<map name=\"pe_bishop_$x$y\"><area shape=\"default\"
href=\"$file?x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_BISHOP\"></map>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;><img
src=\"../ping/p_bishop.png\" usemap=\"#p_bishop_$x$y\"></div>\n";
                    print "<map name=\"p_bishop_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_BISHOP\"></map>\n";
                }
                break;
```

```php
                    case -6:
                        if($Board[$x][$y]->getOrd() === ENEMY) {
                            print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/pe_silver.png\" usemap=\"#pe_silver_$x$y\"></div>\n";
                                print "<map name=\"pe_silver_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_SILVER\"></map>\n";
                        }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                            print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/p_silver.png\" usemap=\"#p_silver_$x$y\"></div>\n";
                                print "<map name=\"p_silver_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_SILVER\"></map>\n";
                        }
                        break;
                    case -7:
                        if($Board[$x][$y]->getOrd() === ENEMY) {
                            print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/pe_knight.png\" usemap=\"#pe_knight_$x$y\"></div>\n";
                                print "<map name=\"pe_knight_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_KNIGHT\"></map>\n";
                        }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                            print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/p_knight.png\" usemap=\"#p_knight_$x$y\"></div>\n";
                                print "<map name=\"p_knight_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_KNIGHT\"></map>\n";
                        }
                        break;
                    case -8:
                        if($Board[$x][$y]->getOrd() === ENEMY) {
                            print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/pe_lance.png\" usemap=\"#pe_lance_$x$y\"></div>\n";
                                print "<map name=\"pe_lance_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_LANCE\"></map>\n";
                        }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                            print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/p_lance.png\" usemap=\"#p_lance_$x$y\"></div>\n";
```

```
                print "<map name=\"p_lance_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_LANCE\"></map>\n";
                    }
                    break;
                case -9:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img
src=\"../ping/pe_pawn.png\" usemap=\"#pe_pawn_$x$y\"></div>\n";
                        print "<map name=\"pe_pawn_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_PAWN\"></map>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\" style=\"border: 5px solid tomato;\"><img
src=\"../ping/p_pawn.png\" usemap=\"#p_pawn_$x$y\"></div>\n";
                        print "<map name=\"p_pawn_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"P_PAWN\"></map>\n";
                    }
                    break;
                default:
                    print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img src=\"../
ping/null.png\" usemap=\"#null_$x$y\"></div>\n";
                    print "<map name=\"null_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=$data_x&by=$data_y&uid=$uid\" alt=\"NULL\"></map>\n";
                    break;
                }
                break;
            }
        }
        switch($Board[$x][$y]->getNameNum()) {
            case 1:
            case -1:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_king.png\"
usemap=\"#ne_king_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
```

```
                print "<div id=\"board$x$y\"><img src=\"../ping/n_king.png\"
usemap=\"#n_king_$x$y\"></div>\n";
                }
                break;
            case 2:
            case -2:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_king2.png\"
usemap=\"#ne_king2_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_king2.png\"
usemap=\"#n_king2_$x$y\"></div>\n";
                }
                break;
            case 3:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_rook.png\"
usemap=\"#ne_rook_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_rook.png\"
usemap=\"#n_rook_$x$y\"></div>\n";
                }
                break;
                case 4:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_bishop.png\"
usemap=\"#ne_bishop_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_bishop.png\"
usemap=\"#n_bishop_$x$y\"></div>\n";
                }
                break;
            case 5:
            case -5:
                if($Board[$x][$y]->getOrd() === ENEMY) {
```

```
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_gold.png\"
usemap=\"#ne_gold_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_gold.png\"
usemap=\"#n_gold_$x$y\"></div>\n";
                }
                break;
            case 6:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_silver.png\"
usemap=\"#ne_silver_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_silver.png\"
usemap=\"#n_silver_$x$y\"></div>\n";
                }
                break;
            case 7:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_knight.png\"
usemap=\"#ne_knight_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_knight.png\"
usemap=\"#n_knight_$x$y\"></div>\n";
                }
                break;
            case 8:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_lance.png\"
usemap=\"#ne_lance_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_lance.png\"
usemap=\"#n_lance_$x$y\"></div>\n";
                }
                break;
            case 9:
```

```php
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_pawn.png\"
usemap=\"#ne_pawn_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_pawn.png\"
usemap=\"#n_pawn_$x$y\"></div>\n";
                }
                break;
            case -3:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/pe_rook.png\"
usemap=\"#pe_rook_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/p_rook.png\"
usemap=\"#p_rook_$x$y\"></div>\n";
                }
                break;
            case -4:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/pe_bishop.png\"
usemap=\"#pe_bishop_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/p_bishop.png\"
usemap=\"#p_bishop_$x$y\"></div>\n";
                }
                break;
            case -6:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/pe_silver.png\"
usemap=\"#pe_silver_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/p_silver.png\"
usemap=\"#p_silver_$x$y\"></div>\n";
                }
                break;
```

```php
            case -7:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/pe_knight.png\" usemap=\"#pe_knight_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/p_knight.png\" usemap=\"#p_knight_$x$y\"></div>\n";
                }
                break;
            case -8:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/pe_lance.png\" usemap=\"#pe_lance_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/p_lance.png\" usemap=\"#p_lance_$x$y\"></div>\n";
                }
                break;
            case -9:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/pe_pawn.png\" usemap=\"#pe_pawn_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/p_pawn.png\" usemap=\"#p_pawn_$x$y\"></div>\n";
                }
                break;
            default:
                print "<div id=\"board$x$y\"><img src=\"../ping/null.png\" usemap=\"#null_$x$y\"></div>\n";
                break;
        }
    }
}
```

```php
function bp_table_unselect(&$Table, $file, $id)
{
    $n = count($Table);

    if($n == 0) {
        print "<div id=\"table\">持ち駒:なし</div>\n";
    }else {
        print "<div id=\"table\">持ち駒</div>\n";
    }
    for($i = 0; $i < $n; $i++) {
        switch($Table[$i]->getNameNum()) {
            case 3:
                print "<div id=\"table$i\"><img src=\"../ping/n_rook.png\" usemap=\"#n_rook_$i\"></div>\n";
                print "<map name=\"n_rook_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-1&id=$id&table=$i\" alt=\"ROOK\"></map>\n";
                break;
            case 4:
                print "<div id=\"table$i\"><img src=\"../ping/n_bishop.png\" usemap=\"#n_bishop_$i\"></div>\n";
                print "<map name=\"n_bishop_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-1&id=$id&table=$i\" alt=\"BISHOP\"></map>\n";
                break;
            case 5:
                print "<div id=\"table$i\"><img src=\"../ping/n_gold.png\" usemap=\"#n_gold_$i\"></div>\n";
                print "<map name=\"n_gold_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-1&id=$id&table=$i\" alt=\"GOLD\"></map>\n";
                break;
            case 6:
                print "<div id=\"table$i\"><img src=\"../ping/n_silver.png\" usemap=\"#n_silver_$i\"></div>\n";
                print "<map name=\"n_silver_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-1&id=$id&table=$i\" alt=\"SILVER\"></map>\n";
```

```php
                break;
            case 7:
                print "<div id=\"table$i\"><img src=\"../ping/n_knight.png\"
usemap=\"#n_knight_$i\"></div>\n";
                print "<map name=\"n_knight_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-
1&id=$id&table=$i\" alt=\"KNIGHT\"></map>\n";
                break;
            case 8:
                print "<div id=\"table$i\"><img src=\"../ping/n_lance.png\"
usemap=\"#n_lance_$i\"></div>\n";
                print "<map name=\"n_lance_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-
1&id=$id&table=$i\" alt=\"LANCE\"></map>\n";
                break;
            case 9:
                print "<div id=\"table$i\"><img src=\"../ping/n_pawn.png\"
usemap=\"#n_pawn_$i\"></div>\n";
                print "<map name=\"n_pawn_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-
1&id=$id&table=$i\" alt=\"PAWN\"></map>\n";
                break;
            default :
                print "<div id=\"table$i\"><img src=\"../ping/null.png\" usemap=\"#null_$i\"></div>\
n";
                print "<map name=\"null_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-
1&id=$id&table=$i\" alt=\"error\"></map>\n";
                break;
        }
    }
}

function bp_table_select($Board, $Table, $table, $file, $token, $uid)
{
    bp_print($Board);
    switch($Table[$table]->getNameNum()) {
        case 3:
        case 4:
```

```php
            case 5:
            case 6:
                for($y = 0; $y  < MAX_Y; $y++) {
                    for($x = MAX_X - 1; $x >= 0; $x--) {
                        switch($Board[$x][$y]->getNameNum()) {
                            case 1:
                            case -1:
                                if($Board[$x][$y]->getOrd() === ENEMY) {
                                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_king.png\" usemap=\"#ne_king_$x$y\"></div>\n";
                                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                                    print "<div id=\"board$x$y\"><img src=\"../ping/n_king.png\" usemap=\"#n_king_$x$y\"></div>\n";
                                }
                                break;
                            case 2:
                            case -2:
                                if($Board[$x][$y]->getOrd() === ENEMY) {
                                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_king2.png\" usemap=\"#ne_king2_$x$y\"></div>\n";
                                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                                    print "<div id=\"board$x$y\"><img src=\"../ping/n_king2.png\" usemap=\"#n_king2_$x$y\"></div>\n";
                                }
                                break;
                            case 3:
                                if($Board[$x][$y]->getOrd() === ENEMY) {
                                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_rook.png\" usemap=\"#ne_rook_$x$y\"></div>\n";
                                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                                    print "<div id=\"board$x$y\"><img src=\"../ping/n_rook.png\" usemap=\"#n_rook_$x$y\"></div>\n";
                                }
                                break;
                            case 4:
```

```php
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_bishop.png\"
usemap=\"#ne_bishop_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_bishop.png\"
usemap=\"#n_bishop_$x$y\"></div>\n";
                    }
                    break;
                case 5:
                case -5:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_gold.png\"
usemap=\"#ne_gold_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_gold.png\"
usemap=\"#n_gold_$x$y\"></div>\n";
                    }
                    break;
                case 6:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_silver.png\"
usemap=\"#ne_silver_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_silver.png\"
usemap=\"#n_silver_$x$y\"></div>\n";
                    }
                    break;
                case 7:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_knight.png\"
usemap=\"#ne_knight_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_knight.png\"
usemap=\"#n_knight_$x$y\"></div>\n";
                    }
```

```php
                            break;
                    case 8:
                        if($Board[$x][$y]->getOrd() === ENEMY) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/ne_lance.png\"
usemap=\"#ne_lance_$x$y\"></div>\n";
                        }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/n_lance.png\"
usemap=\"#n_lance_$x$y\"></div>\n";
                        }
                        break;
                    case 9:
                        if($Board[$x][$y]->getOrd() === ENEMY) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/ne_pawn.png\"
usemap=\"#ne_pawn_$x$y\"></div>\n";
                        }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/n_pawn.png\"
usemap=\"#n_pawn_$x$y\"></div>\n";
                        }
                        break;
                    case -3:
                        if($Board[$x][$y]->getOrd() === ENEMY) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/pe_rook.png\"
usemap=\"#pe_rook_$x$y\"></div>\n";
                        }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/p_rook.png\"
usemap=\"#p_rook_$x$y\"></div>\n";
                        }
                        break;
                    case -4:
                        if($Board[$x][$y]->getOrd() === ENEMY) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/pe_bishop.png\"
usemap=\"#pe_bishop_$x$y\"></div>\n";
                        }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/p_bishop.png\"
usemap=\"#p_bishop_$x$y\"></div>\n";
```

```
                    }
                    break;
                case -6:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/pe_silver.png\"
usemap=\"#pe_silver_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/p_silver.png\"
usemap=\"#p_silver_$x$y\"></div>\n";
                    }
                    break;
                case -7:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/pe_knight.png\"
usemap=\"#pe_knight_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/p_knight.png\"
usemap=\"#p_knight_$x$y\"></div>\n";
                    }
                    break;
                case -8:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/pe_lance.png\"
usemap=\"#pe_lance_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/p_lance.png\"
usemap=\"#p_lance_$x$y\"></div>\n";
                    }
                    break;
                case -9:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/pe_pawn.png\"
usemap=\"#pe_pawn_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
```

```php
                    print "<div id=\"board$x$y\"><img src=\"../ping/p_pawn.png\"
usemap=\"#p_pawn_$x$y\"></div>\n";
                }
                break;
            default:
                print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img src=\"../
ping/null.png\" usemap=\"#null_$x$y\"></div>\n";
                print "<map name=\"null_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=-1&by=-1&table=$table&token=$token&uid=$uid\" alt=\"NULL\"></map>\n";
            }
        }
    }
    break;
case 7:
    for($y = 2; $y  < MAX_Y; $y++) {
        for($x = MAX_X - 1; $x >= 0; $x--) {
            switch($Board[$x][$y]->getNameNum()) {
                case 1:
                case -1:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_king.png\"
usemap=\"#ne_king_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_king.png\"
usemap=\"#n_king_$x$y\"></div>\n";
                    }
                    break;
                case 2:
                case -2:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_king2.png\"
usemap=\"#ne_king2_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_king2.png\"
usemap=\"#n_king2_$x$y\"></div>\n";
```

```
                }
                break;
            case 3:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_rook.png\"
usemap=\"#ne_rook_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_rook.png\"
usemap=\"#n_rook_$x$y\"></div>\n";
                }
                break;
            case 4:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_bishop.png\"
usemap=\"#ne_bishop_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_bishop.png\"
usemap=\"#n_bishop_$x$y\"></div>\n";
                }
                break;
            case 5:
            case -5:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_gold.png\"
usemap=\"#ne_gold_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_gold.png\"
usemap=\"#n_gold_$x$y\"></div>\n";
                }
                break;
            case 6:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_silver.png\"
usemap=\"#ne_silver_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
```

```
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_silver.png\"
usemap=\"#n_silver_$x$y\"></div>\n";
                    }
                  break;
                case 7:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                       print "<div id=\"board$x$y\"><img src=\"../ping/ne_knight.png\"
usemap=\"#ne_knight_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                       print "<div id=\"board$x$y\"><img src=\"../ping/n_knight.png\"
usemap=\"#n_knight_$x$y\"></div>\n";
                    }
                  break;
                case 8:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                       print "<div id=\"board$x$y\"><img src=\"../ping/ne_lance.png\"
usemap=\"#ne_lance_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                       print "<div id=\"board$x$y\"><img src=\"../ping/n_lance.png\"
usemap=\"#n_lance_$x$y\"></div>\n";
                    }
                  break;
                case 9:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                       print "<div id=\"board$x$y\"><img src=\"../ping/ne_pawn.png\"
usemap=\"#ne_pawn_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                       print "<div id=\"board$x$y\"><img src=\"../ping/n_pawn.png\"
usemap=\"#n_pawn_$x$y\"></div>\n";
                    }
                  break;
                case -3:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                       print "<div id=\"board$x$y\"><img src=\"../ping/pe_rook.png\"
usemap=\"#pe_rook_$x$y\"></div>\n";
```

```php
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/p_rook.png\"
usemap=\"#p_rook_$x$y\"></div>\n";
                    }
                    break;
                case -4:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/pe_bishop.png\"
usemap=\"#pe_bishop_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/p_bishop.png\"
usemap=\"#p_bishop_$x$y\"></div>\n";
                    }
                    break;
                case -6:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/pe_silver.png\"
usemap=\"#pe_silver_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/p_silver.png\"
usemap=\"#p_silver_$x$y\"></div>\n";
                    }
                    break;
                case -7:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/pe_knight.png\"
usemap=\"#pe_knight_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/p_knight.png\"
usemap=\"#p_knight_$x$y\"></div>\n";
                    }
                    break;
                case -8:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
```

```
                        print "<div id=\"board$x$y\"><img src=\"../ping/pe_lance.png\"
usemap=\"#pe_lance_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/p_lance.png\"
usemap=\"#p_lance_$x$y\"></div>\n";
                    }
                    break;
                case -9:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/pe_pawn.png\"
usemap=\"#pe_pawn_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/p_pawn.png\"
usemap=\"#p_pawn_$x$y\"></div>\n";
                    }
                    break;
                default:
                    print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img src=\"../
ping/null.png\" usemap=\"#null_$x$y\"></div>\n";
                    print "<map name=\"null_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=-1&by=-1&table=$table&token=$token&uid=$uid\" alt=\"NULL\"></map>\n";
                }
            }
        }
        break;
    case 8:
    case 9:
        for($y = 1; $y  < MAX_Y; $y++) {
            for($x = MAX_X - 1; $x >= 0; $x--) {
                switch($Board[$x][$y]->getNameNum()) {
                    case 1:
                    case -1:
                        if($Board[$x][$y]->getOrd() === ENEMY) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/ne_king.png\"
usemap=\"#ne_king_$x$y\"></div>\n";
```

```php
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_king.png\"
usemap=\"#n_king_$x$y\"></div>\n";
                }
                break;
            case 2:
            case -2:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_king2.png\"
usemap=\"#ne_king2_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_king2.png\"
usemap=\"#n_king2_$x$y\"></div>\n";
                }
                break;
            case 3:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_rook.png\"
usemap=\"#ne_rook_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_rook.png\"
usemap=\"#n_rook_$x$y\"></div>\n";
                }
                break;
            case 4:
                if($Board[$x][$y]->getOrd() === ENEMY) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/ne_bishop.png\"
usemap=\"#ne_bishop_$x$y\"></div>\n";
                }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                    print "<div id=\"board$x$y\"><img src=\"../ping/n_bishop.png\"
usemap=\"#n_bishop_$x$y\"></div>\n";
                }
                break;
            case 5:
            case -5:
```

```php
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_gold.png\"
usemap=\"#ne_gold_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_gold.png\"
usemap=\"#n_gold_$x$y\"></div>\n";
                    }
                    break;
                case 6:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_silver.png\"
usemap=\"#ne_silver_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_silver.png\"
usemap=\"#n_silver_$x$y\"></div>\n";
                    }
                    break;
                case 7:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_knight.png\"
usemap=\"#ne_knight_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_knight.png\"
usemap=\"#n_knight_$x$y\"></div>\n";
                    }
                    break;
                case 8:
                    if($Board[$x][$y]->getOrd() === ENEMY) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/ne_lance.png\"
usemap=\"#ne_lance_$x$y\"></div>\n";
                    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                        print "<div id=\"board$x$y\"><img src=\"../ping/n_lance.png\"
usemap=\"#n_lance_$x$y\"></div>\n";
                    }
                    break;
```

```
case 9:
    if($Board[$x][$y]->getOrd() === ENEMY) {
        print "<div id=\"board$x$y\"><img src=\"../ping/ne_pawn.png\" usemap=\"#ne_pawn_$x$y\"></div>\n";
    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
        print "<div id=\"board$x$y\"><img src=\"../ping/n_pawn.png\" usemap=\"#n_pawn_$x$y\"></div>\n";
    }
    break;
case -3:
    if($Board[$x][$y]->getOrd() === ENEMY) {
        print "<div id=\"board$x$y\"><img src=\"../ping/pe_rook.png\" usemap=\"#pe_rook_$x$y\"></div>\n";
    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
        print "<div id=\"board$x$y\"><img src=\"../ping/p_rook.png\" usemap=\"#p_rook_$x$y\"></div>\n";
    }
    break;
case -4:
    if($Board[$x][$y]->getOrd() === ENEMY) {
        print "<div id=\"board$x$y\"><img src=\"../ping/pe_bishop.png\" usemap=\"#pe_bishop_$x$y\"></div>\n";
    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
        print "<div id=\"board$x$y\"><img src=\"../ping/p_bishop.png\" usemap=\"#p_bishop_$x$y\"></div>\n";
    }
    break;
case -6:
    if($Board[$x][$y]->getOrd() === ENEMY) {
        print "<div id=\"board$x$y\"><img src=\"../ping/pe_silver.png\" usemap=\"#pe_silver_$x$y\"></div>\n";
    }elseif($Board[$x][$y]->getOrd() === MYSELF) {
        print "<div id=\"board$x$y\"><img src=\"../ping/p_silver.png\" usemap=\"#p_silver_$x$y\"></div>\n";
    }
```

```php
                        break;
                    case -7:
                        if($Board[$x][$y]->getOrd() === ENEMY) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/pe_knight.png\"
usemap=\"#pe_knight_$x$y\"></div>\n";
                        }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/p_knight.png\"
usemap=\"#p_knight_$x$y\"></div>\n";
                        }
                        break;
                    case -8:
                        if($Board[$x][$y]->getOrd() === ENEMY) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/pe_lance.png\"
usemap=\"#pe_lance_$x$y\"></div>\n";
                        }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/p_lance.png\"
usemap=\"#p_lance_$x$y\"></div>\n";
                        }
                        break;
                    case -9:
                        if($Board[$x][$y]->getOrd() === ENEMY) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/pe_pawn.png\"
usemap=\"#pe_pawn_$x$y\"></div>\n";
                        }elseif($Board[$x][$y]->getOrd() === MYSELF) {
                            print "<div id=\"board$x$y\"><img src=\"../ping/p_pawn.png\"
usemap=\"#p_pawn_$x$y\"></div>\n";
                        }
                        break;
                    default:
                        print "<div id=\"board$x$y\" style=\"border: 3px solid orange;\"><img src=\"../
ping/null.png\" usemap=\"#null_$x$y\"></div>\n";
                        print "<map name=\"null_$x$y\"><area shape=\"default\" href=\"$file?
x=$x&y=$y&bx=-1&by=-1&table=$table&token=$token&uid=$uid\" alt=\"NULL\"></map>\n";
                }
            }
```

```php
                }
            break;
        }
        for($i = 0; $i < count($Table); $i++) {
            if($i == $table) {
                switch($Table[$i]->getNameNum()) {
                    case 3:
                        print "<div id=\"table$i\" style=\"border: 3px solid tomato;\"><img src=\"../ping/n_rook.png\" usemap=\"#n_rook_$i\"></div>\n";
                        print "<map name=\"n_rook_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-1&bx=-1&by=-1&uid=$uid&table=$i\" alt=\"ROOK\"></map>\n";
                        break;
                    case 4:
                        print "<div id=\"table$i\" style=\"border: 3px solid tomato;\"><img src=\"../ping/n_bishop.png\" usemap=\"#n_bishop_$i\"></div>\n";
                        print "<map name=\"n_bishop_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-1&bx=-1&by=-1&uid=$uid&table=$i\" alt=\"BISHOP\"></map>\n";
                        break;
                    case 5:
                        print "<div id=\"table$i\" style=\"border: 3px solid tomato;\"><img src=\"../ping/n_gold.png\" usemap=\"#n_gold_$i\"></div>\n";
                        print "<map name=\"n_gold_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-1&&bx=-1&by=-1&uid=$uid&table=$i\" alt=\"GOLD\"></map>\n";
                        break;
                    case 6:
                        print "<div id=\"table$i\" style=\"border: 3px solid tomato;\"><img src=\"../ping/n_silver.png\" usemap=\"#n_silver_$i\"></div>\n";
                        print "<map name=\"n_silver_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-1&bx=-1&by=-1&uid=$uid&table=$i\" alt=\"SILVER\"></map>\n";
                        break;
                    case 7:
                        print "<div id=\"table$i\" style=\"border: 3px solid tomato;\"><img src=\"../ping/n_knight.png\" usemap=\"#n_knight_$i\"></div>\n";
                        print "<map name=\"n_knight_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-1&bx=-1&by=-1&uid=$uid&table=$i\" alt=\"KNIGHT\"></map>\n";
```

```
                break;
            case 8:
                print "<div id=\"table$i\" style=\"border: 3px solid tomato;\"><img
src=\"../ping/n_lance.png\" usemap=\"#n_lance_$i\"></div>\n";
                print "<map name=\"n_lance_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-
1&bx=-1&by=-1&uid=$uid&table=$i\" alt=\"LANCE\"></map>\n";
                break;
            case 9:
                print "<div id=\"table$i\" style=\"border: 3px solid tomato;\"><img
src=\"../ping/n_pawn.png\" usemap=\"#n_pawn_$i\"></div>\n";
                print "<map name=\"n_pawn_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-
1&bx=-1&by=-1&uid=$uid&table=$i\" alt=\"PAWN\"></map>\n";
                break;
            default :
                print "<div id=\"table$i\"><img src=\"../ping/null.png\"
usemap=\"#null_$i\"></div>\n";
                print "<map name=\"null_$i\"><area shape=\"default\" href=\"$file?x=-1&y=-
1&bx=-1&by=-1&uid=$uid&table=$i\" alt=\"error\"></map>\n";
                break;
            }
        }else {
            switch($Table[$i]->getNameNum()) {
            case 3:
                print "<div id=\"table$i\"><img src=\"../ping/n_rook.png\"
usemap=\"#n_rook_$i\"></div>\n";
                break;
            case 4:
                print "<div id=\"table$i\"><img src=\"../ping/n_bishop.png\"
usemap=\"#n_bishop_$i\"></div>\n";
                break;
            case 5:
                print "<div id=\"table$i\"><img src=\"../ping/n_gold.png\"
usemap=\"#n_gold_$i\"></div>\n";
                break;
            case 6:
```

```php
                print "<div id=\"table$i\"><img src=\"../ping/n_silver.png\"
usemap=\"#n_silver_$i\"></div>\n";
                    break;
                case 7:
                    print "<div id=\"table$i\"><img src=\"../ping/n_knight.png\"
usemap=\"#n_knight_$i\"></div>\n";
                    break;
                case 8:
                    print "<div id=\"table$i\"><img src=\"../ping/n_lance.png\"
usemap=\"#n_lance_$i\"></div>\n";
                    break;
                case 9:
                    print "<div id=\"table$i\"><img src=\"../ping/n_pawn.png\"
usemap=\"#n_pawn_$i\"></div>\n";
                    break;
                default :
                    print "<div id=\"table$i\"><img src=\"../ping/null.png\"
usemap=\"#null_$i\"></div>\n";
                    break;
            }
        }
    }
}

function bp_table_print(&$Table)
{
    $n = count($Table);

    print "<div id=\"table\">持ち駒</div>\n";
    for($i = 0; $i < $n; $i++) {
        switch($Table[$i]->getNameNum()) {
            case 3:
                print "<div id=\"table$i\"><img src=\"../ping/n_rook.png\" usemap=\"#n_rook_$i\"></div>\n";
                break;
```

```php
        case 4:
            print "<div id=\"table$i\"><img src=\"../ping/n_bishop.png\"
usemap=\"#n_bishop_$i\"></div>\n";
            break;
        case 5:
            print "<div id=\"table$i\"><img src=\"../ping/n_gold.png\" usemap=\"#n_gold_$i\"></div>\n";
            break;
        case 6:
            print "<div id=\"table$i\"><img src=\"../ping/n_silver.png\"
usemap=\"#n_silver_$i\"></div>\n";
            break;
        case 7:
            print "<div id=\"table$i\"><img src=\"../ping/n_knight.png\"
usemap=\"#n_knight_$i\"></div>\n";
            break;
        case 8:
            print "<div id=\"table$i\"><img src=\"../ping/n_lance.png\"
usemap=\"#n_lance_$i\"></div>\n";
            break;
        case 9:
            print "<div id=\"table$i\"><img src=\"../ping/n_pawn.png\"
usemap=\"#n_pawn_$i\"></div>\n";
            break;
        default :
            print "<div id=\"table$i\"><img src=\"../ping/null.png\" usemap=\"#null_$i\"></div>\n";
            break;
        }
    }
}
?>
```

12. MovePiece.inc

```php
<?php
  function mp_checkMove($Board, $point, &$data)
  {
    /*
    選択した駒が移動できる座標を配列で返す関数配列の 2n 番目が x 座標,2n+1 番目が y 座標(n は 0 から始まる正の整数)
    行ける座標が入った一次配列 mp_checkMove(盤面の情報を入れた配列, 調べたい駒の x 座標が 0 番,y 座標 1 番に入った配列)
    */
    list($x, $y) = $point;
    $ord = $Board[$x][$y]->getOrd();

    switch($Board[$x][$y]->getNameNum()) {
      case 1:
      case 2:
      case -1:
      case -2:
        if($y > 0 && $Board[$x][$y - 1]->getOrd() !== $ord) {
          $data[] = $x;
          $data[] = $y - 1;
        }
        if($y > 0 && $x  < MAX_X - 1 && $Board[$x + 1][$y - 1]->getOrd() !== $ord) {
          $data[] = $x + 1;
          $data[] = $y - 1;
        }
        if($x < MAX_X - 1 && $Board[$x + 1][$y]->getOrd() !== $ord) {
          $data[] = $x + 1;
          $data[] = $y;
        }
        if($y < MAX_Y - 1 && $x < MAX_X - 1 && $Board[$x + 1][$y + 1]->getOrd() !== $ord) {
          $data[] = $x + 1;
          $data[] = $y + 1;
        }
        if($y < MAX_Y - 1 && $Board[$x][$y + 1]->getOrd() !== $ord) {
```

```php
            $data[] = $x;
            $data[] = $y + 1;
        }
        if($y < MAX_Y - 1 && $x > 0 && $Board[$x - 1][$y + 1]->getOrd() !== $ord) {
            $data[] = $x - 1;
            $data[] = $y + 1;
        }
        if($x > 0 && $Board[$x - 1][$y]->getOrd() !== $ord) {
            $data[] = $x - 1;
            $data[] = $y;
        }
        if($y > 0 && $x > 0 && $Board[$x - 1][$y - 1]->getOrd() !== $ord) {
            $data[] = $x - 1;
            $data[] = $y - 1;
        }
        break;


    case -3:
        if($y > 0 && $x  < MAX_X - 1 && $Board[$x + 1][$y - 1]->getOrd() !== $ord) {
            $data[] = $x + 1;
            $data[] = $y - 1;
        }
        if($y < MAX_Y - 1 && $x < MAX_X - 1 && $Board[$x + 1][$y + 1]->getOrd() !==
$ord) {
            $data[] = $x + 1;
            $data[] = $y + 1;
        }
        if($y < MAX_Y - 1 && $x > 0 && $Board[$x - 1][$y + 1]->getOrd() !== $ord) {
            $data[] = $x - 1;
            $data[] = $y + 1;
        }
        if($y > 0 && $x > 0 && $Board[$x - 1][$y - 1]->getOrd() !== $ord) {
            $data[] = $x - 1;
            $data[] = $y - 1;
        }
```

```php
case 3:
    while($y > 0 && $Board[$x][$y - 1]->getOrd() !== $ord) {
        $data[] = $x;
        $data[] = $y - 1;
        if($Board[$x][$y - 1]->getOrd() === ENEMY) break;
        $y--;
    }
    list($x, $y) = $point;
    while($x < MAX_X - 1 && $Board[$x + 1][$y]->getOrd() !== $ord) {
        $data[] = $x + 1;
        $data[] = $y;
        if($Board[$x + 1][$y]->getOrd() === ENEMY) break;
        $x++;
    }
    list($x, $y) = $point;
    while($y < MAX_Y - 1 && $Board[$x][$y + 1]->getOrd() !== $ord) {
        $data[] = $x;
        $data[] = $y + 1;
        if($Board[$x][$y + 1]->getOrd() === ENEMY) break;
        $y++;
    }
    list($x, $y) = $point;
    while($x > 0 && $Board[$x - 1][$y]->getOrd() !== $ord) {
        $data[] = $x - 1;
        $data[] = $y;
        if($Board[$x - 1][$y]->getOrd() === ENEMY) break;
        $x--;
    }
    break;

case -4:
    if($y > 0 && $Board[$x][$y - 1]->getOrd() !== $ord) {
        $data[] = $x;
        $data[] = $y - 1;
```

```php
            }
            if($x < MAX_X - 1 && $Board[$x + 1][$y]->getOrd() !== $ord) {
                $data[] = $x + 1;
                $data[] = $y;
            }
            if($y < MAX_Y - 1 && $Board[$x][$y + 1]->getOrd() !== $ord) {
                $data[] = $x;
                $data[] = $y + 1;
            }
            if($x > 0 && $Board[$x - 1][$y]->getOrd() !== $ord) {
                $data[] = $x - 1;
                $data[] = $y;
            }


        case 4:
            while($y > 0 && $x < MAX_X - 1 && $Board[$x + 1][$y - 1]->getOrd() !== $ord) {
                $data[] = $x + 1;
                $data[] = $y - 1;
                if($Board[$x + 1][$y - 1]->getOrd() === ENEMY) break;
                $x++;
                $y--;
            }
            list($x, $y) = $point;
            while($y < MAX_Y - 1 && $x < MAX_X - 1 && $Board[$x + 1][$y + 1]->getOrd() !==
$ord) {
                $data[] = $x + 1;
                $data[] = $y + 1;
                if($Board[$x + 1][$y + 1]->getOrd() === ENEMY) break;
                $x++;
                $y++;
            }
            list($x, $y) = $point;
            while($y < MAX_Y - 1 && $x > 0 && $Board[$x - 1][$y + 1]->getOrd() !== $ord) {
                $data[] = $x - 1;
                $data[] = $y + 1;
```

```php
          if($Board[$x - 1][$y + 1]->getOrd() === ENEMY) break;
          $x--;
          $y++;
       }
    list($x, $y) = $point;
    while($y > 0 && $x > 0 && $Board[$x - 1][$y - 1]->getOrd() !== $ord) {
          $data[] = $x - 1;
          $data[] = $y - 1;
          if($Board[$x - 1][$y - 1]->getOrd() === ENEMY) break;
          $x--;
          $y--;
       }
    break;

case 5:
case -5:
case -6:
case -7:
case -8:
case -9:
    if($y > 0 && $Board[$x][$y - 1]->getOrd() !== $ord) {
          $data[] = $x;
          $data[] = $y - 1;
       }
    if($y > 0 && $x  < MAX_X - 1 && $Board[$x + 1][$y - 1]->getOrd() !== $ord) {
          $data[] = $x + 1;
          $data[] = $y - 1;
       }
    if($x < MAX_X - 1 && $Board[$x + 1][$y]->getOrd() !== $ord) {
          $data[] = $x + 1;
          $data[] = $y;
       }
    if($y < MAX_Y - 1 && $Board[$x][$y + 1]->getOrd() !== $ord) {
          $data[] = $x;
          $data[] = $y + 1;
```

```php
            }
            if($x > 0 && $Board[$x - 1][$y]->getOrd() !== $ord) {
                $data[] = $x - 1;
                $data[] = $y;
            }
            if($y > 0 && $x > 0 && $Board[$x - 1][$y - 1]->getOrd() !== $ord) {
                $data[] = $x - 1;
                $data[] = $y - 1;
            }
            break;


        case 6:
            if($y > 0 && $Board[$x][$y - 1]->getOrd() !== $ord) {
                $data[] = $x;
                $data[] = $y - 1;
            }
            if($y > 0 && $x < MAX_X - 1 && $Board[$x + 1][$y - 1]->getOrd() !== $ord) {
                $data[] = $x + 1;
                $data[] = $y - 1;
            }
            if($y < MAX_Y - 1 && $x < MAX_X - 1 && $Board[$x + 1][$y + 1]->getOrd() !==
$ord) {
                $data[] = $x + 1;
                $data[] = $y + 1;
            }
            if($y < MAX_Y - 1 && $x > 0 && $Board[$x - 1][$y + 1]->getOrd() !== $ord) {
                $data[] = $x - 1;
                $data[] = $y + 1;
            }
            if($y > 0 && $x > 0 && $Board[$x - 1][$y - 1]->getOrd() !== $ord) {
                $data[] = $x - 1;
                $data[] = $y - 1;
            }
            break;
```

```php
        case 7:
            if($y > 1 && $x < MAX_X - 1) {
                if($Board[$x + 1][$y - 2]->getOrd() !== $ord) {
                    $data[] = $x + 1;
                    $data[] = $y - 2;
                }
            }
            if($y > 1 && $x > 0) {
                if($Board[$x - 1][$y - 2]->getOrd() !== $ord) {
                    $data[] = $x - 1;
                    $data[] = $y - 2;
                }
            }
            break;

        case 8:
            while($y > 0 && $Board[$x][$y - 1]->getOrd() !== $ord) {
                $data[] = $x;
                $data[] = $y - 1;
                if($Board[$x][$y - 1]->getOrd() === ENEMY) break;
                $y--;
            }
            break;

        case 9:
            if($y > 0 && $Board[$x][$y - 1]->getOrd() !== $ord) {
                $data[] = $x;
                $data[] = $y - 1;
            }
            break;

        default:
            $data = false;
            break;
    }
```

```php
    return true;
}

function mp_swap(&$before, &$after)
{
    /*
    2つの座標の駒を入れ替える.移動元の駒がない場合移動元は駒情報を消す
    mp_swap(移動元, 移動先)
    */
    if($before->getOrd() == NONE) return ;
    $tmp = $before;
    $before = $after;
    $after = $tmp;
    $before->setAll(0, 0);
}

function mp_checkProm($x, $y, $bx, $by, $piece, $Filename, $u_name)
{
    /*
    成るかどうか確認するフォームを表示
    mp_checkProm(選択した駒の移動後x座標, 選択した駒の移動後y座標, 選択した駒の
移動前x座標, 選択した駒の移動前y座標, 選択した駒の数字, 遷移先ファイル名)
    */

    if($y < 3 && $piece > 0) {
        //画面構成
        print "<div class=\"grid\">\n";

        switch($piece) {
            case 3:
            case 4:
            case 6:
                print  <<< EOL
<div class="prom"><form action="{$Filename}" method="post">
```

```php
    <p>成りますか?</p>
    <p>
    <input type="radio" name="prom" value="1" id="prom">
    <label for="prom">成る</label>
    <input type="radio" name="prom" value="0" id="nprom">
    <label for="nprom">成らない</label>
    <input type="hidden" name="x" value="{$x}">
    <input type="hidden" name="y" value="{$y}">
    <input type="hidden" name="bx" value="{$bx}">
    <input type="hidden" name="by" value="{$by}">
    <input type="hidden" name="uid" value="{$u_name}">
    </p>
    <p><input type="submit" value="送信" class="submit"></p>
    </form></div>
EOL;
            break;
        case 7:
        if($y == 0 || $y == 1) {
            print <<< EOL1
<div class="prom"><form action="{$Filename}" method="post">
<p>成ります</p>
<p>
<input type="hidden" name="prom" value="1">
<input type="hidden" name="x" value="{$x}">
<input type="hidden" name="y" value="{$y}">
<input type="hidden" name="bx" value="{$bx}">
<input type="hidden" name="by" value="{$by}">
<input type="hidden" name="uid" value="{$u_name}">
</p>
<p><input type="submit" value="確認" class="submit"></p>
</form></div>
EOL1;
            break;
        }else {
            print  <<< EOL2
```

```php
<div class="prom"><form action="{$Filename}" method="post">
<p>成りますか?</p>
<p>
<input type="radio" name="prom" value="1" id="prom">
<label for="prom">成る</label>
<input type="radio" name="prom" value="0" id="nprom">
<label for="nprom">成らない</label>
<input type="hidden" name="x" value="{$x}">
<input type="hidden" name="y" value="{$y}">
<input type="hidden" name="bx" value="{$bx}">
<input type="hidden" name="by" value="{$by}">
<input type="hidden" name="uid" value="{$u_name}">
</p>
<p><input type="submit" value="送信" class="submit"></p>
</form></div>
EOL2;
        break;
          }
          case 8:
          case 9:
            if($y == 0) {
                print <<< EOL3
   <div class="prom"><form action="{$Filename}" method="post">
   <p>成ります</p>
   <p>
   <input type="hidden" name="prom" value="1">
   <input type="hidden" name="x" value="{$x}">
   <input type="hidden" name="y" value="{$y}">
   <input type="hidden" name="bx" value="{$bx}">
   <input type="hidden" name="by" value="{$by}">
   <input type="hidden" name="uid" value="{$u_name}">
   </p>
   <p><input type="submit" value="確認" class="submit"></p>
   </form></div>
EOL3;
```

```php
        break;
            }else {
                print  <<< EOL4
<div class="prom"><form action="{$Filename}" method="post">
<p>成りますか?</p>
<p>
<input type="radio" name="prom" value="1" id="prom">
<label for="prom">成る</label>
<input type="radio" name="prom" value="0" id="nprom">
<label for="nprom">成らない</label>
<input type="hidden" name="x" value="{$x}">
<input type="hidden" name="y" value="{$y}">
<input type="hidden" name="bx" value="{$bx}">
<input type="hidden" name="by" value="{$by}">
<input type="hidden" name="uid" value="{$u_name}">
</p>
<p><input type="submit" value="送信" class="submit"></p>
</form></div>
EOL4;
            }
        default:
            break;
        }
        return 1;
    }
    return 0;
}

function mp_CheckMate($Board)
{
    /*
    王手判定.戻り値が１なら詰み
    戻り値 ＝ mp_check(盤面情報)
    */
    $temp_board = mp_copy($Board);
```

```php
        $position = array(); //王の座標
        $flg = 0;



        //敵王の座標取得
        for($y = 0; $y < MAX_Y; $y++) {
            for($x = MAX_X - 1; $x >= 0; $x--) {
                if(($Board[$x][$y]->getNameNum() == 1 || $Board[$x][$y]->getNameNum() == -1) &&
$Board[$x][$y]->getOrd() == ENEMY) {
                    array_push($position, $x, $y);
                    $flg = 1;
                    break;
                }
                if($flg == 1) break;
            }
        }
        mp_checkMove($Board, $position, $data); //王の移動できる座標
        array_merge($data, $position);
        $N = count($data) / 2; //王の移動できる座標数
        $flg = 0;



        for($i = 0; $i < $N; $i++) {
            $cnt = array($data[2 * $i], $data[2 * $i + 1]);
            mp_swap($temp_board[$position[0]][$position[1]], $temp_board[$data[2 * $i]][$data[2 *
$i + 1]]);
            #print $data[2 * $i].",".$data[2 * $i + 1].":";
            #print "[{$temp_board[$data[2 * $i]][$data[2 * $i + 1]]->getName()}]\n";
            #print $position[0].",".$position[1].":[{$temp_board[$position[0]][$position[1]]-
>getName()}]\n";
            $flg += mp_check($temp_board, array($data[2 * $i], $data[2 * $i + 1]));
            #print "\nflg:$flg\tN:$N\n";
            $temp_board = mp_copy($Board);
        }
        if($N == $flg) {
```

```php
      return 1;
    }else {
      return 0;
    }
  }


  function mp_check($Board, $position)
  {
    /*
    王手を判定する.戻り値が1だと王手状態
    mp_check(盤面の情報の入った配列, 王の座標の入った配列)
    */
    /*
    print "六五四三二一\n";
    for($i = 0; $i < MAX_Y; $i++) {
      for($j = MAX_X - 1; $j >= 0; $j--) {
        print $Board[$j][$i]->getName();
      }
      $aaa = $j + 1;
      print $aaa."\n";
    }
    print "\n\n";
    */

    for($y = 0; $y < MAX_Y; $y++) {
      for($x = MAX_X - 1; $x >= 0; $x--) {
        if($Board[$x][$y]->getOrd() == MYSELF) {
          mp_checkMove($Board, Array($x, $y), $tmp); //自駒すべてが移動できる座標
          $n = count($tmp) / 2; //自駒すべてが移動できる座標数

          for($i = 0; $i < $n; $i++) {
            if(isset($position) && ($position[0] == $tmp[2 * $i] && $position[1] == $tmp[2 *
$i + 1])) {

              /*王手判定*/
              unset($position);
```

```php
                        return 1;
                    }
                }
            }
        }
        return 0;
    }


    function mp_copy($Board)
    {
        /*
        盤面をコピーする．戻り値にコピーざれたものか帰る
        mp_copy(コピーしたい盤面)
        */
        for($y = 0; $y < MAX_Y; $y++) {
            for($x = 0; $x <MAX_X; $x++) {
                $temp_board[$x][$y] = clone $Board[$x][$y];
            }
        }
        return $temp_board;
    }
?>
```

13. PieceData.inc

```php
<?php
    class PieceName {
        /*
        基本使用しない
        */
        #0:なし, 1:王, 2:玉, 3:飛車, 4:角行, 5:金将, 6:銀将, 7:桂馬, 8:香車, 9:歩兵
        private $NormName = array("　", "王", "玉", "飛", "角", "金", "銀", "桂", "香", "歩");
        private $PromName = array("　", "王", "玉", "龍", "馬", "金", "全", "圭", "杏", "と");
```

```php
    protected function NameTrans($name) {
        if($name > 0) {
            return  $this->NormName[$name];
        }else {
            return $this->PromName[$name * -1];
        }
    }
}

class PieceData extends PieceName {
    /*
    駒情報を保持する.詳しくは「php クラス」で検索推奨
    変数名->setAll(駒名を表す数字, 駒が自分か相手かを表す定数) 入れた駒の情報が記録
される.これをしなければデフォルトでは駒がないものとして処理される
    変数名->getName() 記録されている駒の名前が返される
    変数名->getNameNum() 記録されている表す数字が返される
    変数名->getOrd() 記録されている駒が敵駒か自駒か駒がないかを表す定数が返される
    変数名->setProm() 記録させている駒がなっていない場合成る
    */
    private $name;
    private $ord;

    public function __construct($N, $O) {
        $this->name = $N;
        switch($O) {
            case ENEMY:
                $this->ord = ENEMY;
                return ;
            case MYSELF:
                $this->ord = MYSELF;
                return ;
            case NONE:
                $this->ord = NONE;
                return ;
        }
```

```php
            return false;
        }
        public function getName() {
            return $this->NameTrans($this->name);
        }
        public function getNameNum() {
            return $this->name;
        }
        public function getOrd() {
            return $this->ord;
        }
        public function setProm() {
            if($this->name > 0) {
                $this->name *= -1;
                return ;
            }
        }
        public function setAll($N, $O) {
            $this->name = $N;
            switch($O) {
                case ENEMY:
                    $this->ord = ENEMY;
                    return ;
                case MYSELF:
                    $this->ord = MYSELF;
                    return ;
                case NONE:
                    $this->ord = NONE;
                    return ;
            }
            return false;
        }
    }

?>
```

14. game_main.css

```css
img {
    width: 100%;
    height: 100%;
    float: left;
}
.prom {
    border: 1px solid black;
    font-size: 150%;
    grid-row: 2 / 5;
    grid-column: 10 / 15;
    text-align: center;
}
.judge {
    background-color: red;
    grid-column: 1 / 3;
}
.submit {
    width: 100%;
    height: 200%;
}
.title {
    grid-row: 9 / 12;
    grid-column: 2 / 10;
    position: relative;
    bottom: -10%;
}
#table {
    grid-row: 6;
    grid-column: 10 / 15;
}
.grid {
    display: grid;
```

```css
    grid-template-columns: repeat(18, 5vw);
    grid-template-rows: repeat(9, 5vw);
}
#PieceBoard {
    grid-row: 3 / 7;
    grid-column: 10 / 16;
}
#x1 {
    grid-row: 2;
    grid-column: 7;
    text-align: center;
}
#x2 {
    grid-row: 2;
    grid-column: 6;
    text-align: center;
}
#x3 {
    grid-row: 2;
    grid-column: 5;
    text-align: center;
}
#x4 {
    grid-row: 2;
    grid-column: 4;
    text-align: center;
}
#x5 {
    grid-row: 2;
    grid-column: 3;
    text-align: center;
}
#x6 {
    grid-row: 2;
    grid-column: 2;
```

```css
    text-align: center;
}
#y1 {
    grid-row: 3;
    grid-column: 8;
    text-align: center;
}
#y2 {
    grid-row: 4;
    grid-column: 8;
    text-align: center;
}
#y3 {
    grid-row: 5;
    grid-column: 8;
    text-align: center;
}
#y4 {
    grid-row: 6;
    grid-column: 8;
    text-align: center;
}
#y5 {
    grid-row: 7;
    grid-column: 8;
    text-align: center;
}
#y6 {
    grid-row: 8;
    grid-column: 8;
    text-align: center;
}
#board {
    grid-row: 2;
    grid-column: 10;
```

```css
    /*border: 1px solid black;*/
}
#board00 {
    grid-row: 3;
    grid-column: 7;
    border: 1px solid black;
}
#board10 {
    grid-row: 3;
    grid-column: 6;
    border: 1px solid black;
}
#board20 {
    grid-row: 3;
    grid-column: 5;
    border: 1px solid black;
}
#board30 {
    grid-row: 3;
    grid-column: 4;
    border: 1px solid black;
}
#board40 {
    grid-row: 3;
    grid-column: 3;
    border: 1px solid black;
}
#board50 {
    grid-row: 3;
    grid-column: 2;
    border: 1px solid black;
}
#board01 {
    grid-row: 4;
    grid-column: 7;
```

```css
    border: 1px solid black;
}
#board11 {
    grid-row: 4;
    grid-column: 6;
    border: 1px solid black;
}
#board21 {
    grid-row: 4;
    grid-column: 5;
    border: 1px solid black;
}
#board31 {
    grid-row: 4;
    grid-column: 4;
    border: 1px solid black;
}
#board41 {
    grid-row: 4;
    grid-column: 3;
    border: 1px solid black;
}
#board51 {
    grid-row: 4;
    grid-column: 2;
    border: 1px solid black;
}
#board02 {
    grid-row: 5;
    grid-column: 7;
    border: 1px solid black;
}
#board12 {
    grid-row: 5;
    grid-column: 6;
```

```css
    border: 1px solid black;
}
#board22 {
    grid-row: 5;
    grid-column: 5;
    border: 1px solid black;
}
#board32 {
    grid-row: 5;
    grid-column: 4;
    border: 1px solid black;
}
#board42 {
    grid-row: 5;
    grid-column: 3;
    border: 1px solid black;
}
#board52 {
    grid-row: 5;
    grid-column: 2;
    border: 1px solid black;
}
#board03 {
    grid-row: 6;
    grid-column: 7;
    border: 1px solid black;
}
#board13 {
    grid-row: 6;
    grid-column: 6;
    border: 1px solid black;
}
#board23 {
    grid-row: 6;
    grid-column: 5;
```

```css
    border: 1px solid black;
}
#board33 {
    grid-row: 6;
    grid-column: 4;
    border: 1px solid black;
}
#board43 {
    grid-row: 6;
    grid-column: 3;
    border: 1px solid black;
}
#board53 {
    grid-row: 6;
    grid-column: 2;
    border: 1px solid black;
}
#board04 {
    grid-row: 7;
    grid-column: 7;
    border: 1px solid black;
}
#board14 {
    grid-row: 7;
    grid-column: 6;
    border: 1px solid black;
}
#board24 {
    grid-row: 7;
    grid-column: 5;
    border: 1px solid black;
}
#board34 {
    grid-row: 7;
    grid-column: 4;
```

```css
    border: 1px solid black;
}
#board44 {
    grid-row: 7;
    grid-column: 3;
    border: 1px solid black;
}
#board54 {
    grid-row: 7;
    grid-column: 2;
    border: 1px solid black;
}
#board05 {
    grid-row: 8;
    grid-column: 7;
    border: 1px solid black;
}
#board15 {
    grid-row: 8;
    grid-column: 6;
    border: 1px solid black;
}
#board25 {
    grid-row: 8;
    grid-column: 5;
    border: 1px solid black;
}
#board35 {
    grid-row: 8;
    grid-column: 4;
    border: 1px solid black;
}
#board45 {
    grid-row: 8;
    grid-column: 3;
```

```css
    border: 1px solid black;
}
#board55 {
    grid-row: 8;
    grid-column: 2;
    border: 1px solid black;
}
#table0 {
    grid-row: 8;
    grid-column: 10;
}
#table1 {
    grid-row: 8;
    grid-column: 11;
}
#table2 {
    grid-row: 8;
    grid-column: 12;
}
#table3 {
    grid-row: 8;
    grid-column: 13;
}
#table4 {
    grid-row: 8;
    grid-column: 14;
}
#table5 {
    grid-row: 8;
    grid-column: 15;
}
```