67200072

67200090

67200171

67200382

1. index.html

<!--67200072 宇佐見聡涼-->

<!DOCTYPE html>

<html lang="ja">

<head>

<meta charset="UTF-8">

<link rel="stylesheet" type="text/css" href="http://133.54.224.240/penshu4\_2021/67200382/ex15/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="http://www4.cs.miyazaki-u.ac.jp/~yamaba/ex4/2021/submit/ex15/students.php">終了</a></p>

</body>

</html>

1. DatabaseAction.inc

<!--67200072 宇佐見聡涼-->

<?php

function da\_query($sql)

{

@$result = pg\_query($sql);

if($result == FALSE) {

print "<p>DataBase Acquisition Error</p>\n";

exit;

}

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);

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);

}

}

?>

1. DefineData.inc

<!--67200072 宇佐見聡涼-->

<?php

$db\_host = 'kite.cs.miyazaki-u.ac.jp';

$db\_name = 'endb2109';

$db\_user = 'enuser2109';

$db\_pass = 'enpass2109';

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

?>

1. login.php

<!--67200072 宇佐見聡涼 endb2109-->

<!DOCTYPE html>

<html lang="ja">

<head>

<meta charset="UTF-8">

<link rel="stylesheet" type="text/css" href="../css/register.css">

<link rel="stylesheet" type="text/css" href="http://133.54.224.240/penshu4\_2021/67200171/last/css/last.css">

<title>詰将棋</title>

</head>

<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>

<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>

1. register.php

<!--67200072 宇佐見聡涼 endb2109-->

<!DOCTYPE html>

<html lang="ja">

<head>

<meta charset="UTF-8">

<link rel="stylesheet" type="text/css" href="../css/register.css">

<link rel="stylesheet" type="text/css" href="http://133.54.224.240/penshu4\_2021/67200171/last/css/last.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;

}

$sql = "select uname from udata where uname = '$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}">

<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>

1. BoardPrint.inc

<!--67200072 宇佐見聡涼-->

<?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";

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";

}

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";

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";

}

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:

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";

}

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";

}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\"><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";

}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:

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";

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;

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:

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) {

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;

}

}

}

}

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";

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:

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:

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";

}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 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";

}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";

}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";

}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;

}

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:

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);

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";

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:

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;

}

}

}

?>

1. MovePiece.inc

<!--67200072 宇佐見聡涼-->

<?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) {

$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;

}

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;

}

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;

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;

}

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;

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;

}

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">

<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

<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;

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);

$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) {

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);

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;

}

?>

1. PieceData.inc

<!--67200072 宇佐見聡涼-->

<?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");

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 ;

}

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;

}

}

?>

1. judge.php

<!--67200072 宇佐見聡涼-->

<?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 "<h2 class=\"judge\">正解!</h2>\n";

print "<div class=\"title\">\n<form action=\"../index.html\"><p><input type=\"submit\" value=\"タイトル画面に戻る\"></p></form></div>\n";

print "<div class=\"select\"><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></div>\n";

if($flg != 0) print "<div class=\"next\"><form action=\"./main1.php\" method=\"post\"><p><input type=\"submit\" value=\"次の問題\"></p>\n<input type=\"hidden\" name=\"u\_name\" value=\"$u\_name\">\n<input type=\"hidden\" name=\"number\" value=\"$next\_id\"></form>\n</div>";

exit;

}else {

print "<h2 class=\"judge\">不正解!</h2>\n";

print "<div class=\"title\">\n<form action=\"../index.html\"><p><input type=\"submit\" value=\"タイトル画面に戻る\"></p></form></div>\n";

print "<div class=\"select\"><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></div>\n";

print "<div class=\"next\"><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 "<h2 class=\"judge\">正解!</h2>\n";

print "<div class=\"title\">\n<form action=\"../index.html\"><p><input type=\"submit\" value=\"タイトル画面に戻る\"></p></form></div>\n";

print "<div class=\"select\"><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></div>\n";

if($flg != 0) print "<div class=\"next\"><form action=\"./main1.php\" method=\"post\"><p><input type=\"submit\" value=\"次の問題\"></p>\n<input type=\"hidden\" name=\"u\_name\" value=\"$u\_name\">\n<input type=\"hidden\" name=\"number\" value=\"$next\_id\"></form>\n</div>";

exit;

}else {

print "<h2 class=\"judge\">不正解!</h2>\n";

print "<div class=\"title\">\n<form action=\"../index.html\"><p><input type=\"submit\" value=\"タイトル画面に戻る\"></p></form></div>\n";

print "<div class=\"select\"><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></div>\n";

print "<div class=\"next\"><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;

}

}

}

?>

1. main1.php

<!--67200072 宇佐見聡涼 endb2109-->

<!DOCTYPE html>

<html lang="ja">

<head>

<meta charset="UTF-8">

<link rel="stylesheet" type="text/css" href="../css/game\_main.css">

<link rel="stylesheet" type="text/css" href="../css/main.css">

<title>詰将棋</title>

</head>

<body>

<h1 class="shogi">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'] : "";

@$result = da\_query("select id from {$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}';");

$u\_num = pg\_fetch\_result($result, 0, 0);

bp\_unselect($Board, "main2.php", $u\_num);

bp\_table\_unselect($Table, "main2.php", $u\_num);

print "<h2 class=\"q\_id\">第{$q\_id}問</h2>\n";

da\_query("delete from {$u\_name}\_buffer;");

da\_piece\_in($Board, $Table, $u\_name, $q\_id);

?>

<div class="title">

<p><button onclick="location.href='../index.html'">タイトル画面へ</button></p>

</div>

</body>

</html>

1. main2.php

<!--67200072 宇佐見聡涼 endb2109-->

<!DOCTYPE html>

<html>

<head lang="ja">

<meta charset="UTF-8">

<link rel="stylesheet" type="text/css" href="../css/game\_main.css">

<link rel="stylesheet" type="text/css" href="../css/main.css">

<title>詰将棋</title>

</head>

<body>

<h1 class="shogi">詰将棋</h1>

<?php

include\_once "./function/BoardPrint.inc";

include\_once "./function/MovePiece.inc";

include\_once "./function/PieceData.inc";

include\_once "../DatabaseAction.inc";

include\_once "../DefineData.inc";

$data\_x = isset($\_GET['x']) ? $\_GET['x'] : "";

$data\_y = isset($\_GET['y']) ? $\_GET['y'] : "";

$u\_num = isset($\_GET['id']) ? $\_GET['id'] : "";

$table\_num = isset($\_GET['table']) ? $\_GET['table'] : "";

if($data\_x == "" && $data\_y == "" && $u\_num == "") {

print "<p>予期せぬエラーが発生しました</p>";

print "<a href=\"../index.html\">メインメニューへ</a>";

exit;

}

/\*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;

}

@$result = da\_query("select uname from udata where unum = {$u\_num}");

$u\_name = pg\_fetch\_result($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);

@$result = da\_query("select id from {$u\_name}\_buffer;");

$q\_id = pg\_fetch\_result($result, 0, 0);

//盤面を保持する配列を生成

$Table = array();

for($y = 0; $y < MAX\_Y; $y++) {

for($x = 0; $x < MAX\_X; $x++) {

$Board[$x][$y] = new PieceData(0, 0);

}

}

/\*駒情報を配列に格納\*/

$c = 0;

for($i = 0; $i < $row; $i++) {

if($db\_data[$i]['x'] > 0 && $db\_data[$i]['y']) {

$Board[$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++;

}

}

if($data\_x > -1 && $data\_y > -1) {

bp\_select($Board, $data\_x, $data\_y, "main3.php", $u\_num);

bp\_table\_print($Table);

print "<h2 class=\"q\_id\">第{$q\_id}問</h2>\n";

}else {

bp\_table\_select($Board, $Table, $table\_num, "main3.php", 1, $u\_num);

print "<h2 class=\"q\_id\">第{$q\_id}問</h2>\n";

}

?>

<div class="title">

<p><input type="button" onclick="location.href='../index.html'" value="タイトル画面へ"></p>

</div>

</body>

</html>

1. main3.php

<!--67200072 宇佐見聡涼 endb2109-->

<!DOCTYPE html>

<html>

<head lang="ja">

<meta charset="UTF-8">

<link rel="stylesheet" type="text/css" href="../css/game\_main.css">

<link rel="stylesheet" type="text/css" href="../css/judge.css">

<link rel="stylesheet" type="text/css" href="../css/main.css">

<title>詰将棋</title>

</head>

<body>

<h1 class="shogi">詰将棋</h1>

<?php

include\_once "./function/BoardPrint.inc";

include\_once "./function/MovePiece.inc";

include\_once "./function/PieceData.inc";

include\_once "../DatabaseAction.inc";

include\_once "../DefineData.inc";

include\_once "./judge.php";

$data\_x = isset($\_GET['x']) ? $\_GET['x'] : "";

$data\_y = isset($\_GET['y']) ? $\_GET['y'] : "";

$data\_bx = isset($\_GET['bx']) ? $\_GET['bx'] : "";

$data\_by = isset($\_GET['by']) ? $\_GET['by'] : "";

$u\_num = isset($\_GET['uid']) ? $\_GET['uid'] : "";

$table\_num = isset($\_GET['table']) ? $\_GET['table'] : "";

if($u\_num == "") {

$u\_num = isset($\_POST['uid']) ? $\_POST['uid'] : "";

}

/\*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;

}

@$result = da\_query("select uname from udata where unum = {$u\_num}");

$u\_name = pg\_fetch\_result($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);

@$result = da\_query("select id from {$u\_name}\_buffer;");

$q\_id = pg\_fetch\_result($result, 0, 0);

//盤面を保持する配列を生成

$Table = array();

for($y = 0; $y < MAX\_Y; $y++) {

for($x = 0; $x < MAX\_X; $x++) {

$Board[$x][$y] = new PieceData(0, 0);

}

}

/\*駒情報を配列に格納\*/

$c = 0;

for($i = 0; $i < $row; $i++) {

if($db\_data[$i]['x'] > 0 && $db\_data[$i]['y']) {

$Board[$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++;

}

}

if(!($data\_x == "" && $data\_y == "" && $data\_bx == "" && $data\_by == "")) {

if($data\_bx == $data\_x && $data\_by == $data\_y) {

bp\_unselect($Board, "main2.php", $u\_num);

bp\_table\_unselect($Table, "main2.php", $u\_num);

print "<h2 class=\"q\_id\">第{$q\_id}問</h2>\n";

}else {

if($data\_bx == -1 && $data\_by == -1) {

$Board[$data\_x][$data\_y]->setAll($Table[$table\_num]->getNameNum(), MYSELF);

array\_splice($Table, $table\_num, 1);

}else {

mp\_swap($Board[$data\_bx][$data\_by], $Board[$data\_x][$data\_y]);

$flg\_prom = mp\_checkProm($data\_x, $data\_y, $data\_bx, $data\_by, $Board[$data\_x][$data\_y]->getNameNum(), "main3.php", $u\_num);

if($flg\_prom == 1) {

bp\_print($Board);

bp\_table\_print($Table);

print "<h2 class=\"q\_id\">第{$q\_id}問</h2>\n";

da\_query("delete from {$u\_name}\_buffer;");

da\_piece\_in($Board, $Table, $u\_name, $q\_id);

exit;

}

}

bp\_print($Board);

bp\_table\_print($Table);

print "<h2 class=\"q\_id\">第{$q\_id}問</h2>\n";

judge($data\_bx, $data\_by, $data\_x, $data\_y, $u\_name, $q\_id);

}

}else {

$data\_x = isset($\_POST['x']) ? $\_POST['x'] : "";

$data\_y = isset($\_POST['y']) ? $\_POST['y'] : "";

$data\_bx = isset($\_POST['bx']) ? $\_POST['bx'] : "";

$data\_by = isset($\_POST['by']) ? $\_POST['by'] : "";

$prom = isset($\_POST['prom']) ? $\_POST['prom'] : "";

if($prom == 1) {

mp\_swap($Board[$data\_bx][$data\_by], $Board[$data\_x][$data\_y]);

$Board[$data\_x][$data\_y]->setProm();

}else {

mp\_swap($Board[$data\_bx][$data\_by], $Board[$data\_x][$data\_y]);

}

bp\_print($Board);

bp\_table\_print($Table);

print "<h2 class=\"q\_id\">第{$q\_id}問</h2>\n";

judge($data\_bx, $data\_by, $data\_x, $data\_y, $u\_name, $q\_id);

}

?>

<div class="title">

<p><input type="button" onclick="location.href='../index.html'" value="タイトル画面へ"></p>

</div>

</body>

</html>

1. select.php

<!--67200090 大野和輝 endb2109-->

<!DOCTYPE html>

<html lang="ja">

<head>

<meta charset="UTF-8">

<link rel="stylesheet" type="text/css" href="../css/select.css">

<link rel="stylesheet" type="text/css" href="http://133.54.224.240/penshu4\_2021/67200171/last/css/last.css">

<title>詰将棋</title>

</head>

<body>

<?php

include\_once "../DefineData.inc";

include\_once "../DatabaseAction.inc";

/\*67200072 宇佐見聡涼\*/

$u\_name = isset($\_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++) {

if($i == 1) {

print "<p><input type=\"radio\" id=\"$i\" name=\"number\" value=\"$i\" checked><label for=\"$i\">{$i}問目";

}else {

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!";

print "</label></p>\n";

}

print "<div id=\"submit\"><p><input type=\"hidden\" name=\"u\_name\" value=\"$u\_name\">\n<input type=\"submit\" value=\"決定\">\n</p></form>";

print "<p><a href=\"../index.html\">タイトル画面へ</a></p></div>\n";

/\*67200072 宇佐見聡涼\*/

?>

</body>

</html>

1. game\_main.css

@@charset "UTF-8";

/\*67200072 宇佐見聡涼\*/

body{

background-color:#CEA660;

background-size: auto;

}

h1{

text-align:center;

font-size:40px;

color:black;

}

h2{

text-align:center;

font-size:30px;

}

p{

padding:10px 10px 10px 10px;

width:auto;

font-size:22px;

}

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;

}

.title {

grid-column: 2 / 5;

grid-row: 9;

}

.submit {

width: 100%;

height: 200%;

}

.q\_id {

grid-row: 1;

grid-column: 1 / 3;

}

#table {

grid-row: 6;

grid-column: 10 / 15;

}

.grid {

display: grid;

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;

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;

/\*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;

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;

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;

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;

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;

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;

}

1. judge.css

.judge {

grid-column: 3 / 5;

grid-row: 1;

}

.title {

grid-column: 2 / 5;

grid-row: 9;

}

.select {

grid-column: 5 / 6;

grid-row: 9;

}

.next {

grid-column: 7;

grid-row: 9;

}

1. main.css

/\*67200072 宇佐見聡涼\*/

@charset "UTF-8";

body{

background-color:#CEA660;

background-size: auto;

}

h1{

text-align:center;

font-size:40px;

color:black;

}

h2{

text-align:center;

font-size:30px;

}

p{

padding:10px 10px 10px 10px;

width:auto;

font-size:22px;

}

.pic img{

display: block;

margin:auto;

}

div{

display: flex;

justify-content: center;

}

.shogi {

background-color:#8B4513;

border:double green;

}

1. select.css

/\*67200072 宇佐見聡涼\*/

@charset "UTF-8";

#submit {

position: fixed;

left: 15%;

bottom: 5%

}

1. Index.css

/\*67200382 中津留正梧\*/

body {

background: #FFDEAD url("tatami.jpg") repeat ;

margin : 3em;

background-color : #FFDEAD;

background-size: cover;

}

h1{

border : 2px solid red;

color : black;

text-align: center;

background : #FFDEAD;

}

p{

color : black;

text-align: center;

}

a:link {

background-color: white;

color: black;

border: 2px solid green;

padding: 10px 20px;

text-align: center;

text-decoration: none;

display: inline-block;

}

a:hover, a:active {

background-color: green;

color: white;

}

1. Explanation.css

・explanation.html

<!-- 67200171 川越彪雅-->

<!DOCTYPE html>

<html lang="ja">

<head>

<meta charset="UTF-8">

<link rel="stylesheet" type="text/css" href="css/last.css">

<title>説明</title>

</head>

<body>

<h1>ゲームの説明</h1>

<h2>詰将棋</h2>

<p>

このソフトは１手詰の詰将棋になっています。１手で王手の状態を作り出したら正解となり、王手の状態にならなかったら不正解となります。下図のように駒を選択すると周囲が光り、移動できる場所が選択できます。持ち駒は駒のないところであれば盤面のどこに置くこともできます。

</p>

<h2>駒の動かし方</h2>

<ul>

<li>王将、玉将：全方位一マス進める</li>

<li>飛車：縦横にいくらでも進める</li>

<li>龍王：飛車の動きに加えて斜め１マス進める</li>

<li>角行：斜めにいくらでも進める</li>

<li>龍馬：角行の動きに加えて縦横に１マス進める</li>

<li>金将：縦横と斜め前方に１マス進める</li>

<li>銀将：前と斜め前後に１マス進める</li>

<li>全：金将と同じように進める</li>

<li>桂馬：２マス前の斜めに進める</li>

<li>桂：金と同じように進める</li>

<li>香車：前方にいくらでも進める</li>

<li>香：金と同じように進める</li>

<li>歩兵：１マス前に進める</li>

<li>と：金と同じように動ける</li>

</ul>

<div class="pic">

<img src="./ping/example.png" width=300 alt="説明">

</div>

<h2>ユーザー登録</h2>

<p>

ゲームを始める前にユーザー登録を行ってください。初めてプレイする方は「はじめから」を選択し、ユーザー名とパスワードを入力後ログインをして、問題を選択してください。すでに登録済みの方は「つづきから」を選択してゲームを始めてください。

</p>

<hr>

<p><a href="http://133.54.224.240/penshu4\_2021/67200072/ex15/">戻る</a></p>

</body>

</html>

・last.css

@charset "utf8";

body{

background-color:#CEA660;

background-size: auto;

}

h1{

text-align:center;

font-size:40px;

color:black;

background-color:#8B4513;

border:double green;

}

h2{

text-align:center;

font-size:30px;

border: double green;

}

p{

padding:10px 10px 10px 10px;

width:auto;

font-size:22px;

}

.pic img{

display: block;

margin:auto;

}

div{

display: flex;

justify-content: center;

}