Othello, Part II: Flip pieces

function flipPieces(gameboard, the player's color, a grid);
Output: the state of a new board where all pissible flippings are performed (NOTE that the original board is not modified)

OR

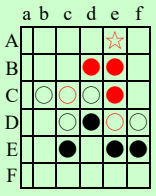
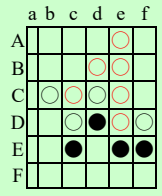
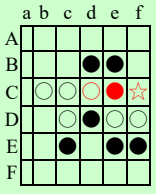
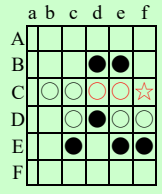
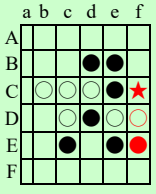
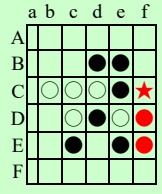
function flipPieces(new_board, org_board, the player's color, a grid);
Output: nothing; the new state is saved in new_board

Description

- You can call `countFlipPieces()` to define this function.

Function	Return Value	Algorithm
function flipPieces(gameboard, the player's color, a grid)	a state of the board	For dr ← 0 ~ 7: num ← countFlipPieces(gameboard, the player's color, a grid, dr); For gd ← num grids in the direction dr: piece(gd) ← color;

Some examples are given here.

Example	Original State	Return Value	New State
flipPieces("+++++++++XX++OOOX+++OXOO++X+XX++++++", 2, "Ae")		"++++O++++OO++OOOO+++OXOO++X+XX++++++"	
flipPieces("+++++++++XX++OOOX+++OXOO++X+XX++++++", 2, "Cf")		"+++++++++XX++OOOOO++OXOO++X+XX++++++"	
flipPieces("+++++++++XX++OOOX+++OXOO++X+XX++++++", 1, "Cf")		"+++++++++XX++OOOXX++OXOX++X+XX++++++"	

範例 Examples:	
Input	Meaning
3 +++++++++XX++OOOX+++OXOO++X+XX++++++ 2 Ae +++++++++XX++OOOX+++OXOO++X+XX++++++ 2 Cf +++++++++XX++OOOX+++OXOO++X+XX++++++ 1 Cf	Number of test data gameboard of test data #1 player's color of test data #1 grid of test data #1 gameboard of test data #2 player's color of test data #2 grid of test data #2 test data #3 test data #3 test data #3
Output	Meaning
++++O++++OO++OOOO+++OXOO++X+XX++++++ +++++++++XX++OOOOO++OXOO++X+XX++++++ +++++++++XX++OOOXX++OXOX++X+XX++++++	answer of test data #1 answer of test data #2 answer of test data #3