LogicMove(pos1, pos2)

{

//Habria que modificar IsValidMove y que ya chequee turno y sentido de movimiento (IsTurn volaria)

if (!IsInRange(pos1 && pos2) && IsEmpty(pos1) && !IsTurn(Piece(pos1).Color) && !IsValidMove(pos1 to pos2) )

{

if (IsEmpty(pos2) && !IsCastling && !CantMoveIsCheck) && !IsPawn(pos1))

{

Move(pos1, pos2)

}

if (!IsEmpty(pos2) && !IsCastling && !CantMoveIsCheck) && !IsPawn(pos1)) {

Delete(pos2)

Move(pos1, pos2)

}

if (IsEmpty(pos2) && IsCastling && CanCastling)

{

Move(pos1, pos2)

MoveRookCastling

}

If (IsPawn && IsCapturing) && !EnPassant && !IsEmpty(pos2))

{

Delete(pos2)

Move(pos1, pos2)

}

If (IsPawn && IsCapturing) && EnPassant)

{

Delete(pos2’)

Move(pos1, pos2)

}

If (IsPawn && !IsCapturing && IsEmpty(pos2) && !Promoting)

{

Move(pos1, pos2)

}

If (IsPawn && !IsCapturing && IsEmpty(pos2) && Promoting)

{

Move(pos1, pos2)

New Queen(pos2)

}

}

}