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\* c113499 Create example\_output.txt

\* 3489e62 Update README

\* 3102677 updated Readme

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\* a5806d3 swapped king and queen

\* a8212a9 yet more bug fixes

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| | | \* 55f898b Added Coordinate indicators

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| | | | \* 9fd8ea9 now using stdbool

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| | | | \* 0b3dd71 Added gridlines

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| \* | | | | 8cad529 Added King Functionality

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| **|** | | | | \* aecee2f fixed squares

| **|** | | | | \* 8dd5b63 Added black Squares

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| **|** | \* | | 157d61a Changed to If Statements

| **|** | **|** | | \* e9faa8f (**origin/piece\_movement**) bug flexes

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void showBoard (int board[8][8]) {

printf("\n\n┌─┬─┬─┬─┬─┬─┬─┬─┐\n");

for (int i = 0; i < 8; i++) {

// printf("│");

bool flag = true;

for (int j = 0; j < 8; j++) {

if (!flag) {

printf("│");

}

flag = false;

// printf("");

switch (board[i][j]) {

case 0:

printf(" ");

break;

case 1:

printf("♔");

break;

case 2:

printf("♕");

break;

case 3:

printf("♗");

break;

case 4:

printf("♘");

break;

case 5:

printf("♙");

}

}

printf("│\n") ;

if (i < 7) {

printf("├─┼─┼─┼─┼─┼─┼─┼─┤\n") ;

}

}

printf("└─┴─┴─┴─┴─┴─┴─┴─┘\n");

}