

*TCB * The Chess Base*

You are a team member in a software house.

The boss has got the genial plan (at least in his own opinion), that you are going to develop software, which can play board games, f.ex. Chess.

Your opinion of your coworkers ability in software development is not too high.

And you are asked to make the basic code for a chess game, i.e. for the board and pieces, with extension for other games as a possibility.

Exercise 1

Make an abstract class which can be extended to any piece in a game of chess.

Exercise 2

Extend the abstract class to a class for each of :

- *king,*
- *queen,*
- *bishop,*
- *knight*
- *tower and*
- *pawn*

Exercise 3

Make a class to represent the board with 64 squares, where the piece in a square is generic. There is only room for one piece pr square.