

Chess Program - Part 2 [C++]

Attempt the following questions one at a time. Do not attempt the next question before achieving the question you're working on, each question is structured to be done in order.

1. Modify the `chess2.cpp` program so it uses an `askInt()` function for getting input for the `row` variable. Your `askInt()` function should ensure input values from 1 to the `BOARD_SIZE`. The signature for your `askInt()` function should look like this, `int askInt(int min, int max)`. At the section labeled `// ask row` on lines 22 to 29 you should be able to have it simply call `int row = askInt(1, BOARD_SIZE);`
2. Now modify the `chess2.cpp` program so it reuses the `askInt()` function for getting input for the `column` variable at the section labeled `// ask column` on lines 35 to 42.
3. Make a function called `isValidType()` for easily ensuring if the `pieceType` variable is a valid variable. Note: to do this you will need to make the `ROOK`, `KNIGHT`, `BISHOP`, `QUEEN`, and `KING` constants at the section labeled `// pieces` on lines 13 to 17 global in scope. The signature for your `isValidType()` function should look like this, `bool isValidType(char type)`
4. Modify the `chess2.cpp` program so it uses an `askType()` function for getting input for the `type` variable. The signature for your `askType()` function should look like this, `char askType()`. Your `askType()` function should ensure a valid value for `pieceType` by using the `isValidType()` function you created in step 3. At the section labeled `// ask type` on lines 52 to 57 you should be able to have it simply call `char type = askType();`