

Chess Program - Part 1 [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 `chess1.cpp` program so it uses a `switch` block rather than an `if else` block at the section labeled "`// if/else block`" on lines 57 to 83.
2. Modify the program so it accepts `char` input of 'R' for rook, 'N' for knight, 'B' for bishop, 'Q' for queen, and 'K' for king instead of numbers. Make sure you use the constants at the section labeled "`// pieces`" on lines 12 to 17 when you do this.
3. Have it so that if the user uses uppercase or lowercase letters it still recognizes the input.